

# Intake

## PILOT: A ship-handling wizard and danger addict

NAME	Zokar Zan	CALL SIGN	Intake
LOOK	Flight suit, work boots, long scarf.		
HERITAGE	Imperial - Boring life until you discovered the thrill of competition.		
BACKGROUND	Noble - Your parents have everything, but disapprove of you.		
VICE	Gambling - You lost so much, your parents cut off your allowance.		

## INSIGHT

▷		▷		▷	DOCTOR
▷		▷		▷	HACK
▷		▷		▷	RIG
▷		▷		▷	STUDY

**PROWESS**

16-bit Instruction	4-bit Opcode
0000	HELM
0001	HELM
0010	HELM
0011	HELM
0100	SCRAMBLE
0101	SCRAMBLE
0110	SCRAMBLE
0111	SCRAMBLE
1000	SCRAP
1001	SCRAP
1010	SCRAP
1011	SCRAP
1100	SKULK
1101	SKULK
1110	SKULK
1111	SKULK

# RESOLVE

ATTUNE  
COMMAND  
CONSORT  
SWAY

- Every time you roll a desperate action, **mark xp** in that action's attribute.

## ADVANCEMENT

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At the end of each session, for each item below, **mark 1 xp** (in your playbook or an attribute) or **2 xp** if that item occurred multiple times.

- You addressed a tough challenge with speed or flair.
- You expressed your beliefs, drives, heritage, or background.
- You struggled with issues from your vice or traumas during the session.

# HARM

3			NEED HELP
2			-1D
1			LESS EFFECT

# STRESS

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# TRAUMA

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# ARMOR

1

## HEAVY

**SPECIAL**

1

**Recovery:** Get treatment in **downtime** to fill your **healing clock**. ☐ ☐ ☐ ☐ ☐ ☐

**CRED** □□□□    **STASH** □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

## SPECIAL ABILITIES

- **ACE PILOT:** You have **potency** on all speed-related rolls. When you roll to **resist** the consequences of piloting, gain **+1d**.
- **LEAF ON THE WIND:** When you **push** yourself, you may spend **+1 stress** (**3 stress** total) to gain both **+1 effect** and **+1d** instead of one or the other.

# FAST FRIENDS

- ▼ (RIVAL) **Yattu**, a gang boss.  
**Triv**, a ship mechanic.  
**Choss**, a professional racer.
- ▲ (CLOSE) **Meris**, a scoundrel.  
**Mav**, a former mentor.

## NOTES / PROJECTS

**LOAD**   ☐ 3 light   ☐ 5 normal   ☐ 6 heavy   (*Italics don't count for load*)

## PILOT ITEMS

- ☐-☐ **Fine Customised Spacesuit:** Sweet decals, emergency beacon, some thrust.
- ***Fine Small Urbot:** Supports piloting and can carry a few items. Seems eerily sentient.*
- ☐ **Fine Mechanics Kit:** Hand-held scanners, hull patch kit, assortment of hand tools.
- ☐ **Grappling Hook:** Small, but mechanized. Can pull you up. Fits in your belt.
- ☐ **Guild License:** Legit pilot certification (may not be yours). Will allow you passage through a jumpgate.
- ***Victory Cigars:** Enough to share with a few choice people.*

## STANDARD ITEMS

- ☐ **Blaster Pistol:** A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes "pew pew" noises (mandatory).
- ☐ **2nd Blaster Pistol**
- ☐ **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.
- ☐-☐ **Heavy Blaster:** Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.
- ☐ **Detonator:** Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.
- ☐ **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.
- ☐ **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.
- ☐-☐ **Medkit:** Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.
- ☐ **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.
- ***Illicit Drugs:** What's your poison, space cowboy?*
- ***Communicator:** Has a few bands, likely even a few encrypted. Works only when within orbit.*
- ☐-☐ **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- ☐-☐ **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).



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