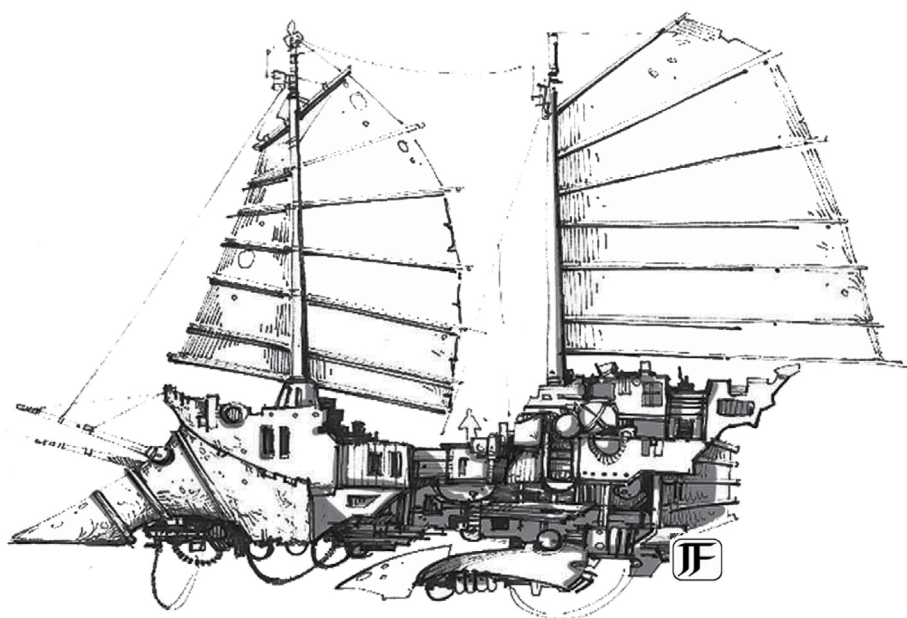


WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING

PDF SUPPLEMENT



brimling

character class

JAMES M. SPAHN

III

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BRIMLING

Drifting from star to star on great space galleons reminiscent of the seafaring vessels of old are the merry scoundrels known across the galaxy as the **Brimlings**. Standing half the height of a human, with cherubic features and child-like faces, these motley-clad swashbucklers are some of the most unique pirates to ever ply the countless stars.

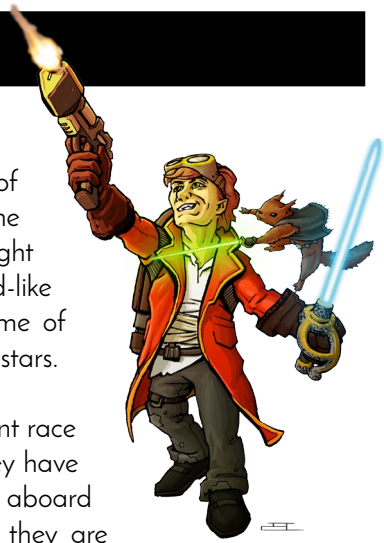
Legends say they are descended from an ancient race of hill-dwelling farmers, but **Brimlings** claim they have feasted among the stars for eternity. Traveling aboard their exotic Star Galleons with quixotic crews, they are quite different from other marauders who bring chaos to the universe. Their archaic ships are beautiful and lush, kept so by their ceaseless raiding on any vessel they can lay their ion grapplers upon. They are not lead by a captain, instead being led by the Ship's Cook. It is fine beer and hearty food that the **Brimlings** seek above hoarded gold and credits. As **Brimlings** say: "He who feeds me, leads me."

So fine are the tables laid out by a **Brimling** crew fresh from a successful raid that many captives taken often turn pirate themselves, if only for a life of endless wandering and a full belly. Dressed in floppy hats and foppish raiment, **Brimlings** endlessly move from star system to star system, starship to starship, always hungry for fine meals and new adventure.

Brimlings may advance to 7th level.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	12
2	1,8000	2	+1	11
3	3,600	3	+1	10
4	7,200	3+1	+2	9
5	14,400	4	+3	8
6	28,800	5	+3	7
7	57,600	6	+4	6

TABLE 1: Brimling Advancement



BRIMLING CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Brimlings* can wield clubs, daggers, firearms (pistols), grenades, laser pistols, light crossbows, mono-daggers, mono-swords, short bows, swords, and Star Swords. They can wear Light Armor (preferring Brimling Boarding Armor), and do not use shields.

FIGHT LIKE PIRATES: *Brimlings* use their size and swarming tactics to gain unfair advantages in combat. When a *Brimling* and any two (2) other allies are attacking the same target, the *Brimling* receives a +1 bonus on their *To-Hit* rolls.

LUCKY BUGGER: Once daily a *Brimling* may re-roll any failed *Saving Throw* before the results are determined by the *Referee*.

SMALL AND QUICK: Because of their small stature and quick reflexes *Brimlings* receive a -2 [+2] bonus to their *Armor Class* and a +1 to all *To-Hit* rolls made with ranged weapons.

SAVING THROW: After a night of drunken revelry and a particularly satisfying meal the next morning, *Brimlings* receive a +1 bonus to all *Saving Throws* for the rest of the following day.

SHIP'S COOK (5th): At 5th level a *Brimling* earns the title of Cook and attracts a crew of loyal swashbucklers, if they own a Star Galleon. As long as the crew is treated well and is able to engage in regular acts of culinary theft they always receives a +1 bonus to all *Saving Throws*, in addition to any other modifiers. The exact starting composition of the Ship Cook's boarding party is determined by rolling on *Table 2: Brimling Board Crew* below.

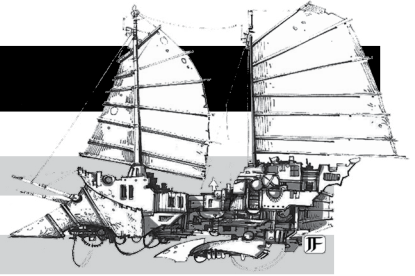
ROLL (2d6)	BOARDING CREW
2	1st Level Brimlings x12
3	3rd Level Brimling 1st Level Brimlings x11
4	3rd Level Brimling 1st Level Brimlings x8 Yabnabs x3
5	3rd Level Brimling 1st Level Brimlings x4 Quinlons x3 Yabnabs x3
6	3rd Level Brimling 1st Level Brimlings x8 Quinlons x3 Yabnabs x3 Bumble-Dog x1
7	3rd Level Brimling 2nd Level Brimlings x3 1st Level Brimlings x8
8	4th Level Brimling 3rd Level Brimlings x2 2nd Level Brimling x2 1st Level Brimlings x7
9	4th Level Brimling 3rd Level Brimlings x3 2nd Level Brimling x2 Quinlons x2
10	4th Level Brimling 3rd Level Brimlings x3 2nd Level Brimling x4 Procyons x4
11	4th Level Brimling 3rd Level Brimlings x3 2nd Level Brimling x4 Procyons x2 Star Squirrel x1
12	4th Level Brimling 3rd Level Brimlings x3 2nd Level Brimling x4 Procyons x4 Falcon-Men x2 Procyon x1 Quinlon x1

TABLE 2: Brimling Boarding Crew

technology

BRIMLING STAR GALLEON

ARMOR CLASS	5 [14]
HIT POINTS	60
SHIELD STRENGTH	5
MOVEMENT	15
TARGETING	+2
ATTACK	Ion Charge x4 (2d6)
MODIFICATIONS	Brimling Galley, Brimling Shield Generator, Faster-Than-Light Drive, Ion Charge, Ion Grappler



Brimling Star Galleons resemble the seafaring vessels from the golden age of piracy in the legendary time before space travel occurred. Forged of metal and powered by standard engines and a Faster-Than-Light drive, they possess a unique shield generator, powered by their massive golden solar sails. Unlike standard shield generators, Brimling Shield Generators form an atmospherically sealed energy bubble around the starship, allowing the starship's crew to walk around in "open" space on deck, similar to the way that ancient sailors would. Unfortunately, if the shield generator is destroyed and the shields fail, any crew caught on deck is exposed immediately to the vacuum of space. A major benefits of these shields is that the crew can easily (and recklessly) leap from the deck of their starship and land on the hull of enemy vessels; this requires appropriate protection and the use of hull-splitting laser torches.

STARSHIP	COST (in credits)	MINIMUM CREW
Brimling Star Galleon	25,000	6 (plus 12 boarding specialists)

TABLE 3: Brimling Star Galleon Purchase Cost

STARSHIP MODIFICATIONS

BRIMLING GALLEY: Unlike most ships' galleys, a Brimling Galley includes a massive kitchen capable of providing high quality meals to a large crew, provided a skilled chef like the Cook is tending the cookfires. These meals always include alcoholic beverages, and are of the finest quality.

Base Cost: 2 credits.

BRIMLING SHIELD GENERATOR: This unique shield generator can only be installed on Brimling Star Galleons due to the power requirements for it. The Brimling Shield Generator is extraordinarily powerful in both its protective capacity and the fact it creates an environmentally sealed bubble around the starship, allowing those walking on the deck of a Brimling Star Galleon to have the benefits of both gravity and atmosphere.

Base Cost: 25 credits.

ION GRAPPLER: These are ionized high-strength towing cables that can be fired into an adjacent vessel, piercing the hull and sending a pulse of energy into the target spaceship to short out its systems. Ion Grapplers can only be fired at a starship that has a **Shield Strength** of zero (0) and any kind of shielding automatically protects a starship from this type of attack. Ion Grapplers can only be fired at adjacent starships. If the attack is successful, the targeted starship takes 1d6 points of damage and the starship's pilot (or commanding officer, in the case of large vessels) must make a **Saving Throw**. If failed, the starship's engines and weapons are shut down for 5d6 **rounds** as they are flooded by an overwhelming energy pulse.

Base Cost: 50 credits.

EQUIPMENT

BRIMLING BOARDING ARMOR. This light, composite armor provides a small measure of protection in battle while still allowing the wearer to remain completely mobile, proving -2 [+2] **Armor Class**. It is environmentally sealed and has an oxygen supply of up to six (6) hours. Brimling Boarding Armor is designed for smaller species, such as **Brimlings** or Yabnabs, typically has many design flourishes, and is considered somewhere between fashionable and gaudy by most beings. **Weight: 10 lbs. Cost: 50 credits.**

BOARDING TORCH: While not a technically a weapon, a boarding torch can serve as one in an emergency situation. Instead it is used, by pirates operating in zero-gravity environments to cut through bulkheads and hulls of targeted starships. It takes 1d6+4 **rounds** of work with a boarding torch to cut a hole in a starship's hull large enough for a **Brimling** or man-sized creature to pass through. A boarding torch can be used in combat by any character able to wield a dagger and inflicts 1d6-4 points of damage. **Weight: 1 lbs. Cost: 10 credits.**



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