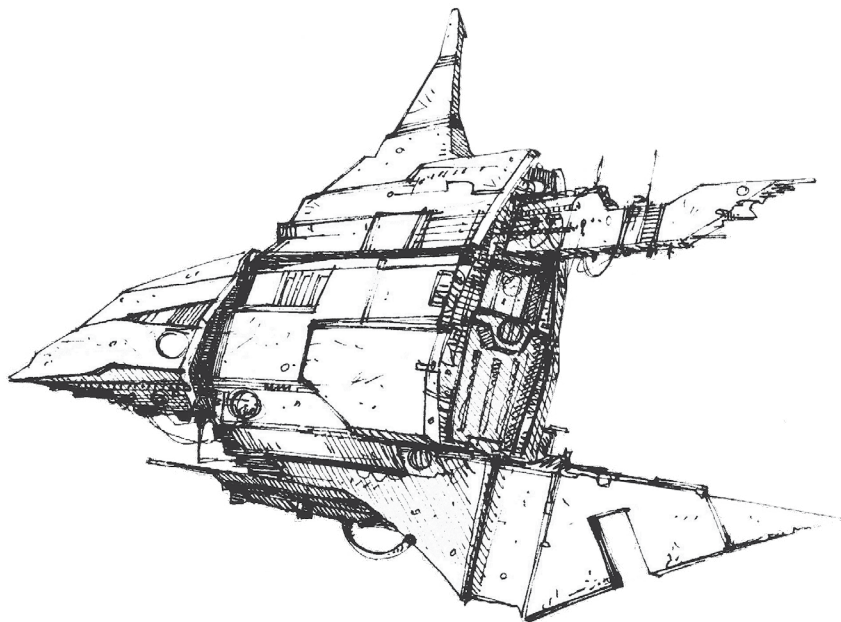


# WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING

PDF SUPPLEMENT



# uttin

character class

JAMES M. SPAHN

I

# WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING



## uttin

character class

**WRITTEN BY**

JAMES M. SPAHN

**ARTWORK**

BRADLEY K. McDEVITT

MACIEJ ZAGORSKI (THE FORGE STUDIOS)

**EDITING, LAYOUT, AND TITLE DESIGN**

JASON PAUL McCARTAN



Copyright 2015 Barrel Rider Games. *White Star* and *White Star: White Box Science Fiction Roleplaying* are trademarks of Barrel Rider Games and James. M. Spahn.

*Swords & Wizardry, S&W, WhiteBox, and Mythmere Games are the trademarks of Matthew J. Finch. Barrel Rider Games is not affiliated with Matthew J. Finch or Mythmere Games.*

*This product is compatible with the rules of Swords & Wizardry: WhiteBox.*

# 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.

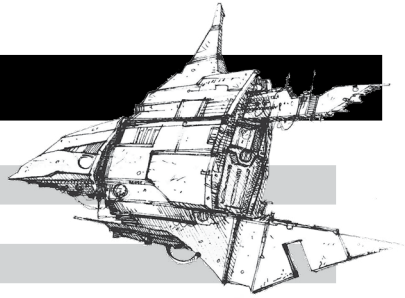
**ROBOTICS SPECIALISTS:** *Uttins* receive +1 to all *To-Hit* rolls made against robots.

**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**.



## DESIGNATION OF PRODUCT IDENTITY

"Barrel Rider Games™" logo and the name "Barrel Rider Games™", "White Star™", the "White Star™" logo, and the "White Star™ Compatible" logo are trademarks of James M. Spahn, 2012-2015. Licensed artwork and cartography are the copyright and Product Identity of the respective artists.

## DESIGNATION OF OPEN GAME CONTENT

All other content not designated Product Identity is open content.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adopted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch  
Swords & Wizardry WhiteBox Rules by Marv Breig, copyright 2008-2011 Matthew J. Finch.

White Star: White Box Science Fiction Roleplaying, Copyright 2015 Barrel Rider Games; Author James M. Spahn.

Ultin Character Class, Copyright 2015 Barrel Rider Games; Author James M. Spahn.