



The Joining

The Trail Sourcebook

Trill Character Generation.

"Don't mistake a new face for an new soul!"

Becoming a joined Trill

To create a joined Trill character, the process has changed slightly. Instead of leaving the decision of a joined species and the number of previous lives up to the player, we have instead created a mechanic, which while it still leaves the options open to the player, the use of Development Points to create a joined Trill should even out the power imbalance inherent in the original game mechanic.

To Generate an Un-joined Trill.

Simply create a character based on the Trill Template and continue as normal Character Generation.

To Generate a joined Trill.

Starting with the Species Template, the Character can then proceed through the Symbiont Initiation Programme Early Life package with appropriate advantages and disadvantages, or even swap for the pre-prepared Academy package.

The end result is that the appropriate Advantages and Disadvantages are added to show that the character is now joined with a Symbiont. The character gains the Advantage The Joined (+2) and the Disadvantage Symbiote Critical Hit (-2)

Character creation may now continue as normal, but the character now has access to new Symbiont Advantages and Disadvantages.

| Trill |
|--|
| Attributes |
| Fitness 2 [5] Vitality +1 |
| Co-ordination 2 [5]* |
| Intellect 2 [5] Perception +1 |
| Presence 2 [5]* Empathy +1 |
| Psi 0 [5] |
| Skills |
| Athletics (Choose Specialisation) 2 (3) |
| Culture (Trill) 2 (3) |
| History (Trill) 1 (2) |
| Language Trill 2 |
| Sciences, Any (Choose Specialisation) 1 (2) |
| World Knowledge (Trill) 1 (2) |
| Typical Advantages/Disadvantages |
| 1 extra Courage Point |
| Curious +1 |
| <small>* For joined Trill these Attribute maximums rise to 6 (see The Joined Advantage below).</small> |

The basic joined package for a joined Trill is limited to a single past host, the player will need to spend additional points to purchase the previous lifetimes of the host, and we hope that this will re-address the game balance.

Of course now the basic package for a joined Trill equals zero it is also possible to represent a character who has been joined without the approval of the Symbiosis Commission (such as Ezri Dax or Verad Dax). Such unsanctioned joinings are rare, although possible if it is considered an extreme emergency and required to save the Symbiont. Others might seek to steal the symbiont, such an action would most likely result in the new host being outcast from Trill Society and hunted/bound by Trill law as the Trill authorities will seek to retrieve the Symbiont and return it to the pools of Mak'ala (Exile -4 and Marked Man -3).

New Early Life Packages

Trill Initiate Hopeful (5 Points)

Most Trill wish to obtain the honour of hosting a symbiont, however the competition is tough, the symbiont Commission only chooses the best and the Brightest to enter the Initiate Program, designed to cull unsuitable hosts from the ranks of the potential hosts. Competition is tough and always more candidates apply than could possibly be taken on by the Initiate program, which itself takes on more Initiates than there are Symbionts. Candidates are normally received into the program during their 20's thus giving the individual a chance to grow and mature as an individual. the better to allow integration of personalities when joined. The Initiate program lasts 3 years.

Academic Skill, Any (Choose Specialisation) 1 (2)

Athletics (Choose Specialisation) 1 (2)

Rival -1

New Academy Packages

These packages can take the place of a Starfleet Academy Experience for a Trill Graduate, an unjoined Trill in play could (in theory) return to Trill and undergo the Initiate Programme as an advanced training programme at any time for 15XP and a absence of 3 years game time...

Trill Symbiosis Commission Initiate (8 Points)

The character was a successful Initiate and achieved the joining. Candidates are normally received into the program during their early twenties, after years of growth and maturity; better allowing the integration of personalities when joined. The Initiate Program lasts three years, designed to cull unsuitable hosts from the ranks of Initiates.

Athletics (Choose Specialisation) 1 (2)

Academic Skill, Any (Choose 2 Specialisation's) 1 (2) and (2)

First Aid (Trill Vermiform's) 0 (1)

Law (Trill Symbiosis Law) 0 (1)

The Joined +2

Symbiont Critical Hit -2

Cultural Flexibility +1

Code of Honour (Trill Symbiosis) -2

Failed Trill Initiate (8DP's)

A candidate attending Initiate training but who fails to be joined with a Symbiont will have still done well, and be a highly educated and much sought after by other organisations. Starfleet recruits heavily from the pool of failed candidates as more initiates are taken on by the Symbiosis Commission than there are Symbionts to be joined.

Athletics (Choose Specialisation) 1 (2)

Academic Skill, Any (Choose 2 Specialisation's) 1 (2) and (2)

First Aid (Trill Vermiform's) 0 (1)

Law (Trill Symbiosis Law) 0 (1)

Rival -1

Advantages and Disadvantages.

Note. Some Symbionts can take on advantages and disadvantages from previous hosts, as these represent events from history they are worth far less, as they would have been due to the actions of the previous host, never-the-less the results of some of these past actions may follow a Symbiont's name. These should have a reduced value for disadvantages some may even become valued at 0, and advantages may have a reduced game effect. They are used to add some colour and history to the Symbiont, and to help balance the Symbiont.

Symbiont only Advantages and Disadvantages are marked with (*)

Advantages

*The Joined +2

The Trill host was successful and has been joined with a symbiont. They now have slightly increased mental capacities countered with a new critical hit location in their belly (Disadvantage; Symbiont Critical Hit). The basic advantage represents the joining with a symbiont, but only 1 previous hosts to draw experience from.

Upon joining the species template Intelligence and Presence attribute maximum rise from [5] to [6], Characters still need to purchase these points in play with XP, but this

represents the increased mental traits of the Symbiont joining

***Past Hosts +1**

Each previous host must be purchased as an advantage. The final number must still be cleared with the narrator, but now a player must spend points to gain the insight of these previous lives. Each additional life allows the application of the 3 Symbiont Skills, which are applicable to the hosts work, therefore some details must be worked out.

***Significant Past Host +2**

Alternative to 'Past Host', a past host can be purchased with this advantage instead, the host in question was very well-known and famous for an event and the Symbionts name has carried this glory forward with each new joining, the character also receives +2 positive renown in an appropriate field

***Historical Aptitude +2**

The character has more than a sense for understanding history, in some cases they were actually there! This allows an additional die on any historical skill test, including tests to understand changes or possible alterations in history, such as with some Social Sciences Specialisations.

***Skilled Host +1**

One of the Symbionts Previous Hosts was an expert in their field, and was highly skilled, that lifetime (players choice) gains an additional Symbiont Skill (4 rather than the usual 3).

Rank - +1 to +5

This represents Political Rank, either within the Trill Ruling council, or within the Symbiosis commission. The higher the rank the more political power the character wields within Trill society

Disadvantages

*** Symbiont Critical Hit -2**

All joined Trill gain this disadvantage, to represent the extra critical hit area now gained in their belly where the symbiont now rests. This disadvantage offers an extra critical hit location. In the case of a joined Trill, the 'worm in their belly', would be their weak spot, and an attack that hit the characters abdomen would do 2x damage, as would a head hit.

Dominant Personality -1

Most joined Trill are a symbiosis of both creature and personality, the two intellects seamlessly meshing to form a totally new individual. However one of the creatures in this symbiotic relationship has a dominant personality. One of the two holds dominant sway over the actions of the two. Occasionally the other personality will take over sometimes making the host act contrary to normal. The personalities must be both decided in advance and cleared with the narrator first. However the character gains a -2 negative renown amongst any Trill aware of this dominant personality as it is seen as a failure of the Joining.

Optional Rule: If you have the Starfleet Academy Boxed set, these personalities can both be created with their character archetype rules...

***Re-association Outcast -2**

Different from Exile (-4) and Diminished Social Status (-1 to -3). The Trill with this disadvantage has re-associated with a loved one from a previous host. Judged and found guilty, the Ruling council has decreed that the Symbiont shall not be passed to a new host at the end of the current host's life, and will instead be returned to the Pools of Mak'ala For the duration of the joined beings life, they are to be shunned and outcast from their fellow Trill.

Note. Commonly linked to the 'Romantic Attachment' disadvantage...

***Immature Symbiont -1**

The symbiont is very young, and has only just matured ready for its first joining. This is it, and the character is unable to draw on any previous life experience or Symbiont skills.

***Aged Symbiont. -1**

The Symbiont has led a long life and is getting old, this will be the last time this symbiont will become joined, and at the end of this hosts life-time the Symbiont will return to the pools of the Mak'ala caves to remain for the remainder of its life.

***Code of Honour (Trill Symbiosis) -2:**

This symbolizes the deep commitment of the host towards their symbiont. The Trill host may give his life to protect the vermiform inside him, placing the continued existence of the symbiont as a priority even over the sense of self.

***Medical Problem (Allergic to Insect Bites) -1**

Many joined Trill are very sensitive to insect bites, causing discomfort but easing easily. However, some are hyper-allergic to such an insect bite, and would be in danger if bitten. When a character is bitten by such an insect, the character must seek medical attention immediately. Treatment is quick and simple (requires a moderate success with a full med-kit) but without it, the character will lose a health level every 10 minutes until they fall unconscious. Further failure to administer aid will eventually result in the death of the character.

***Great Expectations -1**

A previous incarnation of the joined being was so famous for something they did that the Symbionts name lives on. Now the character finds they must live up to the expectations of others and always trying to live up to the memory of past glories. The Character must spend a Courage

point anytime they try to avoid doing this.

***Suppressed Host Memory -1/-3**

The memories of the Symbiont have been suppressed for some reason. The player must have a rough reason as to why this might be... At -1 the previous life experience gives only 2 Symbiont Skills as opposed to the usual 3, although there are few other side-effects. At -3 an entire host's existence has been suppressed for some reason. It has been known for such heavily suppressed memories to re-emerge and in such circumstances risk the balance of joining between Symbiont and Host.

Dark Secret;

(Symbiosis Commission) -2:

Those who are high level officers or important people within the Symbiosis Commission, or even those that discover this Secret by any chance (as Capt. Sisko and Lt. Cmdr. Jadzia Dax did) know everything about the awful truth of the Trill symbiosis: 50% of Trill population are biologically compatible, but there are only Symbionts for one tenth of 1% of the total population.

An Ode to Spot.

OK. I admit it, the Trill write up here is entirely about the Spotted Trill as seen in DS9. However before that, the Trill appeared in TNG with a ridged brow and with a few differences in the joining. In reality, we know that the reasons for this were simply due to an improved development time going into the background, and a need to make Terry Farrell remain pretty on camera.

But that's never good enough for us Trekkies right? Initially in the sourcebook we were going to cover the issue. But it never really panned out. Thankfully, fandom has its many contributors, and here is an alternative noted out by Steven Wood;

The "Neanderthal" Trill are a sub-species whom react differently from their spotted cousins: once joined the symbiont is dominate (mandatory Dominant Personality -1 Disadvantage). They have no taboo against re-association. The somewhat less than perfect joining of the two result less in a symbiotic relationship and more of a parasitic one—resulting in use of transporters to be more hazardous. For all these reason the Symbiosis Commission frowns upon "Neanderthal" joining and they are extremely rare.

From the Memory Alpha wiki the "Neanderthal" are the result of a strain of the Augment Virus which infected a Trill colony though visiting Klingon traders. It, on occasion, reappears in small outbreaks resulting in a small portion of the population having ridges and no spots. All of what appears in the paragraph above apply here as well, it's just now the "Neanderthal" are no longer a naturally occurring sup-species.

Addendum, by Steven Wood.

Character Generation Addendum;

Trill Names:

Male

Ahjess, Arjin, Aylim, Bejal, Corro, Curzon, Gran, Hanor, Inman, Janel, Jobel, Joran, Kela, Kymble, Leizon, Norvo, Raifi, Rantic, Tobin, Timor, Torias, Torvin, Verad, Yedrin, Yolad

Female

Alva, Audrid, Emony, Ezri, Jadzia, Kell, Kareel, Lela, Lenara, Lisa, Mazie, Neema, Nilani, Riet, Selin, Timo, Yanas, Zinn

Family Names

Belar, Cahil, Hillio, Hite, Kalon, Lan, Muth, Otner, Perim, Pren, Renhol, Seyle, Spalen, Tigan, Vayo

Symbiont Names

Ang, Ban, Bek, Dar, Dax, Drex, Dru, Han, Jak, Kahn, Kal, Kur, Lar, Lon, Mal, Marh, Mas, Meg, Mon, Nor, Nub, Odan, Par, Peers, Poeh, Ree, Ren, Sko, Tam, Tod, Tyr, Ver, Wex, Wey, Yar

Past Life Experience:

(aka. Dan's Unpatented Trill previous lifetime career table)

Mind gone blank? Want to create a joined Trill but just cannot think what careers your Trill did in previous lifetimes? Use 1D6 and roll it twice and find a job on this table. Bear in mind that most Trill consider each life as an opportunity to explore new options and experiences, while this doesn't cut the option of following the same career more than once, if you wish, you may re-roll any duplicate results.

Of course, if you have a clear idea of what you want, ignore this table altogether

| | 1 | 2 | 3 | 4 | 5 | 6 |
|---|----------------------|------------------------|---------------------------|------------------------------|--------------------------|----------------------|
| 1 | Parent/ Homemaker | Law Enforcement | Starship Crew | Pilot | Explorer | Starfleet |
| 2 | Engineer | Computer Specialist | Technician | Theoretical Engineer | Inventor | Spy |
| 3 | Diplomat | Politician | Negotiator/ Ambassador | Bureaucrat/ Administrator | Symbiology Commission | Business Director |
| 4 | Military | Cook | Actor | Merchant/ Trader | Historian | Journalist |
| 5 | Academic | Artist | Teacher | Writer | Dilettante | Athlete |
| 6 | Scientist | Psychologist | Medical Doctor | Surgeon | ExoBiologist | Lawyer |

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