

LIEUTENANT JG KONAL ODUTAN

Betazoid

Male

Starfleet

Biography

During his time at Starfleet Academy, Konal Odutan earned himself a reputation with two parts. The first part was as a fantastic pilot, one who continually amazed his classmates. He performed impressive stunts at Jupiter Station and successfully led his squad in racing competitions with personal ability and a fair amount of charismatic leadership. The second part of his reputation, though, was as a smooth-talking narcissist who was in love with his own image.

This is only partially fair, however. Odutan has the natural ego of any show-off and daredevil but he's also a Betazoid. When he's around people and talking about his achievements, Konal can literally *feel* his audience's admiration and it's absolutely intoxicating. He can sense the spike of excitement when he shows recordings of his piloting and, yes, he can feel the attraction building when he brags to potential partners during his frequent flirting trips to bars.

Despite this, Lt. Odutan is a fine Starfleet officer with a lot going for him. He has close friends throughout the fleet and his piloting skills are enviable to say the least. Odutan has served on several different vessels navigating tricky areas of the galaxy but with a conflict against the Dominion on the horizon it's sure that he is in for another transfer in the near future to put his skills at the helm of one of Starfleet's combat ships. In this situation his need to show off and to garner praise might prove an asset or a liability. Time will surely tell.



Image from stavatars.net

Odutan in the 25th Century

While Betazoids are not part of Starfleet prior to the time period of *The Next Generation*, you might use Konal Odutan in a game set during the time period of *Star Trek Online*. This is a more war-torn period so a fine pilot would be very much appreciated, but setting it during this time would mean that Konal Odutan grew up on Betazed during or just after the Dominion occupation.

This might be little more than a background element to the character but it could also be a central part of the character's nature. Having this sort of stress from an early age can stick with someone and Odutan's need to be liked might actually stem from deep psychic pain. This is dangerous enough in a pilot, someone who you definitely don't want having a panic attack and freezing up in the middle of battle, but it's definitely bad for a telepath. If Odutan's trauma starts to build from some trigger (such as a new conflict with the Dominion) that pain could start projecting into others and spread through the ship.

Statistics

Use the following statistics for a Notable or Major version of this character. The statistics note what changes are necessary for a Major NPC.

TRAIT: Betazoid

VALUES:

- **Everybody Likes Me!**
- **Something to Prove** (Major NPC)

ATTRIBUTES

Control	II	Daring	12
Fitness	10	Insight	9
Presence	10	Reason	8

DISCIPLINES

Command	01	Conn	03
Security	01	Engineering	02
Science	01	Medicine	01

For Major NPC add +1 to Conn, Engineering, and Science. Also +2 to Security which adds +2 to Stress.

FOCUSES:

- **Starship Maneuvers**
- **Reading Emotion**
- **Navigation** (Major NPC)
- **Gambling** (Major NPC)

Stress: II Resistance: 0

ATTACKS:

For Major NPC, add 2♣ to each damage.

- **Unarmed Strike** (Melee, 2♣ Knockdown, 1H, Non-lethal)
- **Phaser type-1** (Ranged, 3♣, 1H, Charge, Hidden)
- **Escalation Phaser type-2** (Ranged, 4♣, 1H, Charge)

SPECIAL ABILITIES

- **Telepath** (Talent, p. 105)
- **Pushing the Limits** (Talent, p. 137)
- **Bold:** Whenever Odutan attempts a Task with the Daring Attribute and buys one or more d20s by adding to Threat, he may re-roll a single d20.
- **Precision Maneuvering (Major Only):** When Odutan attempts any Task that requires precise maneuvering or whether there is a risk of collision, the Difficulty of the Task is reduced by 1 to a minimum of 0.