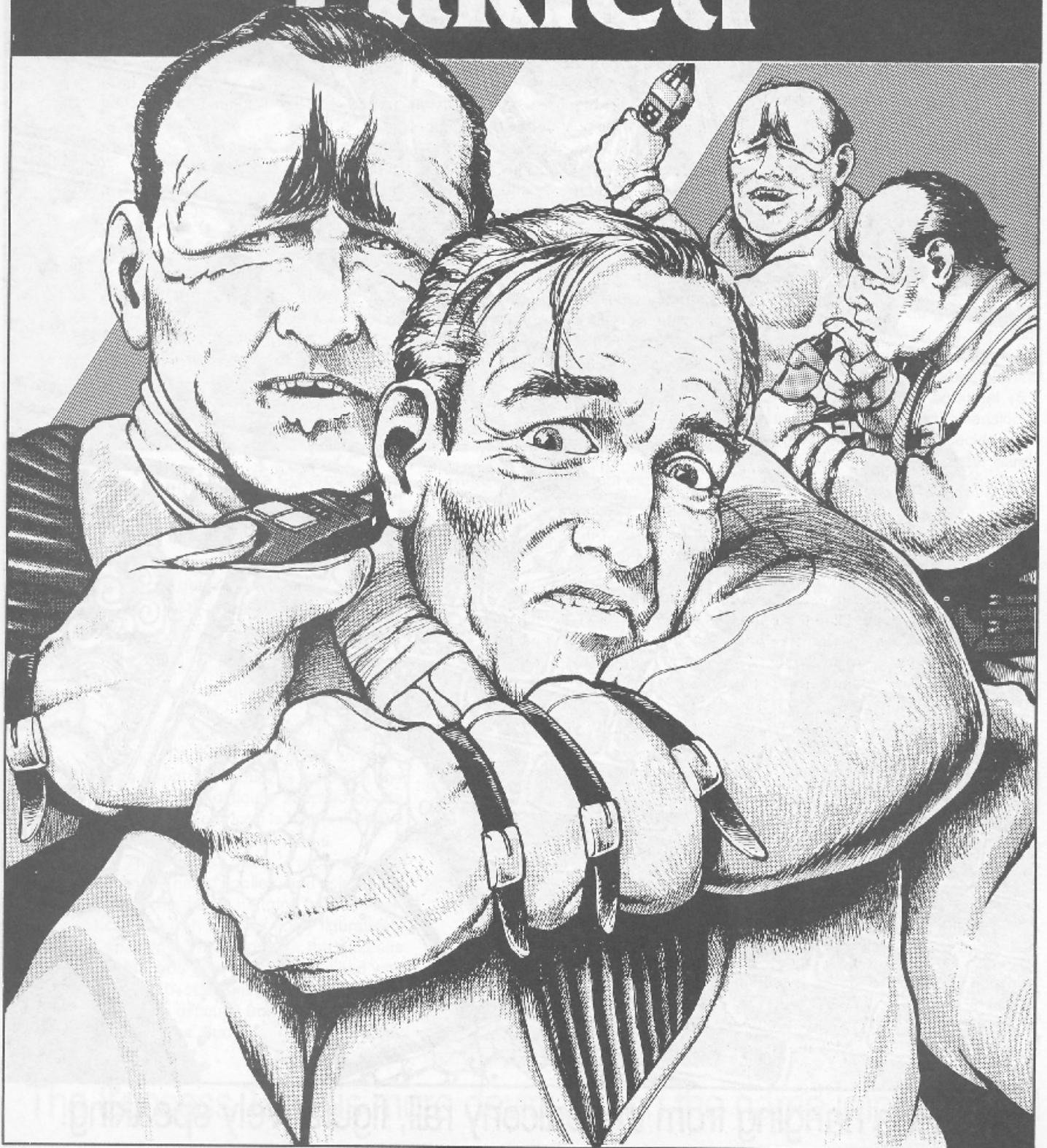


An adventure by James Swallow

Cogito Ergo **Pakled**



Starship commanders are advised that the race known as the Pakleds are to be treated with caution. Although this race possesses only a rudimentary level of intelligence, groups have been known to use their apparent shortcomings to lull potential victims into a sense of superiority before violently attacking.

This scenario is designed for use within the timeline of *Star Trek: The Next Generation*, although not necessarily with the crew of the *Enterprise*. The scenario begins with the player characters' starship returning from a failed diplomatic mission to an outlying colony world. The Federation's Ambassador Ogilo is most distressed, and morale is low.

The PCs' ship is contacted by a Pakled vessel that wishes to begin diplomatic relations with the Federation. Ogilo urges the captain to seize the opportunity to recover from the earlier failure by welcoming the Pakleds. Things, however, do not go as planned.

The commander of the Pakled ship, the *Foobah*, is Dogolog. Dogolog is no ordinary Pakled. He is a mutant, a genetic freak gifted with the one thing all others of his race lack—intelligence. Dogolog is cunning enough to have conceived a plan to capture a Federation starship intact, and use it to begin a conquest of systems neighboring his homeworlds. With Ogilo ready to welcome the Pakleds aboard the PCs' ship, Dogolog's chance has appeared.

The Pakled ship approaches the PCs' starship with weapons inactive and shields down, broadcasting a continuous hailing signal. Once a channel has been opened, Dogolog's goofy features fill the screen and plead with the captain to "let us be Federation friends." Ogilo will be on the bridge to witness this and will encourage the captain to agree to the Pakled request. The *Foo-*

bah will move to within 20,000 kilometers and match the PCs' ship at impulse power. Scans of the vessel will reveal a crew of 20, with some highly bizarre power distribution curves and energy fluxes. More intense scans will take several hours to produce results.

PAKLEDS AMOK

At the allotted time, Dogolog and three of his crew beam across. While the PCs and Ogilo are in full dress uniform, the Pakleds wear their best soiled and smelly worksuits. Dogolog introduces his other crew, including his "people fixer," Bolonee, who demands to see the sickbay immediately. Ogilo suggests rather pointedly to the captain that a tour of the ship before dinner would be a good idea. This, however, proves to be utterly incorrect—as the PCs assigned to conduct the tour will discover. As the PCs show the Pakleds through the ship, items are broken, things are spilt, and Dogolog and his men make pests of themselves. In the captain's ready room, a vase is smashed. On the bridge, Dogolog asks the helmsman to shove up and show him which button makes the ship fly upside-down, and so on.

Sharp-eyed characters notice Dogolog being more than just nosy on two occasions (roll against INT without the PCs' knowledge, and if there are no successes, Dogolog's actions remain unnoticed). First, while in sickbay, Bolonee accidentally injects himself with a strong sedative, not fatal, but enough to distract attention from Dogolog as he examines a rack of loaded hypos. Second, while the Pakleds point at the intermix chamber in engineering and ask, "What's the big flashy thing for? What makes it go?" Dogolog covertly taps in some commands on the control console.

Eventually, after much gnashing of teeth, the PCs and the Pakleds return to the briefing room for dinner. This too proves to be a shambles as it rapidly dissolves into a food-fight among the Pakleds. After the dust settles, Dogolog burps loudly, thanks the captain for the "yummies" and beams back to the *Foobah*, leaving the PCs to clean the Tribbles à la mode off the walls. Ogilo will approach the captain and privately admit that "perhaps this wasn't such a terrific idea after all."

FIRST IMPRESSIONS LAST

PCs who compare notes on the Pakleds will generally come to the same

conclusion—that they are dopey, messy and more annoying than a shuttle-full of hyperactive chimps. Any Vulcan or Betazoid crewmember will sense no overt psionic potential from them, but empathes will note that Dogolog is supremely self-confident and egocentric, and his crewmembers are devoted to him. If the PCs managed to get a medical tricorder scan of Dogolog and his men, they will find (with a successful roll against Biology or Xenobiology) that Dogolog's brain has a larger number of neurons firing, compared to his fellow Pakleds—that is, his brain works faster than theirs.

As the PCs discuss what has happened, the chief engineer and the chief medical officer are suddenly paged. In engineering, the matter/antimatter intermix has started to "wobble" for no apparent reason, and in sickbay, a loaded hypospray is missing.

The cause of the "wobble" is found to be an irregular mix ratio adjustment, and correcting it involves keeping the ship at impulse power for the next few hours.

The hypo is nowhere to be found—Dogolog stole it while backs were turned in sickbay.

At this point, too, the intense scans of the Pakled ship are complete, and they reveal the presence of a nonfunctional cloaking device, a Jaradan phaser array and a Gorn blaster cannon.

While the characters deliberate over this new piece of data, Dogolog begins his plot.

TAKEOVER

The *Foobah* contacts the PCs' ship with an emergency message—one of the crewmembers has collapsed, and Bolonee cannot save him! They ask the PCs to allow them to transport Bolonee and the injured Pakled to sickbay. Ogilo will strongly urge the crew to comply—after all, they're not animals. As Bolonee and the comatose Pakled are transported to sickbay, Dogolog transports across to the ship's computer core and also sends a trio of Pakleds to main engineering, armed with hand lasers.

After a scan, any medical officer can see that the comatose Pakled has been sedated with the missing hypospray.

Bolonee will suddenly declare the sickbay "mine, now!" Dogolog will take control of the computer core and begin to reprogram the command protocols for all major systems one by one. The Pakleds in engineering will fight to the death to secure the area. They will threaten to kill any injured crew unless the area is cleared.

Random Pakled Starship Generator

Because of the "magpie" nature of the Pakleds, as well as their tendency to steal technology from other races and retrofit it to their ships, no two Pakled ships encountered will be quite the same. In addition, because of their lack of any starship construction expertise, Pakled vessels are often totally under- or over-powered. Many do not even make it out of orbit, while others malfunction and strand their crews in space. This random generator enables GMs to create instant Pakled ships for use in the *Starship Combat Simulator* game.

1. Roll 1D100 to determine superstructure points.
2. Choose Engine Location/Detailed Damage Chart.
3. Roll 1D100x1D10 to determine number of cargo units.
4. Roll 1D10 to determine number of transporters and/or shuttles.
5. Roll 1D100+30 to determine total power units available.
6. Roll 1D4 to determine number of engines.
7. Divide total power units available among engines, as desired.
8. Roll 1D10 to determine number of weapons.
9. Roll 1D6 for each weapon. Refer to shield display to determine weapon firing arc (e.g., a roll of 4 indicates starboard/aft firing arc).
10. Roll 1D10 for each weapon to determine power range/damage.
11. Roll 2D10 for each weapon to determine Firing Chart number.
12. Roll 2D10 for maximum shield power.
13. Roll 1D10 for shield points per power unit used.
14. Roll 1D10 and consult Special Items Table, below.

Special Items

Roll	Item
1	Cloaking device. Power Use 50.
2	No item.
3	Phaser array. Power Range 10. Firing Chart M. Choose firing arc.
4	Plasma weapon. Power To Arm 8. Firing Chart T. Firing arc forward.
5	No item.
6	Tractor beam. Power Use 30.
7	Blaster cannon. Power Range 7. Firing Chart R. Firing arc port.
8	Cloaking device. Power Use 75.
9	Roll again twice.
10	Laser weapon. Power Range 3. Firing Chart H. Choose two firing arcs.

DOGOLOG'S PLAN

Dogolog will start with the shields, then work his way through the major ship's systems, altering the controls to respond only to him. He will alter the engineering commands last, as he believes his crew can keep control of that area for him. Herein lies the fault with his plan—he must rely on those who are not as smart as him. The characters must react quickly to the unfolding events, or else find themselves locked on course for the homeworld Paklar with the *Foobah* in tow. The other Pakleds are nasty, but they are also stupid and gullible, and the PCs must exploit this weak link in Dogolog's grand scheme. If things begin to look bad for Dogolog, he will abandon his crewmates and attempt to capture Ogilo to use as

a hostage to ensure his safe getaway. He is armed with a hand laser, but he will exchange it for a phaser whenever the opportunity presents itself. Once the takeover is under way, Dogolog will drop his pretense of "the idiot Pakled" and use his intellect to the fullest.

ENDING

If Dogolog's plan is foiled, the PCs will be commended by Ogilo, and he will see that they all receive citations (partially as a thank you and partially to keep the PCs from blaming him). If the *Foobah* and its crew are captured, Starfleet orders them to be towed to Starbase 515 for trial. If the PCs do not stop Dogolog, he will use the main environmental controls to stun the crew by introducing sleeping gas into the

atmosphere. The PCs will eventually be rescued from a Pakled gulag by the Starfleet Marines and taken home to face a court martial hearing.

AMBASSADOR MARZA OGILO

Ambassador Ogilo is a competent, middle-ranking diplomat in the Federation, a hard worker who hates to see time wasted needlessly. He has taken the failure of the Lumataru Colony talks as his own fault, and he initially sees the Pakleds as a chance to recoup some of the favor he might lose with the Federation. Ogilo is a native of Deneva and is 43 standard years old.

Attributes: STR 45, END 40, INT 75, DEX 40, CHA 88, LUC 50, PSI 14.

Significant Skills: Administration 78, Carousing 54, Computer Operation 30, Gaming 68, Language: Orion 70, Language: Vulcan 55, Marksmanship: Archaic 40, Negotiation/Diplomacy 67, Psychology: Human 45, Streetwise 30, Federation Culture/Law 80.

DOGOLOG

Dogolog appears to be an ordinary Pakled, but due to a one-in-ten-million genetic aberration, he is possessed of a far greater intellect than his fellows. From an early age, he realized it was his destiny to rule over all Pakleds, and he has slowly been educating himself and working his way to a point where he can get his hands on a real starship. He regards his fellow crew as nothing more than tools, to be used as needed. They obey him because, "He is smart. He is strong. We like strong."

Attributes: STR 65, END 80, INT 93, DEX 60, CHA 35, LUC 40, PSI 03.

Significant Skills: Computer Operation 75, Computer Technology 50, Leadership 40, Marksmanship: Modern 40, Electronics Technology 40, Navigation/Helm 50, Astrogation 60, Warp Drive Technology 35.

TYPICAL PAKLED

Pakleds hail from the planet Paklar (technological/sociopolitical index 656431-35), located in the Rhomboid Dronniga system.

Attributes: STR 40+3D10, END 50+3D10, INT 10+2D10, DEX 20+2D10, CHA 20+1D10, LUC 20+1D10, PSI 30-1D10.

Significant Skills: Marksmanship: Modern 2D10, Navigation/Helm 30+2D10, any two technical specialties 30+2D10. Ω

For more information, see the *Star Trek: The Next Generation* episode "Samaritan Snare" and FASA's *Star Trek: The Next Generation First Year Sourcebook*.