



THE LAST  
**PARSEC**  
ARCHETYPES







# ARCHETYPES

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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 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.





# 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.





# ARTIFICIAL BEING

You are an artificial, self-aware being and the wholly-owned property of JumpCorp. You are sentient but completely obedient to your designated team leader and his or her orders. Your AI is robust but sometimes child-like in its understanding of human emotions.

**Race:** Construct

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

**Skills:** Fighting d4, Knowledge (Area) d10, Notice d8, Shooting d8

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

**Hindrances:** Pacifist (Major—Asimov Circuits), Vow (Major—serve JumpCorp), Loyal

**Edges:** Geared Up

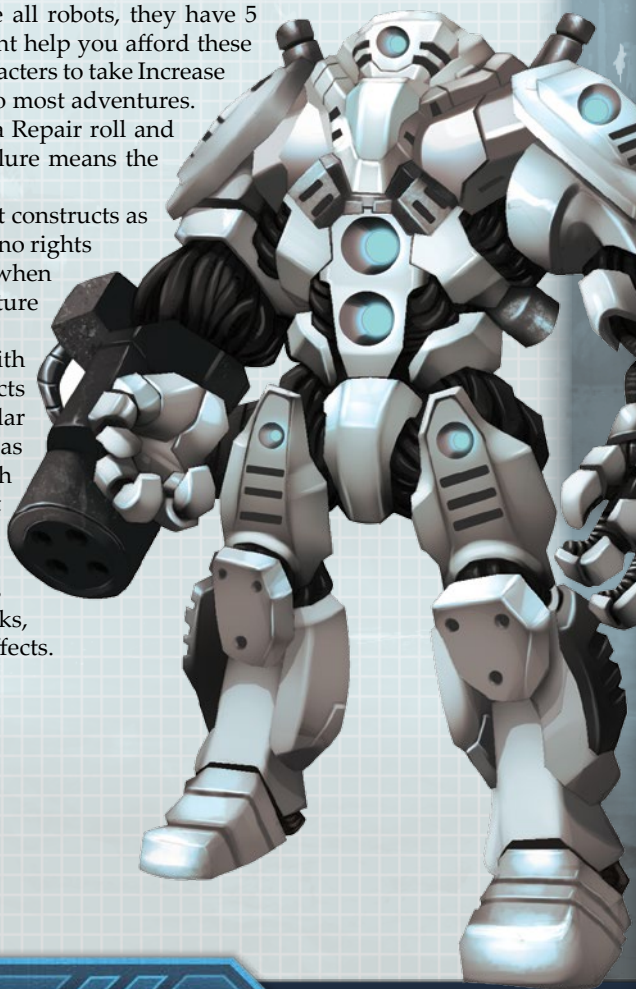
**Gear:** Commlink (internal), gyrojet pistol (Range 12/24/48, Damage By Type), 1x Boomer rounds (Damage 5d6, LBT, HW, minimum arming distance of 20"), 2x AP rounds (Damage 2d6, AP 10, HW), 7x Rocket rounds (Damage 3d6, HW), C\$200.

**Mods:** Armor +1 Heavy Armor.

## 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** (page 38). Like all robots, they have 5 Mod slots. (The **Geared Up Edge**, page 12, 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.





# SCOUT

When the team needs eyes on something, you're the one they look for. You're fast, agile, and difficult to spot when you don't want to be seen. You've been with the team as long as anyone, but they don't know much about you. And that's the way you like it.

**Race:** Human

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

**Skills:** Fighting d6, Notice d6, Shooting d6, Stealth d8, Survival d8, Tracking d6

**Charisma:** -1; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

**Hindrances:** Bad Luck, Greedy (Minor), Habit (Minor—frequently disappears)

**Edges:** Alertness, Woodsman

**Gear:** Binoculars, body armor (+4), blaster pistol (Range 12/24/48, Damage 2d6+2, AP 2), commlink, C\$50.

## 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 synthijuce through a straw.

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





# SCOUT

Maybe it's because you're good at it. Or maybe it's because the others still find you somewhat strange. Some of them are still getting used to intelligent "bugs," as some have called you. Regardless, you're the one they always send out to scout. You know how to get in, see what needs to be seen quickly and quietly, and take care of it if that's what the team needs you to do.

**Race:** Insectoid

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

**Skills:** Fighting d6, Knowledge (Computers) d4, Notice d6, Shooting d6, Stealth d8, Survival d6, Tracking d6

**Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

**Hindrances:** Cautious, Outsider (Major), Quirk (You chew your food into a fine paste)

**Edges:** Atmospheric Acclimation, Danger Sense

**Gear:** Gyrojet rifle (Range 24/48/96, 2× boomer shells, 2× armor piercing shells, 2× heat seeker shells), C\$40.

## RACIAL BACKGROUND

Insectoids are plentiful throughout the galaxy. Most come from complex hive worlds and very organized societies where everyone knows their role.

- **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.





# PSYCHIC

The galaxy is a fascinating place, filled with stunning neublae, powerful black holes, and numerous planets. But none are more fascinating than other sentient beings. You care little about JumpCorp's mission, but you are constantly curious about your team mates. You read their minds more often than they know, and you are *always* empathically attuned to their hopes, desires, suffering, and needs. Of course, their struggle has soul-bonded them to you and you plan on spending many years seeing where their journey takes them.

**Race:** Serran

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

**Skills:** Fighting d6, Healing d6, Notice d6, Knowledge (Computers) d6, Psionics d10, Stealth d6

**Charisma:** -1; **Pace:** 6; **Parry:** 8; **Toughness:** 5

**Hindrances:** Curious, Habit (Minor—frequently reads minds), Loyal

**Edges:** Arcane Background (Psionics)

**Gear:** Stun staff (Str+d4, Parry +1, Reach 1, Stun Charge), C\$490.

**Powers:** *Confusion, mind reading, stun*; 10 Power Points.

## RACIAL BACKGROUND

On a remote world far from the usual trade lanes lives a race of beings called the serran. They are a thoughtful, cautious people often gifted with powerful telepaths. Would-be conquerors have thought the serrans weak given their disposition—but quickly learned otherwise when they sought to cause them harm.

- **Weak:** Serrans are weak compared to most other races. They suffer a -1 penalty to all Strength rolls.
- **Danger Sense Edge:** Serrans have either extremely developed intuition or perhaps limited extra-sensory perception, giving them the Danger Sense Edge.
- **Parry:** Serran ESP increases their Parry by +2.





# PSYCHIC

These beings are so primitive. Your species' brains are so much more complex it is child's play to affect them. You are a "booster." You augment your teammates' abilities so that they might better serve the JumpCorp hive.

**Race:** Insectoid

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

**Skills:** Notice d8, Investigation d6, Knowledge (Computers) d6, Piloting d6, Psionics d10, Stealth d6

**Charisma:** -2; **Pace:** 6; **Parry:** 2; **Toughness:** 8 (4)

**Hindrances:** Hard of Hearing (Minor), Vengeful (Minor), Vow (Major—Gather information for the home species)

**Edges:** Arcane Background (Psionics), Mentalist

**Gear:** Laser SMG (Range 15/30/60, Damage 2d6, RoF 4), C\$500.

**Powers:** Boost / lower Trait, fear, speed; 10 Power Points.

## 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.





# SECURITY

You and a hundred of your kind were lured from your world by the ruler of some distant kingdom. He landed in his ship, paid you all in gold and your tribe in rich meats and meades, and promised to return you all in a month's time. His war dragged on for a month and most of the other aurax didn't return. You did, but your trip to the stars gave you wanderlust. When aliens visited again, you went with them of your own volition.

A year later found you assigned to a JumpCorp team, and you have rarely wanted for strange foes to challenge...

**Race:** Aurax

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d12, Notice d6, Survival d4, Tracking d6

**Charisma:** —; **Pace:** 6; **Parry:** 8; **Toughness:** 9

**Hindrances:** Curious, FTL Sickness, Loyal

**Edges:** Brawny

**Gear:** Energy mace (Str+d6+4), C\$400.

## RACIAL BACKGROUND

Aurax come from a temperate world of vast plains and golden fields. They revel in tribal combat and take great pride in their war stories, scars, and trophies. For all their savagery, most aurax are not bloodthirsty—they are merely born and bred to prideful battle.

Their race did not venture into the stars on their own, but many of them have taken to it, particularly as warriors, bodyguards, or security teams for corporations like JumpCorp.

- **Low Tech:** The aurax home-world is low tech compared to most developed worlds. They have the Low Tech Hindrance (Major).
- **Size +2:** The humanoid part of an aurax is thick, stocky, and man-sized, while the rear is the size of a bull. This adds +2 to Toughness.
- **Strong:** The aurax are large, bull-like creatures. They start with a d6 in Strength.





# SECURITY

The rest of the crew spends most of their time beeping and booping on their electronic devices. You prefer action and adventure, preferably some place cool. Heat is for thin-skinned humies without fur. When you're not proving you're the biggest, baddest furball in the system, you like to tinker with mechanical things. You're the team's go-to guy when it comes to making repairs on the ship, their vehicles, weapons, and other gear.

**Race:** Yeti

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d8, Knowledge (Computers) d6, Notice d6, Repair d6, Stealth d6

**Charisma:** —; **Pace:** 6; **Parry:** 6; **Toughness:** 8

**Hindrances:** Code of Honor, FTL Sickness, Loyal

**Edges:** Nerves of Steel

**Gear:** Power blade (Str+d6+d6), Toolkit, C\$0.

## RACIAL BACKGROUND

Any breed of fur-covered mammalian from a cold world inevitably winds up being labeled as "yetis" by earthers. These types of xenos are tall, hairy, and ferocious when threatened.

- **Environmental Resistance, Cold:** Yetis add +4 to resist the effects of cold, and have +4 Armor versus cold and ice-based attacks.
- **Environmental Weakness, Heat:** Their thick coats are a liability in extreme heat and humidity. Yetis subtract 4 from Fatigue checks made to resist the effects of heat, and take 4 additional points of damage from heat and fire-based attacks.
- **Low Tech Hindrance:** Yetis often come from less developed worlds. Many are fascinated by technology, but aren't as adept with it as most others, and their digits aren't well-suited to keyboards or touch screens (which they break with alarming frequency).
- **Size:** The beings are typically about 7' tall, very broad, and very dense. Add +2 to Toughness.
- **Strong:** Yetis are large and ferociously strong. They start with a d6 in Strength.





# SECURITY

This is the best job you've ever had. JumpCorp pays you to travel all over the cosmos and shoot things for a living. The rest of the team seems a little less enthusiastic, but you couldn't imagine a better career. The only thing you hate is just how *cold* space gets.

**Race:** Saurian

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

**Skills:** Driving d6, Fighting d6, Knowledge (Computers) d6, Notice d6, Shooting d8, Streetwise d4

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

**Hindrances:** Cyber Resistant, Loyal, Overconfident

**Edges:** Alertness, Quick Draw

**Gear:** Body armor (+4), twin medium pistols (Range 12/24/48, Damage 2d6, RoF 1, AP 3), 4× extra magazines, commlink, C\$200.

## 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.





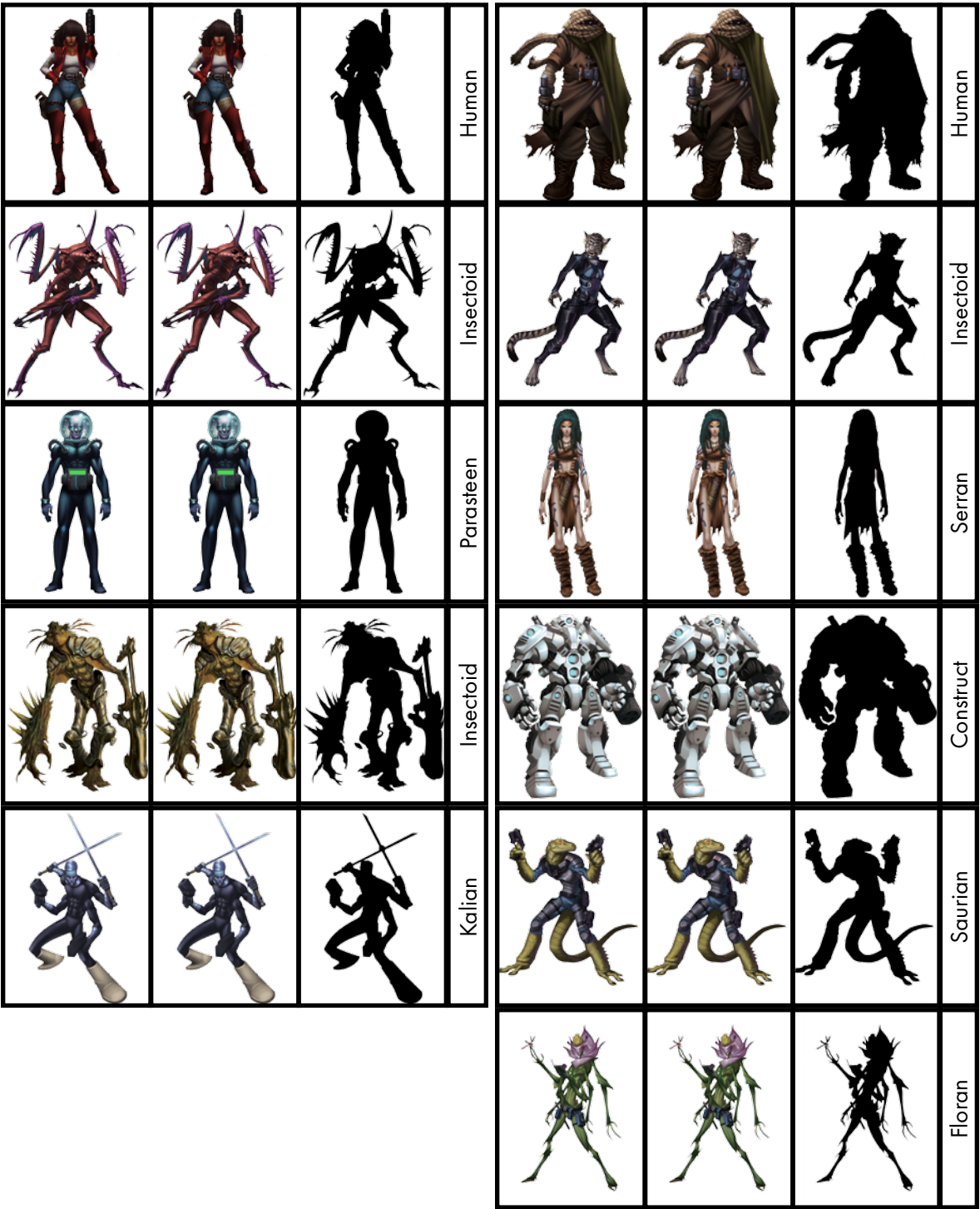


FIGURE FLAT INSTRUCTIONS

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](http://www.peginc.com).



			Aurax
			Yeti