



THE LAST PARSEC

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PRIME

The Last Parsec is a story of exploration in a limitless universe of mystery and adventure. Unlike most *Savage Worlds* settings, the background is very light—a “sandbox” of stars, planets, and stranger celestial bodies, all waiting to be explored by intrepid beings from across the galaxies.

Information on making characters of various races, weapons, ships, vehicles, and other technology can be found in the *Savage Worlds Science Fiction Companion*. With few exceptions, Ultratech does not exist.

The only Arcane Background available to characters in *The Last Parsec* is Psionics, which works exactly as described in *Savage Worlds*. How psionic characters are viewed varies from world to world. Some revere them, some view them with suspicion, and some hold them in contempt as unwelcome thought stealers.

Setting books for *The Last Parsec* focus on places of interest the player characters might go. Some might zero in on a system and the internal politics going on between its warring worlds. Others might detail a single large city, a bustling space station, or a lonely mining colony.

The background common to all these locations is spelled out on the following pages and will be explored in further detail as *The Last Parsec* line continues to expand—like the swirling cosmos itself.

THE KNOWN WORLDS

The volume of space most thoroughly explored by the various races spans the width of the Milky Way galaxy's Orion Arm. The thousands of inhabited worlds are scattered among the billions of star systems within, most of which have never been explored. Billions of other galaxies and millions more inhabited planets, races, flora, fauna, and other phenomena lay beyond.

GOVERNMENT

There is no central government in the Known Worlds. Most interactions between civilizations are conducted through local diplomacy, trade agreements, and treaties. Most inhabited worlds maintain at least a small navy to enforce their laws. It is possible to be a wanted criminal in several systems while utterly free in others, which has led to the existence of the lucrative, though oft-scorned profession of bounty hunter.

A number of system-spanning empires exist, such as the United Confederation in the Milky Way or the rakashan Tazanian Empire, but even these are tiny compared to the vastness of the Known Worlds, and certainly to the last parsecs of space far, far beyond. Between the stars, what law exists is usually enforced at the end of a blaster.

CURRENCY

Most individual systems maintain their own system of currency. Occasionally, a closely aligned group of worlds shares a single type of currency for trade purposes. A

few of the large corporations also issue scrip backed by their own resources. JumpCorp scrip in particular has become a sort of de facto interstellar currency and is often referred to as simply 'credits,' denoted C\$.

SPACE TRAVEL

Travel within a system is generally done under conventional power. More distant points must be reached by "jumping" into hyperspace. Jump- or hyperdrives are readily available on the consumer market throughout the civilized worlds. Although the large conglomerates control the majority of bulk trade contracts, there's plenty of cargo, passengers, and even contraband to support vast numbers of independent merchant, travel, and exploration vessels.

Jumps are usually conducted between registered astronavigational beacons. Beacons can only guide ships to systems—the trip to the individual planet or other destination must be travelled conventionally (see the *Savage Worlds Science Fiction Companion*).

Heavily populated worlds grant codes to their astronav beacons with trusted trade partners, allies, and travelers willing to pay their fee. Codes to more isolated beacons—such as those in systems with valuable mining colonies or other exploitable resources—are extremely valuable and closely guarded by those who own them. Of course, astronav beacons can also be destroyed, held hostage, or hacked as well.

Ships can fly "blind" to observable locations without nav beacons, but this requires its astrogation system to perform trillions of calculations on the fly, based on ever-shifting echoes, pings, and other data relayed from every open source it can find. More than one ship has gone missing in hyperspace this way. See the **Jumping Blind** sidebar on page 5 for more information.

COMMUNICATIONS

Transmissions can be beamed through hyperspace via relays and astronav beacons, allowing near instantaneous communication as long as the network is available.



Without astronavigation beacons, communications are relatively instant within a system, delayed for 2d6 weeks between systems, or 2d6 years between galaxies.

LANGUAGE

Millions of languages are spoken across the universe, but within the Known Worlds, Lingua Universal is the standard. Most traders, travelers, and explorers are fluent in it, and most ship consoles and other electronics are labeled in “uni.”

JUMPCORP

In *The Last Parsec*, the player characters work for the galaxy-spanning corporation called JumpCorp.

JumpCorp operates across the cosmos, dealing in everything from trade to mining, security, and exploration.

COMPENSATION

JumpCorp exploration team and other “all hours” members live and work aboard their vessel or station. Salary starts at C\$5,000 for 30 standard days service, plus room and board. Average employees receive a 3% bonus every year after their first three. Some missions command bonuses or hazard pay as well.

ASSETS AND AID

JumpCorp has regional offices in many star systems and sectors throughout the Known Worlds, as well as research stations, trade and travel offices, and independent operatives in many far-flung corners. While these can sometimes offer some material assistance, clarification of instructions and advice, they are seldom in a position to lend direct aid to their team members, who they consider to be independent and self-reliant contractors.

JUMPING BLIND

Jumping between systems with astronavigation beacons works exactly as described in the *Savage Worlds Science Fiction Companion*.

“Jumping blind” to systems without a beacon requires the same Knowledge (Astronavigation) roll with the same modifiers, but time spent in hyperspace is much longer.

Jumping to a different system in the same galaxy takes 2d6 months. Jumping to a different galaxy takes 2d6 years. Reduce time by one month (or year) for each raise on the Knowledge (Astronavigation) roll, to a minimum of 1—this cannot be reduced by burning extra energy.

Note that one can only jump to a location that can be observed and scanned in significant detail, which is why the Known Worlds are a relatively tight cluster in the Milky Way. So far.

On arrival to the system, the crew must still travel 2d6 additional days to their specific desired location as usual.

Ships can communicate in hyperspace normally, and crew can go “extravehicular” to make repairs and the like along the way if needed. Should a crewman become detached from his vessel, however, he is lost somewhere in the boundless reaches of space, never to be seen again.

DANGERS

A vessel locked in hyperspace for such a long period is subject to many strange events outside its control. Each month spent jumping blind after the first, draw a card from the Action Deck. If the result is a Joker, the ship drops out of hyperspace into a random location.

What the crew finds there is entirely up to the Game Master, but astronavigational systems can take years to determine the current location and compute a new and viable route.

Jumping blind is a very hazardous endeavor.

PRIMARY RACES

There is a near endless variety of sentient life in the universe, but a few are relatively common in the world of *The Last Parsec*. The profiles on the following pages contains more detailed information about some of these species, their origins, and how they are most often seen by others. These are iconic stereotypes but every individual is different, of course. There's no reason a yeti can't be a gentle scholar or a Serran a crude barbarian.

To create a character based on these races, refer to the *Savage Worlds Science Fiction Companion*.



AURAX

Aurax look something like a cross between a humanoid and a terrestrial elephant seal or hippo. Iconically, the burly, six-limbed, four-eyed beings are both ferocious warriors and tender poets. They are renowned for their great feasts where they recite epic tales of wars, comradeship, and love.

Aurax bodyguards prefer powered melee weapons, particularly maces and mauls. Fighting and violence are commonplace among them, but killing is considered a last resort.

Aurax evolved on a massive world of rolling hills and great, golden plains called Auran. They are nomads and not a technological people, having been uplifted to space travel by other races, but a rare few are curious and gregarious enough to travel to the stars—something most aurax shun vehemently.