

THE ORIGINAL SERIES AND NEXT GENERATION ERAS ONLY

The distant planet of Trill was at the edge of the Terran Empire. Upon contact with the Empire in the early decades of the 23rd Century, Trill rejected the xenophobic, oppressive, and discriminatory nature of the Empire. In disgust, they turned their attention to other factions in the galaxy, forming strong ties with the Ferengi and Cardassian Union. Their ties to these powers forced Trills into more mercantile or militaristic roles. When the Terran Empire encountered the Cardassians, the two engaged in an extended border war, with both sides using Trill as a base of operations in the sector. Despite their claims to neutrality, the Trill found themselves caught in the middle, and many Trill ended up working as mercenaries for one side or another. Following their alliance with the Klingons, the Cardassians routed Terran forces on Trill, liberating the populace, albeit at a high civilian cost. The period of warfare claimed the lives of a disproportionate number of symbiotes, removing their stabilizing influence on Trill society. While Trill declined to join the Klingon-Cardassian alliance, many continued to serve it as hired soldiers. With the loss of so many of the symbiotes that previously defined their culture, Trill society became pessimistic and melancholy, lamenting the incalculable loss of experience and knowledge as well as the greatly reduced opportunities for joining.

■ **TALENTS:** The character receives access to the following talents:

ONE LIFE TO LIVE

REQUIREMENT: Trill, or Gamemaster's Permission

The vast majority of Trills are never joined with a symbiote: only the best and brightest are acceptances into the Initiate Program. You either did not apply to the program or were rejected. You are determined to make the most of your single lifetime. When you fail a Task and did not buy extra dice, you can spend 1 Momentum and add 1 Threat to roll an extra d20.

RELIABLE ASSISTANCE

REQUIREMENT: Trill, or Gamemaster's Permission

You follow directions reliably but unexceptionally. Once per scene, when you Assist with a Task, instead of rolling you can reduce the Difficulty by 1.

