

▷ ENSIGN SAMANTHA WILDMAN



Ensign Samantha Wildman played by Nancy Hower. Star Trek: Voyager S04E12 "Mortal Coil" (1997) Directed by Allan Kroeker. Paramount +

As Voyager's exobiologist, Ensign Wildman spent seven years facing the challenges of the Delta quadrant with the rest of her crew-mates. Notable moments on her service record include working in a team to implement technology designed to neutralize omega molecules, applying her life sciences knowledge to formulate a defense against the Vidiians, as well as a frequent away mission specialist. She also has the distinction of being the first member of the crew to give birth to and raise a child on the ship, a daughter named Naomi Wildman.

TRAITS: Human, Starfleet Officer, Scientist, Mother to Naomi Wildman

VALUES:

- Cooperation is more important than competition.
- I trust Nelix to look after my daughter.
- Pull your own weight.
- Two heads are better than one.

FOCUSES: Biochemistry, Delta Flyer Operations, Ktarian Culture, Molecular Physics, Power Systems, Xenobiology

PASTIME: Swimming

STRESS (9): ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

ATTRIBUTES

CONTROL 10

FITNESS 08

PRESENCE 10

DARING 08

INSIGHT 10

REASON 10

DEPARTMENTS

COMMAND 02

ENGINEERING 03

MEDICINE 02

CONN 03

SECURITY 02

SCIENCE 04

ATTACKS

Unarmed Strike: Melee, Stun 2, Size 1H

Phaser Type-2: Ranged, Stun/Deadly 4, Size 1H, Charge

TALENTS

APPLIED RESEARCH: Once per scene, when Ensign Wildman attempts a task which relates to information she received earlier that scene from an Obtain Information question, the first bonus die she purchases is free.

COLLABORATION (SCIENCE): Whenever an ally attempts a task using Science, Samantha may spend 1 Momentum (Immediate) to allow them to use her rating for that department and one of her relevant focuses.

FAITH OF THE HEART (SPECIES ABILITY): When Ensign Wildman uses one of her values to spend or gain Determination, she may also add 1 Momentum to the group pool.

SPIRIT OF DISCOVERY: Samantha has an additional option that she may pick when she spends Determination: she may immediately add 3 Momentum to the group pool.

TECHNICAL EXPERTISE: Whenever Ensign Wildman attempts a task assisted by the ship's Computers or Sensors, she may re-roll one d20 in her pool, or she may allow the ship to re-roll its d20.

WRITTEN BY FRWYN BLAIR