



THE LAST
PARSEC
IRONGATE - ARCHETYPES

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MUSCLE

You were selected for this mission because very few break heads—or bite them—better than you. Of course, your teammates tend to overlook your other abilities in the face of your obvious martial prowess, but you’ve no doubt they’ll see your worth in short order. Personally, you’re a little relieved to have your claws back on solid ground since gravity’s the one thing you probably can’t win a fight against.

Race: Saurian

Attributes: Agility d6, Smarts d4, Spirit d5, Strength d8, Vigor d8

Skills: Driving d4, Fighting d10, Intimidation d6, Notice d6, Repair d4, Shooting d6, Throwing d4

Cha: -1; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Habit (Bragging), Overconfident, Phobia (Minor—Heights)

Edges: Brawny

Gear: None.

RACIAL BACKGROUND

Lizard men and women come from warm planets, typically jungle or desert worlds. Cold planets and spaceships are difficult for them, but technology and warm clothes usually suffice when necessary. Still, they’ll vote for sunny climes when given any choice in the matter.

- **Natural Weaponry:** The teeth of saurians allow them to bite in combat for Str+d6 damage.
- **Keen Senses Edge:** Saurians’ lizard tongues can “taste” the air, giving them +2 to relevant Notice rolls. This can stack with Alertness.
- **Environmental Weakness, Cold:** Though not truly cold-blooded, saurians are not comfortable in cold environments. They suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.



MEDIC

You're driven by a fascination with how systems work—what makes things tick, if you will. The medical skills that brought you to JumpCorps' attention are an outgrowth of that curiosity. You've even gone so far as to tinker with your own cyberware, which was the source of the scars on your face many find a little off-putting. A shame, really, since you generally hold to the Hippocratic Oath, although you're not exactly a certified medical doctor...although you've learned to keep that nugget from most of your patients.

Race: Human

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

Skills: Fighting d6, Healing d8, Investigation d6, Knowledge (Electronics) d4, Knowledge (Medicine) d6, Notice d6, Repair d6, Shooting d4

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Pacifist (Minor), Ugly

Edges: Elan, Geared Up

Gear: None.

Cyberware: Trait Bonus (Healing)

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 synthjuice through a straw.

- **Adaptability (+2):** Humans begin play with one free Edge.



REPAIR 'BOT

JumpCorp designed you to look like one of the clunky repair constructs left behind by the original colonists on Ellia II. The company did give you a more leeway in your programming to assist in your mission, but once you've committed to a course of action, your subroutines are often hard to redirect. You're still not entirely suited for subterfuge as you don't perfectly understand the intricacies of the deception practiced by carbon-based lifeforms.

Race: Construct

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

Skills: Driving d4, Fighting d6, Knowledge (Electronics) d6, Repair d8, Shooting d6

Cha: -2; **Pace:** 4; **Parry:** 5; **Toughness:** 10 (4)

Hindrances: Big Mouth, Lame, Stubborn

Edges: Geared Up (x2)

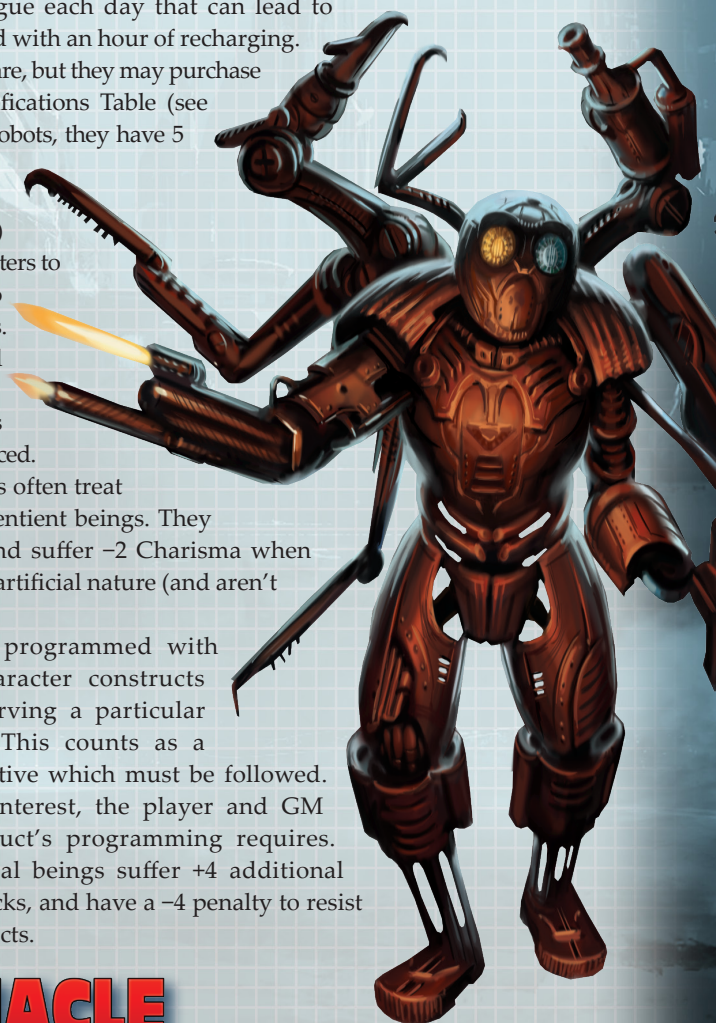
Gear: None.

Mods: Armor x2, Edge (Mr. Fix It), Edge (McGyver), Weapon Mount (currently empty)

CONSTRUCT

Constructs are artificial beings created by or in the service of JumpCorp.

- **Construct:** Artificial beings add +2 to recover from being Shaken, don't breathe, ignore one level of wound modifiers, and are immune to poison and disease. Constructs cannot heal naturally. To heal one requires the Repair skill—which is used like the Healing skill only with no "Golden Hour."
- **Dependency:** The being must recharge via strong electricity at least one hour out of every 24. Failure to do so results in Fatigue each day that can lead to Incapacitation. Each level is recovered with an hour of recharging.
- **Mods:** Constructs may not use cyberware, but they may purchase Modifications from the Robot Modifications Table (see *Science Fiction Companion*). Like all robots, they have 5 Mod slots. (The Geared Up Edge, also from the *Science Fiction Companion*, might help you afford these upgrades.) GMs should not normally allow characters to take Increase Size beyond +3 or the hero will no longer fit into most adventures. Constructs may remove or install a Mod with a Repair roll and 1d3 hours (half that with a raise). A critical failure means the Mod is destroyed and must be replaced.
- **Outsider Hindrance:** Organic species often treat constructs as property rather than sentient beings. They have no rights in many systems, and suffer -2 Charisma when dealing with beings who know their artificial nature (and aren't constructs themselves).
- **Vow Hindrance:** Constructs are programmed with a particular purpose. Player character constructs have broad directives such as serving a particular corporation or political faction. This counts as a Major Vow to that particular directive which must be followed. If this ever causes a conflict of interest, the player and GM must figure out what the construct's programming requires.
- **Environmental Weakness:** Artificial beings suffer +4 additional damage from electrical attacks, and have a -4 penalty to resist other electrical effects.



SURVIVAL EXPERT

You grew up on a frontier colony and learned how to make do without many of the niceties most take for granted in the more civilized worlds. This made you a perfect addition to a JumpSec team sent to the surface of the Irongate prison world, where civilization—such as it is—is largely found only in a single central city. You did convince your superiors to let you spend a few weeks exploring the outer fringes of the prison's safe area. While you picked up some valuable knowledge, you underestimated the lasting effects of exposure to the planet's tainted atmosphere—a mistake you won't make again.

Race: Human

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

Skills: Fighting d6, Healing d4, Knowledge (Area Knowledge: Poison Zone) d4, Notice d6, Shooting d4, Stealth d6, Survival d8, Tracking d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Clueless, Loyal, Twitchy

Edges: Ruin Rat, Woodsman

Gear: None.

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.

- **Adaptability (+2):** Humans begin play with one free Edge.



INSIDE MAN

Unlike most of the rest of the team, you've already spent some time on Irongate. You're a natural social chameleon, which is why JumpSec had you working as a spy on the surface now for several months before assigning you to this new undercover team. Enough of those were spent in the rellium mines to leave you with a nasty case of mine psychosis, but breaking up a snatch-and-grab by the Road Pirates managed to make you some friends in Kurza's Pride, the gang that controls the prison's mining operation.

Race: Human

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

Skills: Fighting d6, Notice d4, Knowledge (Area Knowledge: Irongate) d6, Persuasion d8, Shooting d6, Streetwise d8

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Enemy (Minor—Road Pirates gang), Mine Psychosis (Major)

Edges: Alertness, Charismatic, Connections (Kurza's Pride gang)

Gear: None.

RACIAL BACKGROUND

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- **Adaptability (+2):** Humans begin play with one free Edge.



INFILTRATION SPECIALIST

Petty theft—or even sometimes not-so-petty theft—has always been more your style. You’d never end up in a place like Irongate on your own merits. A planetary lock-up, on the other hand? That’s an entirely different matter. In fact, JumpSec pulled you from a brief stint in one in exchange for your participation in this operation. The saying goes “To catch a thief...” after all. Your only real worry is you might run into someone you stole from down on the surface, but what are the odds of that, right?

Race: Kalian

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

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Shooting d6, Stealth d8, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Curious, Enemy (You stole from the wrong person once), Greedy (Minor)

Edges: Thief

Gear: None.

RACIAL BACKGROUND

Kalians are a four-armed race of highly agile humanoids, 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.



PSIONIC

You serve the JumpSec hive and thus tolerate the lesser beings who are hivemates. You do not understand how they properly convey meaning an ideas with the limited vocalizations with which they communicate, but fortunately their minds are an open book to you. JumpSec wishes to employ your abilities to determine how defective hive members are escaping their isolation, so you will. Although you are clearly superior to your hivemates, they are hivemates nonetheless, and you serve the hive.

Race: Insectoid

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

Skills: Climbing d6, Fighting d6, Intimidation d6, Psionics d8, Shooting d4, Stealth d4

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Arrogant, Loyal, Phobia (Minor, Aquaphobia)

Edges: Arcane Background (Psionics)

Powers: *Beast Friend, Mind Reading, Stun; Power Points 10.*

Gear: None.

RACIAL BACKGROUND

Your kind are numerous and have always dominated. But there is so much to learn. For yourself. For the hive. Many generations will pass, but one day your young will rule the cosmos. Until then, you must serve the JumpCorp hive and learn all you can for the rest of your very, very patient people.

- **Armor:** Insectoids are covered in exoskeleton or hard carapace. This grants them +4 Armor.
- **Cannot Speak:** Insectoids communicate with pheromones and weird clicking noises. Most wear portable screens to translate their speech to others.
- **Natural Weaponry:** The creatures have extremely strong pincers or mandibles, causing Str+d6, AP 2.
- **Outsider Hindrance:** Everything from the insectoids'eating habits to their hive -like mentality is strange and alien to most other races. They have the Outsider (Minor) Hindrance.



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SCRAPPER

Growing up an orphan in a nameless urban sprawl, you hold your friends closer than any family you never had. The gang enforcer who murdered one of your childhood friends is down Irongate's gravity well. The law caught up to him before you could, but you hear anything goes on Irongate. You joined the JumpSec team to get to the surface before the scum has a chance to escape. Most underestimate you because you're usually the smallest dog in any fight, and whenever possible, you play that to your advantage.

Race: Human

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

Skills: Fighting d8, Healing d4, Notice d6, Shooting d6, Stealth d6, Streetwise d6, Taunt d4, Throwing d4

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Loyal, Small, Vengeful (Minor)

Edges: Two-Fisted Ambidextrous

Gear: None.

RACIAL BACKGROUND

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|  |  |  | Saurian Muscle |  |  |  | Insectoid Psionic |
|  |  |  | Human Medic |  |  |  | Human Scrapper |
|  |  |  | Repair Bot |  |  |  | Kal Vardoon |
|  |  |  | Human Survivor | <p>NEED MORE?</p> <p>Check out the original Last Parsec Archetypes, as well as the Explorers and Terrors of Deep Space Figure Flats collections!</p> <p>We also make figures for all the Last Parsec character types for those who prefer miniatures.</p> <p>www.peginc.com</p> | | | |
|  |  |  | Twitcheer Insider | | | | |
|  |  |  | Kalian Infiltrator | | | | |

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To use, cut around the outside, fold along the interior lines, and use a glue stick to secure the title flap to the inside flap of the first illustration so that it forms a triangle. You can also cut only the two color sides and slot them into a typical board game base. Look for additional Figure Flats at www.peginc.com.

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