



ARCHETYPES

By Shane Lacy Hensley with Tim Brown

Layout by Shane Hensley

Cover Art by Aaron Acevedo, MKUltra Studios, Bryan Syme

Art Director—Aaron Acevedo

Interior Art by MKUltra Studios, Bryan Syme

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See the free [Last Parsec Primer](#) for more information on races.

Note that all JumpCorp team members start with C\$1000 and a commlink.

Additional options will appear in the upcoming core rule book for *The Last Parsec*.

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TEAM LEADER

You don't put up with any nonsense when you're on a mission. That's how people get hurt. That's how people get killed. But when it's time to play, you'll play harder than anyone.

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Intimidation d6, Knowledge (Electronics) d6, Notice d6, Persuasion d6, Piloting d6, Shooting d6

Charisma: —; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (9)

Hindrances: Loyal, Stubborn, Vow (Major—Always accomplish the mission),

Edges: Gravitic Acclimation

Gear: Blaster pistol (Range 12/24/48, Damage 2d6+2, AP 2, 100 Shots), body armor (+4), commlink, C\$500.

RACIAL BACKGROUND

Other races sometimes call humans and “humanoids” the cockroaches of the galaxy—they're everywhere and you just can't seem to kill them. Of course there are tremendous advantages to being the galactic standard—ships, clothes, armor, weapons, and other devices are typically designed for your species. It's always fun to watch a massive yeti try to climb in a cockpit built for someone half their size, or watch an insectoid try to drink synthijuice through a straw.

- **Adapability:** Humans begin play with one free Edge.



TEAM LEADER

JumpCorp didn't put you in charge of these people because you were likeable. They put you in charge because you get things done. Quickly and efficiently.

Race: Rakashan

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Intimidation d6, Knowledge (Electronics) d6, Notice d6, Persuasion d6, Piloting d6, Shooting d6

Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Loyal, Stubborn, Vow (Major—Always accomplish the mission),

Edges: Ace

Gear: Heavy pistol (Range 12/24/48, Damage 2d6+1, AP 4), box of 50 shells, body armor (+4), commlink, C\$370.

RACIAL BACKGROUND

Rakashans are descended from cats or cat-like creatures from around the Known Worlds and collectively labeled "rakashans" by the humans for the human-cat hybrid of lore. They are known for their quick tempers, cruel claws, and absolute dedication to whatever purpose they happen to be serving. Rakashans have embraced the other races' natural fear of them and like to remind them that "cats always play with their prey first."

- **Agile:** Rakashans have the feline grace of their ancestors. They start with a d6 Agility.
- **Bloodthirsty Hindrance:** Rakashans can be cruel to their foes, often toying with them for simple amusement. They rarely take prisoners and feel little compunction about punishing captured foes. They have -4 Charisma among "civilized" types.
- **Racial Enemy:** Rakashan society rose at the expense of another. Pick a common race in your setting. Members of each culture suffer a -4 Charisma when dealing with each other. Unless fettered by other authorities or common goals, individuals of the two races typically attack each other on sight.
- **Natural Weaponry:** Rakashans have retractable claws that do Str+d6 damage, AP 2.
- **Low Light Vision:** Rakashan eyes amplify light. They can see in the dark and ignore attack penalties for Dim and Dark lighting.



PILOT

Your team relies on your piloting because your brain processes movement faster than most. They rely on your twin swords for the same reason. Your team mates are not the brightest stars in the heavens, but they'll do for now.

You eagerly await the day you can afford to energize your swords. Not only will you slaughter any beings foolish enough to oppose you, but perhaps then JumpCorp will see that you should lead this team. You would turn them into an elite force—a company of explorers and fighters to be reckoned with. You would fly these reckless adventurers the length and breadth of the cosmos and annihilate any force that stood in your way.

Race: Kalian

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Intimidation d6, Knowledge (Electronics) d6, Notice d6, Piloting d8, Shooting d6

Charisma: —; **Pace:** 6; **Parry:** 7*; **Toughness:** 8 (4)

Hindrances: Arrogant, Stubborn, Vengeful (Minor)

Edges: Ace

Gear: Body armor (+4), twin rapiers (Str+d4), commlink, C\$700.

**The kalian's additional arms and Additional Action racial Edge allow him to gain +1 Parry with both weapons.*

RACIAL BACKGROUND

Kalians are a four-armed race of highly agile humanoid, well known for their quick reactions, razor sharp wit, marksmanship, and swordplay. They also tend to have a bad temper and don't easily forget insults.

- **Additional Action:** Due to their four arms, kalians get one extra non-movement action per round at no multi-action penalty.
- **Frail:** Kalians are of average height, but have very slim builds. This subtracts 1 from their Toughness.



SCIENCE OFFICER

The miracles of the universe continue to astound you. It is a pity that you require a deceased host to ambulate, but such is the price of one so small in stature. But given the size of the cosmos, even the largest yeti is but a speck.

Race: Deader

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Healing d8, Investigation d6, Knowledge (Computers) d8, Knowledge (Xenobiology) d8, Repair d8

Charisma: -4; **Pace:** 4; **Parry:** 2; **Toughness:** 8 (1)

Hindrances: Big Mouth, Cautious, Curious

Edges: Scholar

Gear: Deader suit (Armor +1, contains commlink and voice box, \$500), medi-gel (10 uses), stun gun (Range 5/10/20, Damage Special, RoF 1), C\$0.

RACIAL BACKGROUND

Deaders are slug-like parasites in their natural form. To better interact with other species and make use of common technology, they graft themselves to the brainstems of reasonably intact humanoid corpses and preserve the bodies in special suits. The grafting of the creature to its host is permanent, so the character is generally treated normally and dies when its host "dies."

Deaders call their body donors "celebrants," organic beings who sold the rights to their corpse before death for lucrative fees. Some see this as taking advantage of those in need—most see it as a perfectly viable business transaction.

- **Clumsy:** The host corpse is stiff and difficult for the parasites to maneuver. They suffer -2 to Agility rolls.
- **Poor Parry:** The slow, deliberate movements of deaders make them easy targets in melee. Parry -2.
- **Slow:** Deaders tend to shuffle as they move, reducing their Pace to 4" and their running die to d4.
- **Outsider Hindrance:** Deaders are frequently looked down upon, and others may be hostile if the parasites "wear" someone they knew.
- **Weak:** Deaders have difficulty using their host's muscles to their full extent. They subtract 1 from Strength-based rolls, including damage.
- **Undead:** Arcane Background (Super Powers) Edge: -2 Charisma; +2 to Toughness; +2 to recover from being Shaken; don't breathe; immune to disease and poisons; no additional damage from called shots; ignores one point of wound penalties. (Includes 2 points for Arcane Background (Super Powers).)



SCIENCE OFFICER

It turns out most of the universe is made up of fleshy beings rather than floral creatures like your people. This is a wonder to you, especially as they are so fragile in so many ways, yet do not depend on the sun as your species does. They are also highly emotional, short-lived, and fascinating, and you have traveled to the ends of Known Space to study them and the amazing societies they've created.

Race: Floran

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Healing d8, Investigation d6, Knowledge (Computers) d8, Knowledge (General Science) d8, Repair d4, Stealth d4

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Cyber Resistant, Outsider (Minor)

Edges: Linguist, Scholar (Knowledge (Computers) and Knowledge (General Science))

Gear: Flechette gun (Range 12/24/48, Damage 2d4+1, RoF 3), 2× flechette packs, UV lamp bandoleer, C\$290.

RACIAL BACKGROUND

Florans come from worlds where plants have developed both intelligence and ambulation. They require sunshine or portable UV lamps to photosynthesize whatever nutrients they take in.

- **Dependency:** You must bask in sunlight (artificial or otherwise) once per day or suffer Fatigue. This can lead to death, and is recovered at the rate of one level per hour of sunshine.
- **Environmental Weakness, Heat/Fire:** Florans suffer +4 damage from heat or fire attacks, and a -4 penalty to resist other heat-based effects or rolls.
- **Hardy:** Florans have the Hardy Edge.
- **High Tech Hindrance:** Florans come from very advanced worlds and find the technology of most other cultures primitive and confusing. They suffer a -2 penalty when using such technology.
- **No Vital Organs:** Florans' organs are spread along their fibrous vascular system, making them unsuseptible to called shots.
- **Regeneration:** As long as they're not Exhausted from lack of sunlight, florans make natural healing rolls once per day.

