

PAKLED

THE NEXT GENERATION ERA ONLY

A heavy-set humanoid species with bushy eyebrows and saggy features, Pakleds are nomads that scavenge and trade for technology. Goods from myriad species and planets can be found in their traveling markets. Pakled salvage scows often travel between hazardous spatial anomalies, hoping to recover components from damaged ships; while most Pakleds are content to simply scavenge near anomalies, a few have been known to sabotage warning buoys. A number of Pakleds have also been known to steal from other species: conducting illegal salvage operations or even taking hostages to extort technology. Not generally amoral, Pakleds are simply lazy, seeking the quickest and easiest route to success. This cultural indolence is demonstrated in their language, which is exceedingly simple and lacks nuance. When their speech is translated, it can give the impression the Pakled are intellectually challenged. However, this seeming simplicity belies the Pakled's natural cunning. While Pakleds as a people are unaligned, owing to their ineffectual and regularly changing central government and their wide dispersal throughout the Alpha Quadrant, a few have opted to join Starfleet. These Pakled often struggle to move past their inherent idleness in order to perform the duties expected of them. Most settle into positions as enlisted personnel, lacking the ambition to become officers or seek promotion. However, when properly motivated, Pakled have a flair for engineering and find novel ways of keeping systems operational with limited supplies.

EXAMPLE VALUE: The Quickest Way is the Best Way.

■ **ATTRIBUTES:** +1 Control,+1 Daring,+1 Insight

■ **TRAIT:** Pakled. Pakleds have concentrated fatty deposits across their bodies, which can insulate them from extreme temperatures. When exposed to dangerously cold temperatures, Pakleds fall into a state of suspended animation, which can even allow them to survive exposure to space. Deceptively cunning and quick witted, Pakleds are frequently underestimated and dismissed. Frequently raised in slovenly or unhygienic conditions, Pakleds are highly resistant to both disease and radiation. While not particularly stronger than Humans, their stocky frames allows them move while carrying heavy loads (if they can be motivated to do so).

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

COBBLE TOGETHER

REQUIREMENT: Pakled, or Gamemaster's Permission
You can build things out of parts others would call trash. When you would fail at a Task to perform repairs or build a device, you can choose to gain 2 additional successes by creating a Complication that cannot be removed until the Task is repeated.

DEVIUS

REQUIREMENT: Pakled, or Gamemaster's Permission
When you attempt an opposed Task to deceive a creature or hide your intentions, you always have at least 1 success, and win ties even if you are not the active character.

