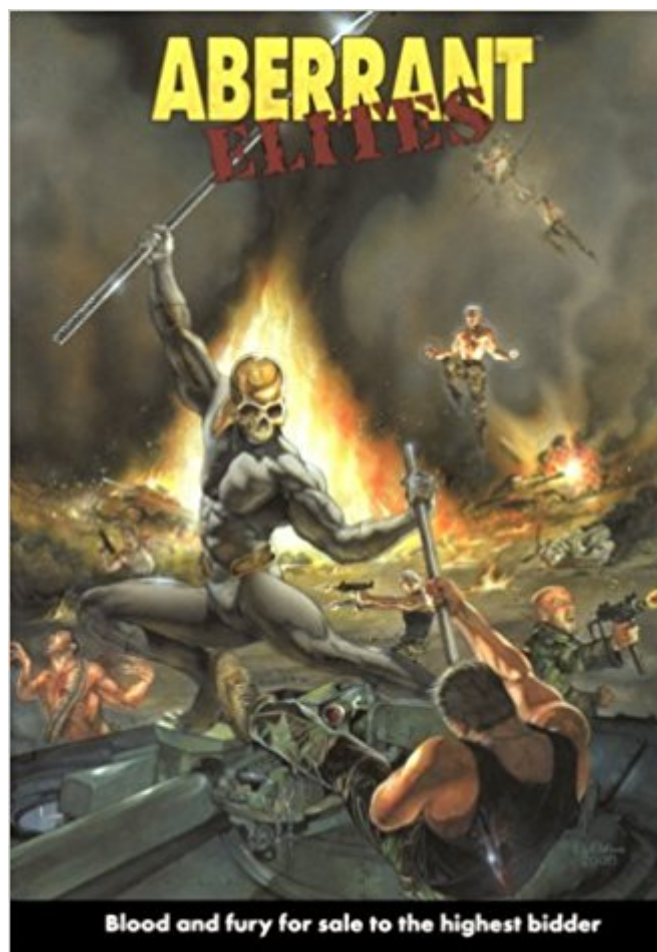


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Aberrant Elites (Aberrant Role Playing Game)



Synopsis

Aberrant: Elites reveals the lives of those novas who offer their services, ass-kicking and otherwise, for sale to the wealthy. This book exposes the shadowy DeVries Agency (and some of its even seedier competitors) and includes rules for creating your own elite agency. Learn how your character can rake in the big bucks through assassination, bodyguarding or simply ripping apart small third world countries. The best become unimaginably wealthy. The incompetent die in the mud and are forgotten. Which are you?

Book Information

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Customer Reviews

Aberrant: Elites reveals the lives of those novas who offer their services, ass-kicking and otherwise, for sale to the wealthy. This book exposes the shadowy DeVries Agency (and some of its even seedier competitors) and includes rules for creating your own elite agency. Learn how your character can rake in the big bucks through assassination, bodyguarding or simply ripping apart small third world countries. The best become unimaginably wealthy. The incompetent die in the mud and are forgotten. Which are you?

I think it's safe to say that this will be one of the most popular Aberrant supplements. Featuring the stats for some of the biggest featured NPC's, like Totentanz, "Elites" finally reveals the lifestyle that players are usually drawn to: that of the "Badass for hire". While a large portion of the book is dedicated to military campaigns and the agencies that engage in them, Elites also expands it's definition to include more benign Nova's for hire. There are guidelines for players who wish to create their own Elite organization with all the advantages and pitfalls. It also explains the code of the Elite

and how they have created a sort of "Bushido" that includes a code of conduct and even licensing arrangements. I like the idea of a mask as a trademark. Batman wouldn't be Batman without that mask and the big bat on his chest. The coolest thing about the book is some of the more realistic portrayals of warfare and the ethical dilemma's. The mercenary lifestyle is something common in almost every RPG, but as always, White Wolf tries to take a thoughtful and complicated approach. Stories of Post-Traumatic-Stress-Disorder and the horrors of war are handled with class. It's a nice approach to an old, and in my opinion, pretty tired idea.

A book like this you tend to suspect to be well boring. Since it deals entirely with people that kill for a living it's not unreasonable to think that this we'll just be another supplement with Bigger Guns Bigger Powers and Bigger Penises. But it's not! I'm not denying that there is some of that in here (if there wasn't at least a few people would through a hissy fit) but this isn't the focus of the book. What this is about are the effects of war. What's more (and for a game about superheroes this is odd) it's brutally realistic. This is a vital resource for anyone who plans on running an elites series, or wants to be an elite, because it tells what its like. The day to day wearing when you fight morally gray enemies for morally bankrupt superiors. What can happen to people caught in the middle? This is book is a lot more than you think it is.

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