



# Decipher Star Trek R.P.G. Character Sheet



## Personal Data

|                          |                     |                                   |  |                                 |                   |
|--------------------------|---------------------|-----------------------------------|--|---------------------------------|-------------------|
| <i>Character Name</i>    | Odo'Ital            | <i>Character Species</i>          | Changeling   | <i>Organization</i>             | Bajoran Militia   |
| <i>Player Name</i>       | Varies              | <i>Birthplace</i>                 | Unnamed Changeling Homeworld in the Omarion Nebula | <i>Position</i>                 | Chief of Security |
| <i>Campaign</i>          | Deep Space Nine     | <i>Narrator</i>                   | Varies   | <i>Rank</i>                     | "Constable"       |
| <i>Gender</i>            | None (appears Male) | <i>Basic Profession</i>           | Starship Officer -- Security                       | <i>Assignment</i>               | Deep Space Nine   |
| <i>Advancements</i>      | 41                  | <i>Current Elite Profession</i>   | None   | <i>Personal Development</i>     | "Military Brat"   |
| <i>Experience Points</i> | 41,000              | <i>Former Elite Profession(s)</i> | None   | <i>Professional Development</i> | Investgator       |
| <i>Courage</i>           | 3                   | <i>Renown</i>                     | 10   | <i>Health</i>                   | 11                |

## Attribute and Reaction Data

| <i>Attribute</i>        | <i>Abbreviation</i> | <i>Total Level</i> | <i>Mod</i> | <i>Roll</i> | <i>Species Mod</i> | <i>Reaction Name</i> | <i>Abbreviation</i> | <i>Total</i>   | <i>Attrib Mod</i> | <i>Mod</i> | <i>Mod</i> |
|-------------------------|---------------------|--------------------|------------|-------------|--------------------|----------------------|---------------------|----------------|-------------------|------------|------------|
| Strength                | STR                 | 9                  | +2         | 10          | -1                 | Quickness            | QUI                 | +3             | +3                | +0         | +0         |
| Agility                 | AGL                 | 8                  | +1         | 8           | +0                 | Savvy                | SAV                 | +3             | +3                | +0         | +0         |
| Intellect               | INT                 | 9                  | +2         | 8           | +1                 | Stamina              | STA                 | +2             | +2                | +0         | +0         |
| Vitality                | VIT                 | 9                  | +2         | 9           | +0                 | Willpower            | WIL                 | +2             | +2                | +0         | +0         |
| Presence                | PRS                 | 9                  | +2         | 10          | -1                 |                      |                     |                |                   |            |            |
| Perception              | PER                 | 12                 | +3         | 11          | +1                 |                      |                     |                |                   |            |            |
| <i>Initiative Total</i> | <i>QUI</i>          | <i>Mod</i>         | <i>Mod</i> | <i>Mod</i>  |                    | <i>Defense Total</i> | <i>Base</i>         | <i>AGI Mod</i> | <i>Mod</i>        | <i>Mod</i> | <i>Mod</i> |
| +3                      | +3                  | +0                 | +0         | +0          |                    | 8                    | 7+                  | +1             | +0                | +0         | +0         |

## Skill Data

| <i>Skill Name</i> | <i>Subskill</i> | <i>Spec-ialty</i> | <i>Test Categ.</i> | <i>Skill Level</i> | <i>Attribute</i> | <i>Attrib Mod</i> | <i>Use w/o Training</i> | <i>Misc Fnord</i> | <i>Total Level</i> |
|-------------------|-----------------|-------------------|--------------------|--------------------|------------------|-------------------|-------------------------|-------------------|--------------------|
| Appraise          | N/A             |                   | ACAD               |                    | INT              |                   | No                      |                   |                    |
| Armed Combat      | Simple          |                   | PHYS               |                    | AGL              |                   | Yes                     |                   |                    |
|                   |                 |                   | PHYS               |                    | AGL              |                   | Yes                     |                   |                    |
| Athletics         | N/A             |                   | PHYS               | +2                 | STR              | +2                | Yes                     | +0                | +4                 |
| Computer Use      | N/A             | Security          | ACAD               | +3                 | INT              | +2                | No                      | +0                | +5                 |
| Conceal           | N/A             |                   | PHYS               | +0                 | INT              | +2                | Yes                     | +0                | +2                 |
| Construct         | N/A             |                   | ACAD               |                    | INT              |                   | No                      |                   |                    |
| Craft             |                 |                   | PHYS               |                    | AGL              |                   | No                      |                   |                    |
|                   |                 |                   | PHYS               |                    | AGL              |                   | No                      |                   |                    |
| Demolitions       | N/A             | Defusing          | PHYS               | +2                 | INT              | +2                | No                      | +0                | +4                 |
| Engineering       | Propulsion      |                   | ACAD               |                    | INT              |                   | No                      |                   |                    |
|                   | Structural      |                   | ACAD               |                    | INT              |                   | No                      |                   |                    |
|                   | Systems         |                   | ACAD               | +3                 |                  | +2                | No                      | +0                | +5                 |



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|                 |                |                  |      |    |     |    |     |    |     |
|-----------------|----------------|------------------|------|----|-----|----|-----|----|-----|
|                 |                |                  |      |    | INT |    |     |    |     |
| Enterprise      | Admin          |                  | ACAD | +2 | INT | +2 | Yes | +0 | +4  |
|                 | Business       |                  | ACAD | +0 | INT | +2 | Yes | +0 | +2  |
|                 | Streetwise     |                  | ACAD | +4 | INT | +2 | Yes | +0 | +6  |
| Entertain       |                |                  | PHYS | +0 | PRS | +2 | Yes | +0 | +2  |
| First Aid       | N/A            |                  | SOC  | +3 | INT | +1 | Yes | +0 | +4  |
| Forgery         | N/A            |                  | PHYS |    | AGL |    | No  |    |     |
| Gaming          | N/A            |                  | SOC  | +0 | INT | +2 | Yes | +0 | +2  |
| Gymnastics      | N/A            |                  | PHYS | +2 | AGL | +1 | Yes | +0 | +3  |
| Impersonate     | N/A            |                  | SOC  | +4 | PRS | +2 | Yes | +1 | +7  |
| Indoctrinate    | N/A            |                  | PHYS |    | INT |    | No  |    |     |
| Influence       | N/A            | Intimidate       | SOC  | +4 | PRS | +2 | Yes | +0 | +6  |
| Inquire         | N/A            | Interrogate      | SOC  | +8 | PRS | +2 | Yes | +0 | +10 |
| Investigate     | N/A            | Deduction        | PHYS | +6 | PER | +3 | Yes | +2 | +11 |
| Knowledge       | Culture        | Bajor, Cardassia | ACAD | +3 | INT | +2 | No  | +0 | +5  |
|                 | History        | Bajor, Cardassia | ACAD | +3 | INT | +2 | No  | +0 | +5  |
|                 | Homeworld      |                  | ACAD |    | INT |    | No  |    |     |
|                 | Politics       | Bajor, Cardassia | ACAD | +4 | INT | +2 | No  | +0 | +6  |
|                 | Religion       |                  | ACAD |    | INT |    | No  |    |     |
|                 | Bajor          |                  | ACAD | +3 | INT | +2 | No  | +0 | +5  |
|                 | Cardassia      |                  | ACAD |    | INT | +2 | No  | +0 | +4  |
|                 | Trivia         | Crime Novels     | ACAD | +3 | INT | +2 | No  | +0 | +5  |
| Language        | UFP Standard   |                  | ACAD | +3 | INT | +2 | No  | +0 | +5  |
|                 | Bajoran        |                  | ACAD | +3 | INT | +2 | No  | +0 | +5  |
|                 | Cardassian     |                  | ACAD | +2 | INT | +2 | No  | +0 | +4  |
|                 |                |                  |      |    |     |    |     |    |     |
| Medicine        | N/A            |                  | ACAD |    | INT |    | No  |    |     |
| Negotiate       | N/A            |                  | SOC  | +0 | INT | +2 | Yes | +0 | +2  |
| Observe         | N/A            | Spot             | PHYS | +6 | PER | +3 | Yes | +0 | +9  |
| Operate Vehicle |                |                  | PHYS |    | INT |    | No  |    |     |
|                 |                |                  | PHYS |    | INT |    | No  |    |     |
| Persuade        | N/A            |                  | SOC  | +0 | PRS | +2 | Yes | +0 | +2  |
| Ranged Combat   | Energy Weapons |                  | PHYS | +2 | AGL | +1 | Yes | +0 | +3  |
|                 |                |                  | PHYS |    | AGL |    | Yes |    |     |
| Repair          | N/A            |                  | PHYS | +3 | INT | +2 | No  | +0 | +5  |
| Science         | Life Sciences  |                  | ACAD |    | INT |    | No  |    |     |



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|                 |                        |                      |      |    |     |    |     |    |    |
|-----------------|------------------------|----------------------|------|----|-----|----|-----|----|----|
|                 | Physical Sciences      | Chemistry            | ACAD | +2 | INT | +2 | No  | +0 | +4 |
|                 | Planetary Sciences     |                      | ACAD |    | INT |    | No  |    |    |
|                 | Social Sciences        | Sociology            | ACAD | +2 | INT | +2 | No  | +0 | +4 |
|                 | Space Sciences         |                      | ACAD |    | INT |    | No  |    |    |
| Sleight of Hand | N/A                    |                      | PHYS |    | AGL |    | No  |    |    |
| Sport           | N/A                    | Kayaking, Springball | PHYS | +2 | AGL | +1 | Yes | +0 | +3 |
| Stealth         | N/A                    | Sneak                | PHYS | +5 | AGL | +1 | Yes | +0 | +6 |
| Survival        | N/A                    |                      | PHYS |    | PER |    | Yes |    |    |
| System Ops      | N/A                    | Security Systems     | PHYS | +3 | INT | +2 | No  | +0 | +5 |
| Tactics         | N/A                    | Ground               | ACAD | +4 | INT | +2 | No  | +0 | +6 |
| Unarmed Combat  | Starfleet Martial Arts |                      | PHYS |    | AGL |    | Yes |    |    |
|                 | Brawling               |                      | PHYS | +6 | AGL | +1 | Yes | +0 | +7 |
| Shapeshifting   | N/A                    |                      | PHYS | +4 | INT | +2 | Yes | +0 | +6 |

## Trait Data

| Edge                            | Value | Edge                       | Value | Edge                                   | Value |
|---------------------------------|-------|----------------------------|-------|--|-------|
| Bold                            | x1    | Blends In                  | x1    | Martial Artist                         | x1    |
| Command                         | x1    | Blunt Attack               | x1    | Meticulous                             | x1    |
| Contact: Cardassia              | x1    | High Pain Threshold        | x1    | Promotion                              | x3    |
| Contact: Starfleet Intelligence | x1    | Innovative: Insight        | x1    | Resolute                               | x1    |
| Cultural Flexibility            | x1    | Inovative: Lurk in Shadows | x1    | Shrewd                                 | x1    |
| Flaw                            | Value | Flaw                       | Value | Flaw                                   | Value |
| Code of Honor: Justice for All  | x1    | Loneliness                 | x1    | Outcast (Beyond the Final Frontier #1) | x1    |

## Professional Ability Data

| Professional Ability | Profession                   | Tier   | Professional Ability            | Profession                   | Tier   |
|----------------------|------------------------------|--------|---------------------------------|------------------------------|--------|
| Insight              | Diplomat via Innovative Edge | Tier 1 | Rounded: Stealth                | Starship Officer -- Security | Tier 1 |
| Lurk in Shadows      | Rogue via Innovative Edge    | Tier 1 | Security Ops                    | Starship Officer -- Security | Tier 1 |
| Physically Fit       | Starship Officer -- Security | Tier 2 | Starship Duty: Security Officer | Starship Officer             | Tier 1 |
| Responsive           | Starship Officer -- Security | Tier 3 | Tactical Officer                | Starship Officer -- Security | Tier 1 |

## Supplemental Data

| Species Abilities  |               |             | Equipment                |                           |  |
|--------------------|---------------|-------------|--------------------------|---------------------------|--|
| Autocratic         | Link          | Shapechange | Bajoran Militia Combadge | Bajoran Militia Tricorder |  |
| Kinetic Resistance | Natural Mimic |             | Bajoran Militia Datapad  |                           |  |

## Background Data

Found in the Denorios Belt of the Bajoran system during the Cardassian Occupation, Odo was analyzed on Terok Nor (later Deep



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*Space Nine*) by a Bajoran scientist who taught him to emulate humanoids (albeit imperfectly). Finding a strong sense of justice inside, Odo was called upon by the Cardassians to help maintain order among their captive workers. Odo continued in this role when Starfleet took over station operations, tirelessly pursuing criminals even after discovering his people were the enigmatic Founders behind the aggressive Dominion.

Odo now has friends who like him for who he is, and most importantly, Odo finally professed his feelings to and won the heart of Kira Nerys. He has complicated relationships (which one could call friendship) with two roguish personalities on the station, Quark and Garak, and he works closely with both Kira and station commander Benjamin Sisko. Odo sometimes seems callous and officious, but he actually cares more about justice than anything else, and will use any tool he has to obtain justice for all.