

# SAM NASH

**Human**

**Federation**

## Biography

The Nash family has been joining Starfleet for three generations, producing officers that earn commendations and renown in service to the United Federation of Planets. This was not the pat for Sam (Samuel or Samantha, depending on your needs) who ran away from home rather than apply for Starfleet Academy.

It was a short escape but effective and their parents dropped the idea of applying. Instead, they allowed Sam to pursue their own path wherever that may lead. Maybe the Nash parents hoped that Sam would find their way back to Starfleet Academy, or that they would find some other niche in Federation society to excel and help. If they had either goal they were to be sorely disappointed.

Sam Nash is a gambler, miscreant, and a petty thief. They have been held on charges on a half dozen worlds throughout the UFP and they have connections to unsavory types throughout the Alpha and Beta Quadrants from Ferengi merchants to the Orion Syndicate. When these connections and schemes lead to trouble, Sam is often bailed out by their family but these incidents usually lead to frustrated and angry words instead of reconciliations.

If Sam continues on their trajectory, if they continue to escalate things rather than patch things up with their family, it's going to lead to a situation that Sam can't fix. When things go too far, they'll either finally come to turns with their family legacy or they'll find themselves in a fatal situation.

### Sam Nash in the 23<sup>rd</sup> Century

The crew of the original *Enterprise* ran into criminals regularly so Sam Nash should fit right in. This also gives you the opportunity to team them up with those criminals. Imagine the extra shock when somebody's younger sibling turns out to be working with Harry Mudd or Cyrano Jones. There's the possibility of some high drama in these headier times as well, and even the chance that Sam's terrible choices will lead them to get involved with the Klingons and that their difficulties will move beyond the criminal and into the treasonous.



Images from the TV series *Dark Matter*.

## 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:** Human, Con Artist

**Stress:** 12    **Resistance:** 0

### VALUES:

- **I Decide What My Life Will Mean**
- **Possession is Nine-Tenths of the Law** (Major NPC)

### ATTACKS:

- **Unarmed Strike** (Melee, 5♣ Knockdown, 1H, Non-lethal)
- **Phaser type-II** (Ranged, 7♣, 1H, Charge)
- **Escalation Paralytic toxin** (See special rules)

### ATTRIBUTES

Control	9	Daring	11
Fitness	9	Insight	10
Presence	12	Reason	9

### SPECIAL ABILITIES

- **Bold:** (Talent, p. 135) applies to Command.
- **Cut and Run:** When using the Create an Advantage Task to make a distraction or help them escape, Sam can reduce the Difficulty by one.
- **Handy Distraction:** Whenever Sam attempts a Task affected by an Advantage to distract or mislead someone, Sam can re-roll one d20.
- **Sleight of Hand:** Sam is especially good at palming objects, hiding cards in games of chance, and other uses of legerdemain. When attempting a Task to take something without others seeing, she gains a bonus d20.

For Major NPC add +1 to Control and Daring.

### DISCIPLINES

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

For Major NPC add +1 to Command and Conn.

### FOCUSES:

- **Deception**
- **Criminal Underworld**
- **Hand Phasers** (Major NPC)
- **Stealth** (Major NPC)