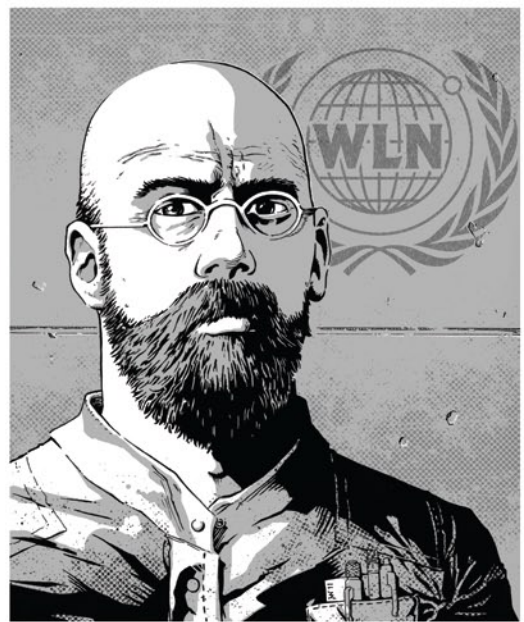


PARSEC



Earth was dying. Everyone knew it. The wars and famine after the oil ran out were just the start. The fighting over water, and then everything else, plunged the planet into perpetual crisis and war. Everyone waited for the inevitable day when humanity flipped the off-switch and joined the dinosaurs in extinction.

And then came Hans Baeder, scientist and savior of the species, the man who figured out how to travel faster than the speed of light. Governments and corporations didn't wait, seizing the only lifeline available and within a few years, we were conquering the solar system.

That time is now. A time of decay and chaos, a time of hope and rebirth. First Earth, now the planets, and soon, the stars...

Parsec is a sci-fi roleplaying game of insurgency, interplanetary politics, corporate espionage and space piracy in a solar system on the brink of war. Parsec uses a simple and versatile d6 system and features innovative character advancement, simplified equipment with no tedious weapon lists, and a system where the players define the goals they are after, the obstacles they will face, and the passions and secrets that drive their characters to adventure.

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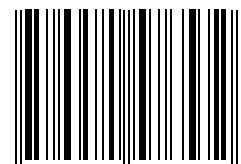


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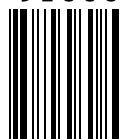
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PARSEC

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Doug is a freelance writer, game designer and editor currently living in OH with his wife, dog and brand-new baby girl. He has been writing for a long time but likes the feeling of being paid for it, so that's the plan now. If for some reason you want to know more, you can find Doug on Facebook or check out more of his blather at [doughagler.blogspot.com]. The important thing is - play this game! For generations, game designers have toiled away with the tools of imagination, seeking to create the Perfect Game. This is not that game, but it is very fun nonetheless. You will enjoy political intrigue, hacking, grand larceny, guerilla-skirmishing, space battles and of course zero-gravity jujitsu.

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*From the three of us...
We hope you enjoy this book!*

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PARSEC

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