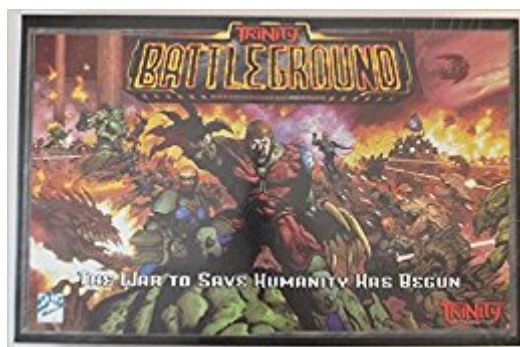


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Trinity: Battleground (Trinity Sci-Fi Roleplaying)



Synopsis

Epic Science Fiction In the 22nd century, humanity has ventured to the stars. Yet amid the wonders of this new age, mankind faces many dangers from without and within. Alien races, fractious colonies, contending governments, ruthless corporations and aberrant mutations all vie for supremacy. At the center of the conflict stands a new breed of humans men and women with psychic powers whose actions will determine mankind's ultimate fate. At a New Low Price! The new Trinity Softcover Edition makes this epic storytelling game accessible to everyone in the universe! The book's soft cover and traditional spine allow White Wolf to lower the retail price to an unheard of \$14.95! An added Story So Far feature allows new players to jump right into the compelling Trinity back story. And best of all, the same critically acclaimed setting and streamlined rules remain from previous printings ready to take players to the stars. --This text refers to the Paperback edition.

Book Information

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Average Customer Review: 4.6 out of 5 stars Â Â See all reviews Â (13 customer reviews)

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Customer Reviews

This game is one of the best RPG's ever written hands down. It is almost sad that this game is made by White Wolf, because the other World of Darkness games, tend to over shadow their other titles. Set in the year 2120, Trinity takes a look at a dark future. Where the United States of America, have been taken over by our own military. Where the Earth has nearly been destroyed by a horrible war, against what can only be called "superheros." But within this frame work, come the heros. Members of Elite Psionic Orders, who try and change the world for the better. Alright I know the concept sounds really bad, and maybe I am not explaining it right. But I like the game because they

dive into the culture of 2120. Talking about fashion, what the ordinary guy does for a living, and how technology has changed the world. The aliens in the game are ALIEN. The 3 major alien races are a species of psionic 1ft long slugs, who make advanced biotechnology. A race of strangely advanced lizards who can manipulate light. And lastly a race of hive like creatures, who graft genetic material from races they find, to their own gene code. For the price of the book, you really cannot go wrong just to give it a try. So if you are in the mood for a unique science fiction setting, give Trinity a try. Or try it's prequel games "Aberrant" (Dealing with the golden age of the "superheros") and "Adventure" (Coming later in 2001, dealing with pulp heros in 1925).

Trinity is the best science-fiction role-playing game I've ever played. Built on White Wolf's familiar Storyteller system, Trinity takes the best that system has to offer and incorporates a number of elements that distinguish it not just from other White Wolf games, but from more "generic" sci-fi rpgs such as Alternity, Star Trek, Spacemaster, or Traveller. With topics ranging from psionic powers, hard tech, biotechnology, and weapons of the 22nd century, the game comes with the building blocks necessary for good sci-fi. What really sets the game above the rest however, is the incredibly rich universe that White Wolf has created. It's possible to play just about any type of sci-fi game you want from Blade Runner film-noir, Aliens-style horror, Star Trek-quests into the unknown, to Star Wars-style space opera. The supplemental books and adventures are also top notch. If you're looking for adaptable sci-fi, Trinity is it.

I had a copy of this when it was originally released and lost it over the course of my travels. But I remembered enjoying it and finding many of the ideas in it to be interesting. The copy I purchased was in exactly the condition advertised and I received it ahead of schedule. Great service!

Perhaps the most undeservedly overlooked game in RPG history, Trinity is a rare gem of a game. Set in the early 22nd century, the game paints a sweeping picture of Earth struggling to recover from war, adjusting to the appearance of Psions (humans with psionic abilities), and the first contacts with alien races. The storyteller has a broad canvas on which to paint his tales. Corporate and political intrigue, gritty ALIENS style space opera, and Mad Max style adventure in the war ravaged remnants of nations can all be accommodated in the superbly written setting. The game mechanics use an improved version of the familiar Storyteller rules common to all White Wolf games, making Trinity an easy to learn system for new gamers, but offering elegant simplicity for experienced gamers. The system is easily adapted to other genres such as modern day espionage

or detective games. I highly recommend Trinity.

This game is very much business as usual for White Wolf. The story and background are very well done and very slickly presented. The first half of the book is devoted to this and is surprisingly entertaining reading for an rpg. The system is simple and straightforward. Players of other White Wolf games will find much that is familiar in it. Combat is the only big change with more detail added from the world of darkness game series. Character generation is much the same. That said, this game also contains the usual White Wolf flaws and ploys. Information is very sketchy on some points that are important to the game. Information on the game's main enemy is very sparse for instance. This sort of thing recurs throughout the book and is a painfully obvious ploy to force storytellers to buy more books in order to use the game fully. Be prepared to either do lots of work filling in the holes or to buy several more books. Despite its strong points, I can not give it any more than three stars as a game due to its incompleteness.

I particularly liked Trinity: it's well thought out, both in concept and execution. It allows for more and better combat than previous White Wolf titles, and leaves out most of that pretentious spirituality nonsense which made Werewolf and Vampire so annoying. My only complaint is that there isn't enough detail to play more than a standard adventure without serious Storyteller effort. But it's still fun.

This is my first roleplaying game that I have personally bought. I've played all the classics, and even some unpopular ones, but in my opinion, this is the best yet. It is a little shortcoming in some areas, like I would like to know more about the teleporters and the Dark psions, but lots of those questions are answered in sourcebooks. You must try Trinity at least once, it's worth it.

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