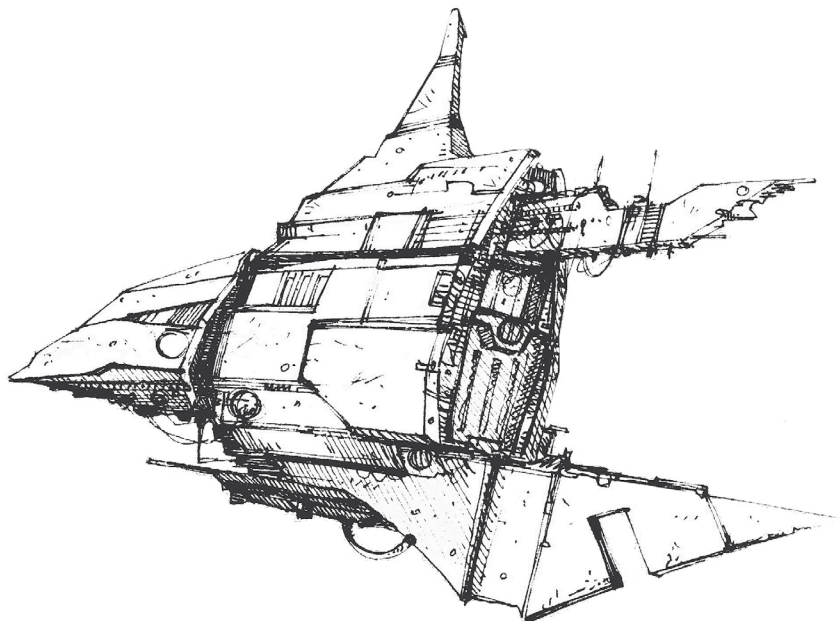


# WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING

PDF SUPPLEMENT



# uttin

character class

JAMES M. SPAHN

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## uttin character class

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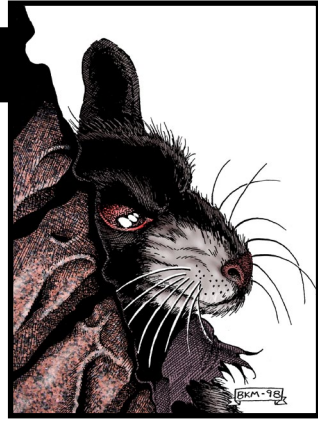
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## UTTIN

*Uttins* are the scavengers of space. They travel from world to world, digging through junk piles and abandoned crash sites in search of salvageable technology that they can cobble together and resell for a profit. They are half the height of a human and hide their rat-like faces and glowing eyes beneath heavy robes of varying color.



Opportunistic to the point of being predatory, they are quick to claim any discovered junk or salvage sites they discover as their own if no-one is immediately present to counter their claim; often these counter-claims need to be made verbally while looking down the barrel of a laser pistol. In spite of their zealotry, *Uttins* are reluctant to engage in combat, often to the point of cowardice. If combat is the only option, *Uttins* rely on ambushing opponents and overwhelming numbers for their tactics and strategy.

The starships of the *Uttins* are little more than a cobbled-together collection of patchwork parts that has no business actually flying across the stars. Often boxey and rust-covered, these great Spaceslinkers are often shot at on sight by other spacers, particularly those that are concerned about what they commonly call an "Uttin Infestation". These concerns are not entirely unfounded, as Uttin Starslinkers can hold between 500-1000 *Uttins* along with all their junk technology packed into their spacegoing deathtraps.

This does not mean *Uttins* are entirely useless. Their skill at repairing and modifying technology is among the best in the universe. Because of this they are sometimes taken on as technicians or co-pilots by spacefarers who are not concerned with their own reputation or the pungent odor commonly associated with the *Uttin*.

*Uttins* may advance to 5th level.

LEVEL	XP	HD	BHB	ST
1	0	1-1	+0	13
2	1,500	1	+1	12
3	3,000	2	+1	11
4	6,000	3	+1	10
5	12,000	4	+2	9

TABLE 1: Uttin Advancement

## UTTIN CLASS FEATURES

**WEAPON/ARMOR RESTRICTIONS:** *Uttins* are able to use clubs, daggers, firearms, grenades, light crossbows, mono-daggers, laser pistols and *Uttin* Star Swords in combat. They can wear light armor and use shields.

**JURY-RIG:** Once per day a *Uttin* may attempt a quick fix on a starship or robot. This takes one round and restores a number of *Hit Points* equal to 1d6 per level of the *Uttin*. After 2d6 rounds, the starship or robot suffers damage equal to amount restored by *Jury-Rig*. These temporary repairs break down quickly and in some cases can even lead to the destruction of the ship or robot.

**MODIFY WEAPONS & ARMORS:** *Uttins* are capable of modifying a modern hand weapon like a firearm, laser weapon, or grenade in order to increase its damage output. Such modifications require one hour (6 *turns*) to perform and are obvious to anyone who sees the modified item (large power housings attached to the side of a laser weapon or extra plating on a piece of armor etc.). In the case of weapons this increases the weapon's damage by +1d6. However, each time the weapon is fired the *Uttin* must make a *Saving Throw*, even if they are not the one firing the weapon. If the *Saving Throw* fails the weapon explodes as it malfunctions, inflicting 1d6 points of damage to the wielder and is destroyed in the process.

Armor modified in this fashion is granted a -2 [+2] bonus to its *Armor Class*. However, if the wearer of modified armor or shields is ever the subject of a *To-Hit* roll where an unmodified 20 is rolled the modified armor is permanently destroyed.

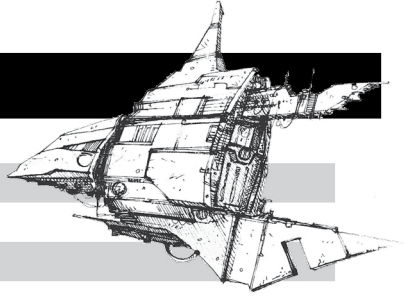
**ROBOTICS SPECIALISTS:** *Uttins* receive +1 to all *To-Hit* rolls made against robots.

**SAVING THROWS:** *Uttins* receive a +2 bonus to all *Saving Throws* made to resist electricity-based effects and mind-influencing *Gifts* and *Meditations* such as *Charm Person*.

# technology

## SPACESLINKER

ARMOR CLASS	9 [10]
HIT POINTS	125
SHIELD STRENGTH	1d6-1
MOVEMENT	1d6-3
TARGETING	1d6-4
ATTACK	Heavy Laser Cannon x3 (6d6), Ion Charges x8 (2d6)
MODIFICATIONS	Faster-Than-Light Drive, Uttin Shield Capacitor, Uttin Targeting System, Uttin Thrust Drive



*Uttin* Spaceslinkers are little more than flying boxes built from galactic junk that sputter through the galaxy in search of derelict ships, abandoned asteroid mines, and other sites where they might make use of cast-off technology. They are typically populated by between 500-1000 *Uttins*. Due to unreliable *Uttin* modifications, these ships can go from non-threatening hunks of junks to combat powerhouses in an instant.

If someone were insane enough to want to purchase a Spaceslinker one might be purchased for a mere 20,000 *credits*. It would require at least a crew of 50-100 individuals to pilot and is typically built to the smaller height specifications of the *Uttin*, and thus not normally suitable for most species to use.

## STARSHIP MODIFICATIONS

**UTTIN SHIELD CAPACITOR:** This modification creates an energy flux in a starship's shield capacitor. At the beginning of each *round* the *Referee* rolls 1d6-1, allowing for a result between 0 and 5. This determines the starship's *Shield Strength* for that *round*. Due to their fluctuating power supply starships with *Uttin* Shield Capacitors do not regenerate the normal single point of *Shield Strength* each round. Instead a new value is determined from *round* to *round*. This modification can only be taken once. **Base Cost: 30 credits.**

**UTTIN TARGETTING SYSTEM:** Like other *Uttin* starship technology, *Uttin* Targeting Systems run on a system of energy fluxes. At the beginning of each **round** the **Referee** rolls 1d6-4, allowing for a result between -3 and +2 to determine the ship's **Targeting** value. This modification can only be taken once. **Base Cost: 10 credits**

**UTTIN THRUST DRIVE:** The energy flux technology commonly used by the *Uttins* has an interesting effect on their ship's speed when not in hyperspace. At the beginning of each round the **Referee** rolls 1d6-3, allowing for a result between -2 and 3 to determine the ship's **Targeting** value. If the result is a negative number the ship actually moves in the opposite direction than the pilot intended the same number of units as the negative number. On a zero (0), the ship simply stalls and does not move. This modification can only be taken once. **Base Cost: 5 credits**

## EQUIPMENT

**UTTIN ION PISTOL:** *Uttins* have developed a specialized pistol specifically designed to incapacitate robots so that they can be dismantled for parts or captured to be resold later. These ion pistols, harmless to living beings, fire a beam of ion energy that inflicts double the normal damage of a laser pistol (2d6+4) on a robot. If the robot is reduced to zero (0) hit points by an *Uttin* ion pistol it is incapacitated for 2d6 hours (12 **turns**), but can be revived and restored to a single **Hit Point** by an *Uttin* in 1d4 **rounds**. *Uttin* ion pistols are expensive, typically costing 250 **credits** in the rare instance they are available for sale.

**UTTIN "STAR SWORD":** While there are no known *Uttin* followers of The Way, their fascination with technology has lead them to craft a unique simulacru of the classic **Star Knight** weapon. The *Uttin* Star Sword is unreliable at best, though in rare instances it is capable of inflicting remarkable amounts of damage even beyond that of the already formidable Star Sword. By applying miniaturized versions of the energy flux systems used in their Spaceslinkers, *Uttins* have created a weapon that has the potential to be devastating to both wielder and opponent alike. *Uttin* Star Swords inflict 5d6-12 points of damage and the weapon's damage ranges from -7 to 18 points of damage. If the damage rolled is between -1 and -7, the weapon actually releases a charge of flux energy into the hilt and inflicts that negative number as positive damage to the wielder. If the weapon's damage value is zero (0), the *Uttin* Star Sword shorts out and takes 1d6 **rounds** to repair. *Uttin* Star Swords are extraordinarily rare and very, very expensive. When available, they cost anywhere between 1500-3000 **credits**.

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