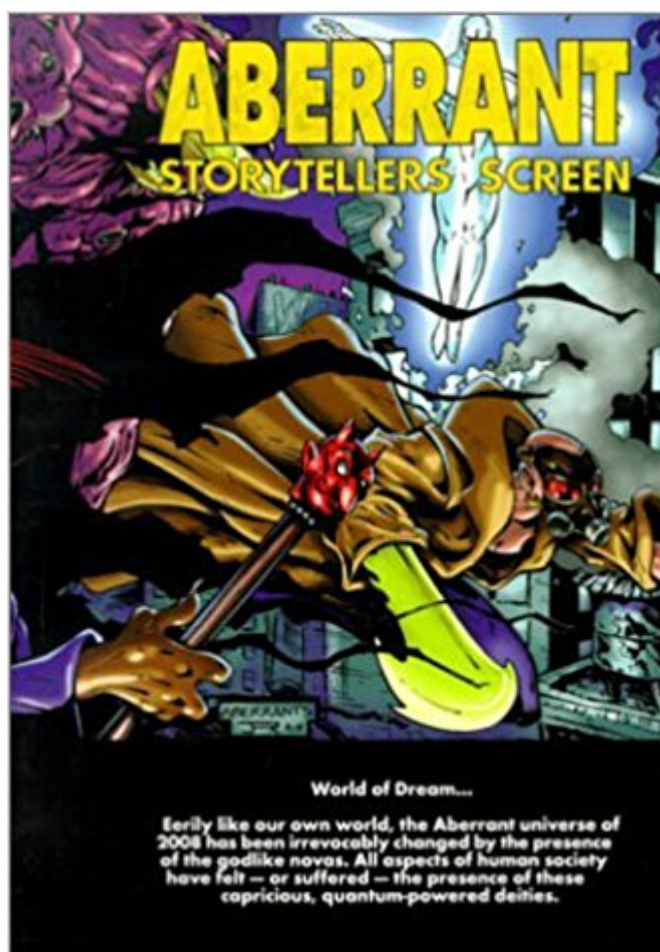


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# Aberrant Storytellers Screen (Quad-Fold Screen + Book, Aberrant Roleplaying, WW8501)



## Synopsis

World of Dream... Eerily like our own world, the Aberrant universe of 2008 has been irrevocably changed by the presence of the godlike novas. All aspects of human society have felt - or suffered - the presence of these capricious, quantum-powered deities ... Nightmare Future! The Aberrant Storytellers Screen features additional setting information, including the effects of novas on existing corporations, religions and cults. Additionally, a complete story "Permanent Vacation," enables players to jump into the action as Aberrants, Utopians or agents of the sinister Project Proteus.

## Book Information

Paperback: 72 pages

Publisher: White Wolf Game Studio (August 3, 1999)

Language: English

ISBN-10: 1565046277

ISBN-13: 978-1565046276

Product Dimensions: 7 x 0.3 x 10.1 inches

Shipping Weight: 7.4 ounces

Average Customer Review: 3.0 out of 5 stars 2 customer reviews

Best Sellers Rank: #1,053,779 in Books (See Top 100 in Books) #124 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games](#)

## Customer Reviews

What effect do Novas have on our world? After reading Aberrant: The Storyteller's screen, you'll have some idea. Unfortunately, it just may not be enough. Kraig Blackwelder makes a heroic attempt to cram all sorts of good info into a book that is a mere 72 pages long. In it, you will find some pretty good detail about the world of 2008. Novas are mortals, heroes, and Gods all rolled into one Quantum-charged package; It's natural that there would be businesses built by them, comics based on them, and people to worship them. The Storyteller's screen gives us something to work with. The pre-made, self contained story "Permanent Vacation" is excellent; easily one of the best for a fledgling Storyteller or a group of new players. Enough key players are given, especially for the Nova-only club "The Amp Room," that the section is useful even if you have no intent on running the story. Plentiful flavor text fills out the book, but it does seem to fall short at times. The bottom line? You can run a game without it. That's pretty much true for any supplement book in any Roleplaying game. Some people will love it, others won't. Technically, I believe it deserves another half-star, it's definitely worth a read.

As is usual with the White Wolf line of products they offer the screen to cover "the information you do not want them to see" together with a booklet that contains a few interesting facts of the setting (just to help you understand this world better) as well as a small adventure for starting players. A word of advise: if any of your players has bought a lot of powers with the tainted option (it is cheaper that way but can be abused very easily) you should beef up the antagonists, regular characters would sweat and cry to finish the story but a powerful nova just would wipe them like dust. The screen provides tables which are not very useful overall, but good enough to help you out of the problem. My opinion? If you are short on money better buy more useful books, buy if you like to use screens it is O.K. to have.

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