

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: *TRISKELION*

VISUAL REPRESENTATION



Shahna – an Orion-Human Triskelion Thrall

SPECIES ADJUSTMENTS

+2 Vitality, -1 Intellect, -1 Presence

PHYSICAL DESCRIPTION

The sentient, humanoid inhabitants of Triskelion are not, by nature, native to that planet. Over the past 300 years, a trio of beings called The Providers (see below) populated the planet by abducting people from various civilizations throughout the Alpha, Beta, Gamma, and even Delta Quadrants.

This makes all inhabitants of Triskelion either members of other races cut off from their own people, or mixed-species hybrids with the physical traits of two or more races, and the cultural development of a Triskelion.

Prior to 2267, all humanoid inhabitants of Triskelion were Thralls – slaves forced into gladiatorial combat by The Providers. Either people abducted by The Providers, or the offspring of an earlier generation of Thralls.

After the Thralls were freed by Captain James T. Kirk, they began to develop their own society. And this society now accounts for the population of Triskelion.

Thus Triskelions, some of whom still refer to themselves as Thralls, are members of races not native to Triskelion – and as an Andorian, Vulcan, Tellarite, or Human, they share the physical traits of those races despite not being raised in their native culture.

Some Triskelions are of mixed-species background, showing physical traits of two or more races, while

sharing the culture of Triskelion. And the Triskelion “Thralls” are one of the most widely diverse species in the known galaxy as a result of their auspicious origins.

Nowhere else can one encounter a being who is part Human, part Orion, and part Kazon.

CULTURE

Prior to the involvement of Captain Kirk and the USS Enterprise in the 23rd century, Triskelion was a culture of slavery, gambling, gladiatorial combat, and oppression as the Providers abducted people from their homeworlds, forced them into arena-combat, and wagered on, bought, and sold the winners and losers using a type of currency called quatloos.

The Federation starship USS Enterprise under command of Captain James T. Kirk was obligated to visit the planet to secure the release of several crew kidnapped by the Providers. Upon arrival, the Enterprise discovered numerous species enslaved on the surface as thralls, including their missing crew. Eventually, to free the thralls, Kirk entered into open combat against three drill thralls, betting not quatloos on his victory, but the condition of freedom for all if he was victorious, or enslavement of the Enterprise crew if he lost. He won, and the Enterprise left the system shortly afterward.

Another condition of the wager was that the Providers would educate the remaining thralls and allow the development of a free society on the planet.

As a result, the Thralls did develop a very independent society. And yet the roots of how their culture began were always held in a type of esteem. Skill in hand-to-hand combat was prized over many other skills, and arena-combat still conducted as a much-respected, but now voluntary sport on which not only the Providers but the freed Thralls and their descendants could wager.

Roughly 20 years after the involvement of the Enterprise in the development of Triskelion culture, the liberated Thralls petitioned for membership in the Federation. And Shahna, a part-Orion Thrall who was especially close to Kirk during his time on the planet, was elected by her people to represent the Thralls to the Federation Council.

Triskelion was finally admitted to the Federation in the early 24th century.

LANGUAGES

There are many languages spoken on Triskelion. And sometimes the common terms of one language are adopted into another, creating a type of jumbled slang.

A Triskelion who speaks Klingon as their native language, may also incorporate human slang, or Tellarite sayings into their dialect.

In this way, Triskelion has a sort of language all its own. Even if it is a combination of words and phrases from many languages from many cultures collected to ether from all four quadrants.

COMMON NAMES

Triskelion names are as diverse as their language, with elements derived from all the different cultures who make

up the population of Thralls.

It is not uncommon for a Triskelion to have a name from a culture or language different from that of their racial background – an Orion hybrid with a Klingon name, or a human with a Talaxian name would not be unusual on Triskelion.

Some native names, most likely coined by the Providers include *Galt*, *Kloog*, *Lars*, *Shahna*, and *Tamoon*.

HOMEWORLD

Triskelion is a planet located in the M24 Alpha trinary star system.

System M24 Alpha is a trinary star system, home of the planet Triskelion. M24 Alpha is located some 11.630 light years from the Federation-controlled Gamma system.

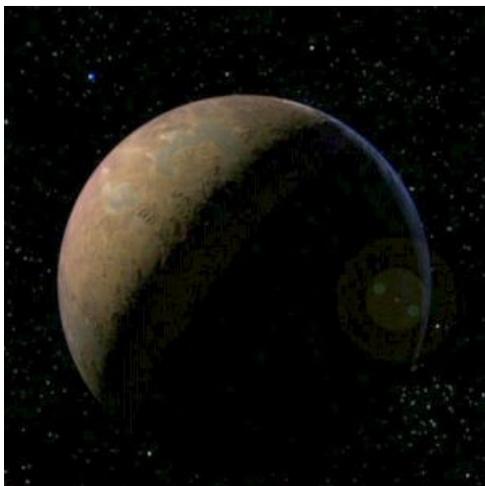
The Gamma system is a star system. The Gamma system is located some 11.630 light years from the M24 Alpha system, on the course of 310 mark 241. This system was located in Federation space, and had one known habitable planet, Gamma II.

Gamma II was an uninhabited planetoid in the Gamma system that the Federation used, during the 23rd century, as an automatic communications and astrogation station.

Triskelion was ruled by a group of three powerful disembodied brains called the Providers until 2268.

The Providers' society revolved around betting their monetary reserves (counted in a currency known as a quatloo) on various aspects of captured slaves' (thralls) lives, including open combat with one another.

In the 24th century the Cardassians did trade with Triskelion during the Bajoran Occupation, as did the Bajorans after they took control of Deep Space 9.



THE PLANET, TRISKELION

FAVORED PROFESSION

Triskelions are known for their prowess in combat, and make excellent Soldiers, and Special Forces personnel and will normally follow these professions.

Even Triskelion Rogues will have a strong background in armed and unarmed combat skills.

And there are several Triskelions – mostly multi-species hybrids – serving in Starfleet.

SPECIES ABILITIES

Given the unusual nature of the Triskelion people, and their mixed culture and races, Triskelions have a wide range of species traits and special abilities.

But, all people from Triskelion have certain traits in common.

Triskelions are very hardy, and can endure more physical hardships, recover from disease faster, and endure more damage than an average human. They receive a +1 species bonus to their Vitality attributes.

Due to their isolated homeworld, and still somewhat primitive culture, Triskelions are not as intellectual as even some of their contributory races are – resulting in a -1 species penalty to Intellect. Triskelions also have some difficulty interacting in social situations off Triskelion. And sometimes people raised on Triskelion, who are members of other races find it difficult to interact with other members of their own species.

For this reason, Triskelion people suffer a -1 penalty to their Presence attribute.

Triskelions will also have a broad spectrum of Species Traits. But there are some traits common to all Triskelions.

Gladiatorial: Because so much of their history is rooted in a warlike culture of gladiator-combat, Triskelions often become familiar with a variety of weapons and fighting methods. Choose two skills from either the Armed Combat, or Unarmed Combat skill groups. Both skills start at level 1. These skills need not be in the same skill group. Thus a Triskelion could choose Simple Weapons and Klingon Mok'bara with this ability. In addition Triskelions may designate one of these skills as a professional skill for the purposes of skill acquisition and advancement.

Quick Learner: The Triskelion people got a late start on their culture, but wasted no time in catching up. And true to their wager with Kirk, the Providers did everything within their power to help the freed Thralls learn and evolve into an independent society. As a result, Triskelions learn and master most skills quickly.

When selecting skills during the personal development stage, Triskelion characters gain extra skill picks. Choose a personal development package and either add +2 skill levels to any one skill, or +1 to two separate skills.

In addition to these species traits, all Triskelions will have the physical traits of their native species (*ie.* an Andorian Triskelion will have the traits, *Antennae*, *High Pain Threshold*, & *Redundant Circulation*), but not the cultural

ones, such as the *Keth*, in the case of the Andorian.

Triskelions of mixed-race background should be treated as characters of mixed species, as per the rules on p.29 of the *Player's Guide*.

THE PROVIDERS



The three Providers that dominated Triskelion until the involvement of the Enterprise in 2268 are more accurately classified as Creatures, rather than a separate species; as far as game-terms are concerned.

And a complete Creature listing on The Providers is available to accompany this file.

The Providers was a colloquial term given to three non-humanoid beings who controlled the planet Triskelion in the M24 Alpha trinary star system. They appeared as disembodied brains contained in a device giving them life support and communication abilities. When Captain Kirk speculated in their presence in 2268 that they were the result of "primary mental evolution" they corrected him, stating they'd once had humanoid form, but after eons of devoting themselves exclusively to intellectual pursuits they had evolved into their present form. The aliens called themselves "Providers" because they believed the term was easier for the limited intellects of their slaves, whom they called thralls, to comprehend. If their race had another name, they never revealed it.

The Providers controlled an immense power station, which they concealed a kilometer or more beneath the surface of their world. They could create and project their voices anywhere on Triskelion, and they controlled a transporter based on light that had a range of light years and operated nearly instantly. They could manipulate energy at least to the extent of neutralizing a starship's power systems. They provided sustenance and other basic needs to the thralls, and could punish the thralls directly or through their proxy, Galt. They evidently possessed significant planetary defenses, for they did not regard the arrival of the USS Enterprise at their world as a significant threat, stating that they could destroy it and make the incident appear to be a magnetic storm.

To amuse themselves, the Providers captured humanoids and forced them to fight while they placed wagers on the outcome. Inasmuch as such fights were often to the death, they required a steady supply of humanoids. To obtain it, they practiced humanoid husbandry with their existing stock (selecting breeding partners) and kidnapped suitable humanoids from elsewhere in the galaxy via their powerful transporter. They claimed to use only "inferior specimens" but considering their own vast intellect and concomitant high opinion of themselves, it is likely they regarded all other forms of life as inferior to their own.

Provider 1 was one of the three Providers. Shortly after Captain Kirk and his landing party demonstrated their combat skills, Provider 1 outbid its companions, purchasing the Enterprise crewmembers for 2000 quatloos. At that time, Galt marked them, changing the crystals on their collars of obedience from white to red. Galt also warned them that further disobedience was punishable by death. Provider 1 appeared identical to its companions save for a reddish internal radiance. Provider 1 also owned the thrall Shanna.

Provider 2 was the second known Provider. Save for a greenish internal radiance, it appeared quite similar to its companions. It owned the thralls Tamoon, Lars, and an unnamed thrall designated as a "practice target" because he was slow in obeying a command.

Provider 3 was the third known Provider and differed in appearance from its companions only in its yellow internal radiance. It owned Kloog and an unnamed Andorian thrall.

ENCOUNTERS

By the late 24th century, Triskelions have migrated across the Alpha and Beta quadrants. Especially the many, and varied hybrid-aliens. Triskelions that have somehow managed to preserve themselves as a pure-blooded member of a single species is a rare thing indeed. And these individuals will find themselves uncomfortable among their own kind.

Triskelion industry has been an active part of the region for centuries. In the 22nd and 23rd centuries this industry; mostly the exportation of luxury items, was regulated by The Providers.

Now, while the Providers live up to their name, providing tools, and material; the society of freed thralls controls the manufacture, import, and export businesses on Triskelion.

ERAS

Enterprise: Although no contact has been made between Earth, and Triskelion several humans, mostly among Boomers, have been abducted and forced to live out their lives as Thralls. Triskelion export industry is also thriving in this period, with wine and other amenities exported from Triskelion turning up on both Qo'noS, and Rigel. It is possible the Orion Syndicate even had a business arrangement with the Triskelions, trading slaves for exported goods.

TOS: It is during this era that the USS Enterprise encountered Triskelion and the Providers. Captain Kirk

liberated the Thralls in 2268, and from this point on the Thralls became an independent, developing and evolving society. By the end of this era (c. 2290) Triskelion was ready to apply for membership in the Federation.

TNG: With Federation membership pending, during this era, the Triskelions continued to export wine, and other items. Keeping mostly to themselves, the Triskelions had exportation agreements with Cardassia during the occupation of Bajor. They also had similar arrangements with Romulus and the Federation, and Triskelion traders were an excellent source of Romulan ale.

DS9: The Triskelions managed to avoid the Dominion War, despite three attempts by the Dominion to attack the planet. During the war, the Providers used their abilities to disable starships, and transport large numbers of people across extreme distances to protect their planet. But, the Triskelions did not become directly involved in the war. They did continue trading with Bajor, as they had with Cardassia.

VOY: Triskelions do not normally venture far from their homeworld under their own power. They do not have a fully functional space-fleet. Their only space-going vessels are freighters, and cargo-carriers. And even if a Triskelion were to be trapped in the Delta Quadrant it is feasible the Providers could retrieve them using their long range light-based transporter system. Other vessels trapped in the Delta Quadrant might even find an encounter with some Triskelions to their benefit, as the Triskelions could easily possess some ability to contact the Providers and perform a rescue using their transporter technology.

TRISKELION THRALL - TAMOON-



Advancements: 5

Attributes: Agl 10, Int 6, Prs 8, Per 7, Str 10, Vit 11*

Reactions: Quik +2, Savv 0, Stam +3*, Will 0

Defense: 9

Health: 13

Courage: 5

Species: Orion / Andorian (Triskelion Thrall)

Species Abilities: Gladiatorial, Quick Learner, Ultraviolet Endurance, *Bonus Edge* (High Pain Threshold), Redundant Circulation

Skills: *Armed Combat* ; Simple Weapons (Sword, Pike, Axe) +9, Athletics (Run, Climb) +6, Entertain (Sing) +4, First Aid +2, Gymnastics (Tumble) +4, Influence (Charm, Intimidate) +5, *Knowledge*; Culture (Triskelion, Orion) +6, Law (Triskelion) +4, Specific World (Triskelion) +4, Observe (Spot) +4, *Ranged Combat*; Archaic Weapons (Crossbow) +5, Repair (Weapons) +3, Sport (Wrestling) +6, Stealth (Sneak) +5, Tactics (Ground Combat) +3, *Unarmed Combat*; Brawling +7, Wrestling +5

Edges: Bold, Dodge, Weapon Mastery

Flaws: Bloodlust

Profession: Soldier

Professional Abilities: Evasion, Battle-hardened

Tamoon was a deep-voiced, yellow-skinned humanoid of mixed-species heritage, with orange hair and large bushy eyebrows, who was held captive on the planet Triskelion, where she served as a thrall for Provider 2.

In 2268 she was chosen to be Ensign Chekov's "drill thrall" when he, Kirk and Uhura were transported to Triskelion from the USS Enterprise by the Providers. As Chekov's drill thrall, she was responsible for his training, and providing him with nourishment.

During their first encounter, she commented on his name, which she first interpreted as "Chee-koo" and later "Chee-koof," describing it a "a very nice name." Surprised by her deep voice, the nervous Chekov, who was unsure if she was even female, remained polite towards her advances on him. She proceeded to grab his arms near the shoulders and gave him a squeeze, telling him that he was "a fine specimen" and that she liked him "better than the others."

Tamoon had plans of instructing Chekov well, so that her Provider would take him, and if the Provider is pleased with the result, he may "select" Chekov and Tamoon for each other.

During a later visit, Chekov tied Tamoon up with his training harness, and when release from his quarters by Captain Kirk, Chekov regretted that "this is going to kill our romance."

Following the defeat of the Providers, she stayed on Triskelion to learn a new way of life.