



THE LAST
PARSEC

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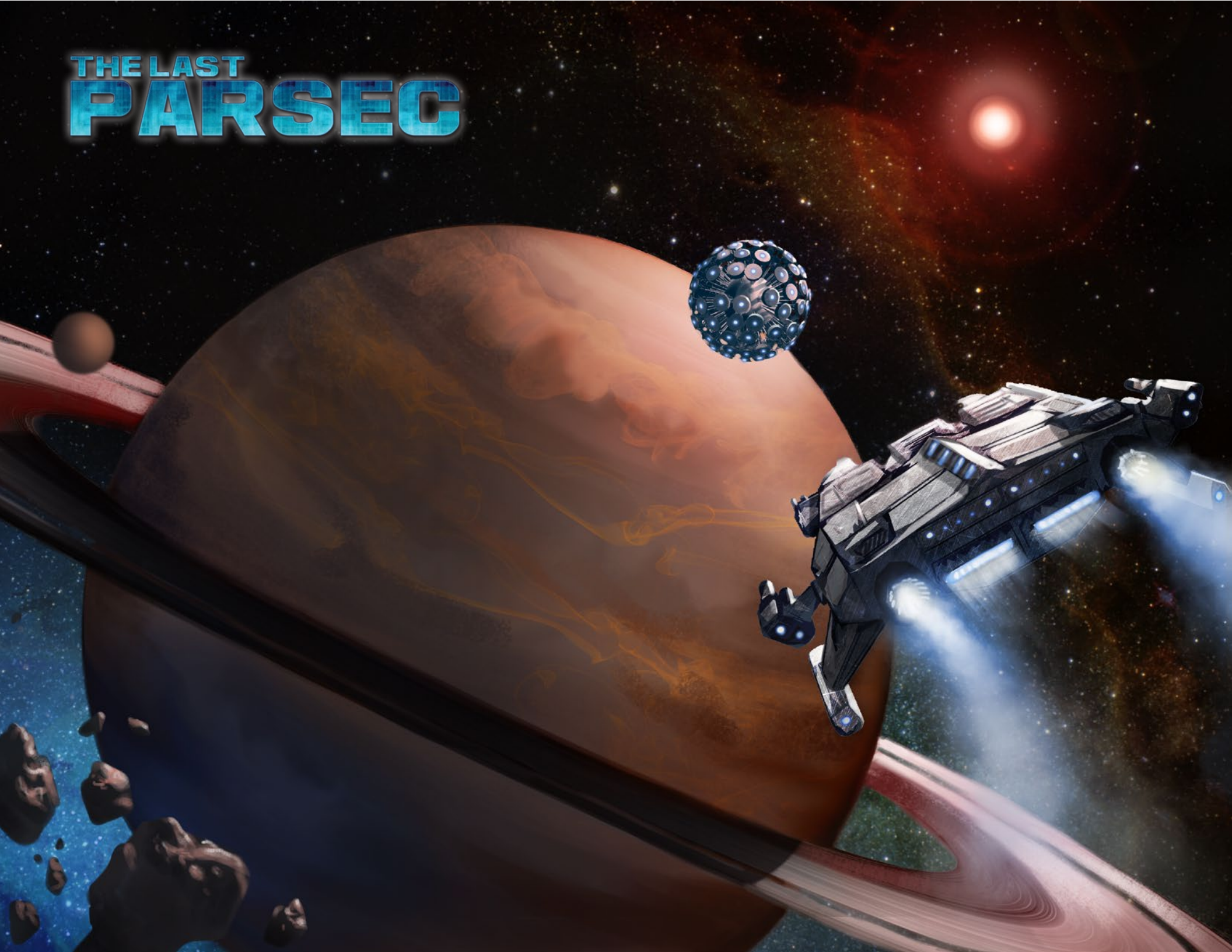
THE LAST PARSEK



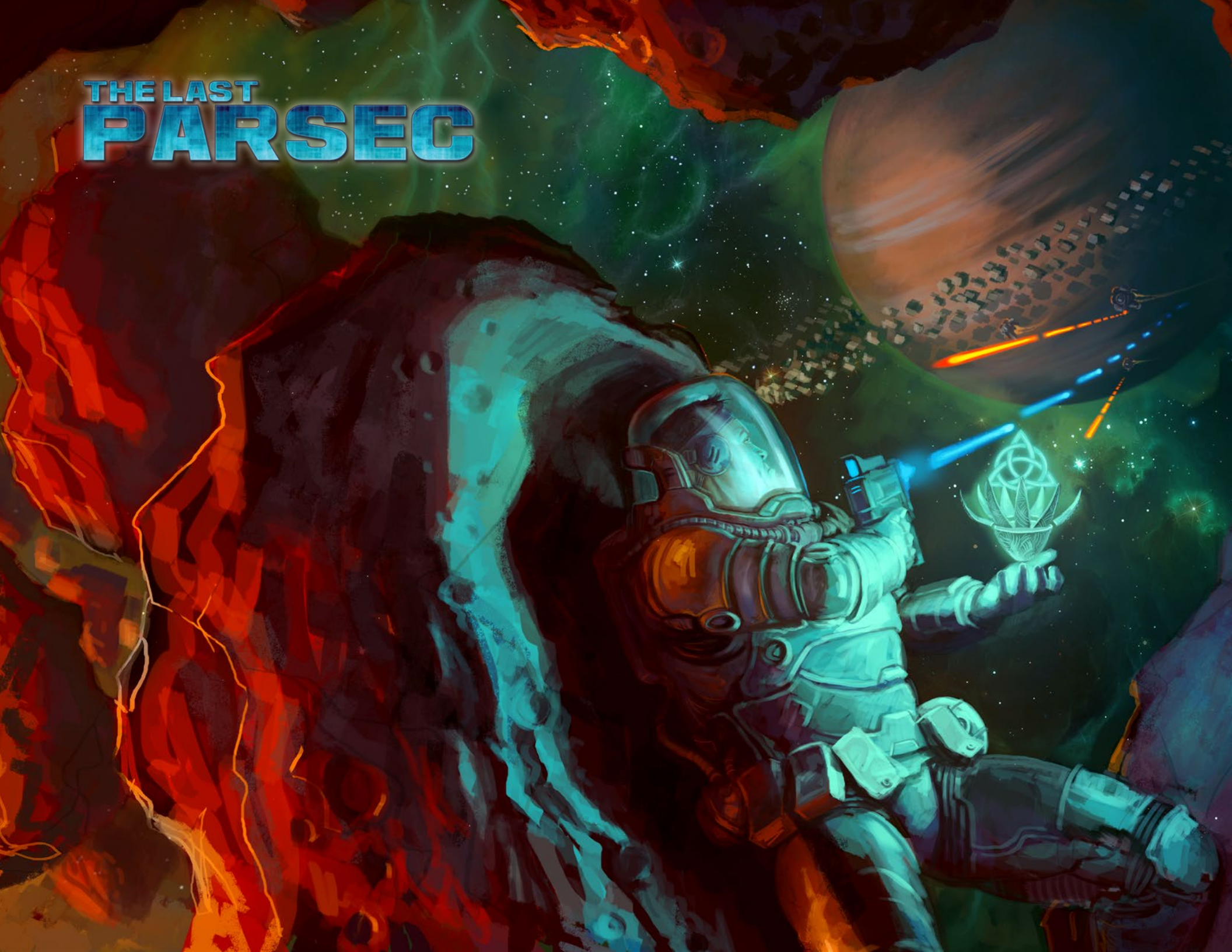


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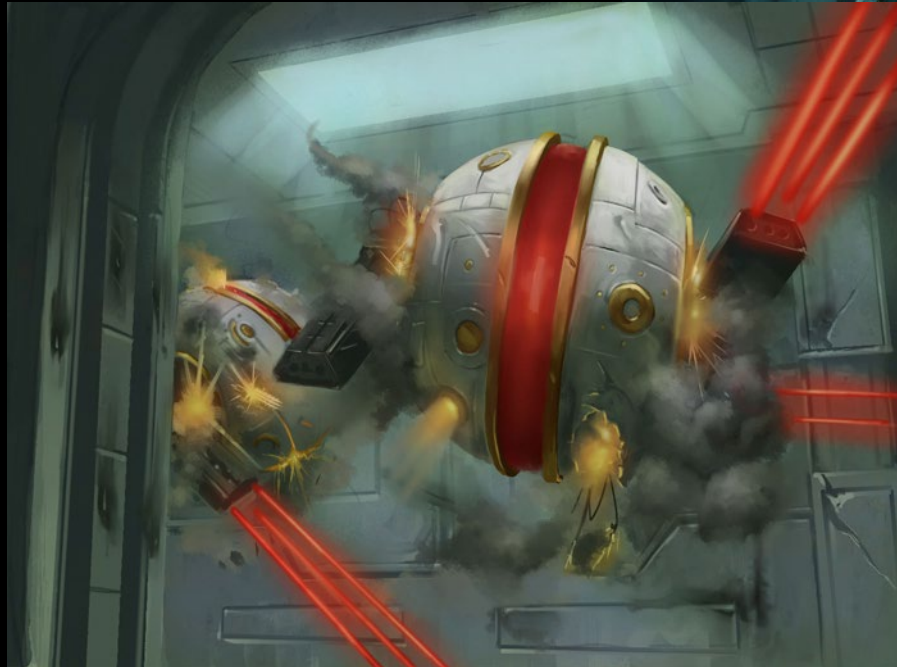


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CORE RACES OF THE KNOWN WORLDS



AURAX



CONSTRUCT



DEADER
(PARASTEEN)



FLORAN



HUMAN



INSECTOID



KALIAN



RAKASHAN



SAURIAN



SERRAN



YETI

COMBAT OPTIONS

Situation	Rule
Aim	+2 Shooting / Throwing if the character doesn't move or take other actions
Area of Effect	Targets touching template suffer damage; Ignore non-sealed armor, treat cover as Armor; Missed attack rolls deviate 1d6" for thrown weapons or 1d10" for launched weapons (×2 for Medium Range, ×3 for Long Range)
Automatic Fire	Roll Shooting dice equal to RoF (plus Wild Die if Wild Card); Attack is made at -2 for recoil
Breaking Things	See Obstacle Toughness Table; Parry 2; No bonus damage or Aces
Called Shots	Limb -2; Head -4 (+4 Damage); Small Target -4; Tiny Target -6
Cover	Light -1; Medium -2; Heavy -4; Near Total -6
Darkness	Dim -1; Dark -2 (targets not visible beyond 10"); Pitch Dark targets must be detected to be attacked with a -4
Defend	+2 Parry; Character may take no other actions but may move
Disarm	-2 Attack; defender makes Str roll vs. damage or drops weapon
Double Tap	+1 Shooting / +1 Damage; May not be combined with Autofire or Three Round Burst
Drop	+4 to attack and damage
Extreme Range	Take the Aim maneuver and sacrifice the +2 bonus to instead fire at Extreme Range (up to 4× a weapon's Long Range) at a -8 penalty (-6 with a scope).
Finishing Move	Instant kill to helpless foe with a lethal weapon
Full Defense	Fighting roll +2; replaces Parry if higher; cannot move
Ganging Up	+1 Fighting per additional adjacent attacker; maximum +4

Situation	Rule
Grappling	Opposed Fighting roll grapples. Raise = opponent Shaken, Defender makes opposed Strength or Agility roll to break free (any other action made at -4); Attacker can make an opposed Strength or Agility roll to cause damage (Damage = Strength)
Improvised Weapons	-1 to attack and Parry; RoF 1 only <ul style="list-style-type: none"> <i>Small Weapons</i>: Range 3/6/12, Damage Str+d4, Min Str d4 <i>Medium Weapons</i>: Range 2/4/8, Damage Str+d6, Min Str d6 <i>Large Weapons</i>: Range 1/2/4, Damage Str+d8, Min Str d8
Innocent Bystanders	Missed Shooting / Throwing roll with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target
Mounted Combat	Mount and rider act on same card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement
Nonlethal Damage	Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated
Obstacles	If the attack misses due to the Cover penalty, the obstacle adds to Armor
Off Hand Attack	-2 to attack rolls with off hand
Prone	As Medium Cover, prone defenders are -2 Fighting and -2 Parry; Ranged attacks within 3" ignore cover
Push	Attacker chooses option below and makes opposed Strength roll (add +2 if attacker moved more than 3" toward target): <ul style="list-style-type: none"> <i>Bash</i>: Push target 1" on a success, 2" on a raise. If the target hits an obstacle he also takes 1d6 per 1" pushed. <i>Shield Bash</i>: As above but causes Strength damage; +1 for small shield, +2 for medium shield, and +3 for large shield <i>Knock Prone</i>: The defender is knocked prone

Situation	Rule
Range Modifiers	Short: 0, Medium: -2, Long: -4
Ranged attacks in Close Combat	Attacker may use no weapon larger than a pistol; Target Number is defender's Parry
Rapid Attack	-2 Parry; Make up to 3 Fighting Attacks (+Wild Die) at -4, or fire up to 6 shots from a semi-automatic weapon or revolver at -4 penalty to each die
Suppressive Fire	With a successful Shooting roll, targets in a Medium Burst Template make a Spirit roll or are Shaken, those who roll a 1 are hit
Tests of Will	Contest of Taunt vs. Smarts or Intimidation vs. Spirit; If successful +2 on next action against target; With a raise the target is Shaken as well
Three Round Burst	+2 Shooting / +2 Damage; May not be combined with Autofire or Double Tap
Touch Attack	+2 to Fighting roll
Tricks	Describe action; Make opposed Agility or Smarts roll; Opponent is -2 Parry until his next action; With a raise, foe is -2 Parry and Shaken
Two Weapons	-2 attack; Additional -2 for off-hand if not Ambidextrous
Unarmed Defender	Armed attackers gain +2 Fighting versus this defender
Unstable Platform	-2 Shooting from a moving vehicle, animal, or other unstable surface
Wild Attack	+2 Fighting, +2 Damage, -2 Parry until the attacker's next action
Withdrawing from Combat	Non-Shaken adjacent foes get one free attack at retreating character

DRAMATIC TASKS & INTERLUDES

DRAMATIC TASKS

- Determine the skill to be used. Most are difficult and inflict a –2 penalty.
- A standard Dramatic Task takes five actions and requires the same number of successes.
- Each action, the hero draws an Action Card (even if not in combat) and acts on that card. Edges such as Level Headed or Quick work as usual.
- If the character nets five successes before time runs out, he's accomplished his goal.
- If time runs out, the task fails.

COMPLICATIONS

- If the character's Action Card is a Club, he suffers a Complication. He must make his roll at an additional –2 or fail the task (usually with the worst possible results).

INTERLUDES

Interludes should occur during down time in an adventure, such as on a long voyage or while waiting on something to happen. The Game Master selects a player and has her draw a card. She then tells a story based on the general topic outlined below:

- **Clubs:** Tragedy
- **Spades:** Victory
- **Hearts:** Love
- **Diamonds:** Desire

SOCIAL CONFLICTS

The conflict is broken down into three rounds of conversation, each focusing on a particular point (or a few connected points).

Each round, the player character roleplays her argument and makes a Persuasion roll (or an opposed Persuasion roll if a rival argues against her).

The speaker accumulates a success for each success and raise on the Persuasion roll.

At the end of the third round, the side with the most successes wins the argument. The more successes, the more convinced the target to be persuaded is, as shown on the table below:

- **Tie:** The issue is unsettled and no action is taken until new evidence can be presented.
- **1–2 Successes:** The target isn't truly convinced but decides it's better safe than sorry. He provides the minimum amount of help possible.
- **3–4 Successes:** The target is reasonably convinced. He grants the request but may ask for something in return.
- **5+ Successes:** The target is convinced or persuaded. He agrees to the request and provides as much support as he is able.

CHASES

Each participant makes the appropriate Trait roll and draws an Action Card for each success. A character may attack any target with an equal or lower Action Card (he is said to have Advantage). The Action Card determines the penalty to any ranged attacks. If the Action Card is a Club, there's a Complication as well. Most Chases last five rounds (extended Chases last up to 10 rounds). At the end of the last round, actors who haven't been stopped escape.

Action Card	Penalty	Complication (If the Action Card is a Club)
Two	Out of Range, no attack possible	Disaster: Make a Trait roll at –4. If the roll is failed, the character suffers a disaster, and is out of the chase
3–10	Long Range (–4 penalty)	Major Obstacle: Objects of some sort get in the way. Make a Trait roll at –2 to avoid them or suffer damage appropriate to half Top Speed if in a vehicle, or a Fatigue level if on foot
Jack–Queen	Medium Range (–2 penalty)	Minor Obstacle: Objects of some sort get in the way. Make a Trait roll to avoid them or suffer damage appropriate to half Top Speed if in a vehicle, or a Fatigue level if on foot
King–Joker	No penalty; melee attacks may be possible	Distraction: Something obscures the character's vision or path so that he cannot attack this round

DAMAGE, FEAR, AND REACTIONS

DAMAGE

If an attack's damage equals or exceeds a target's Toughness, use this table. Otherwise there is no appreciable effect.

Result	Target (not Shaken)	Target (Shaken)
0–3	Shaken	1 Wound
4–7	1 Wound & Shaken	1 Wound
Each +4	+1 Wound	+1 Wound

INCAPACITATED

Extras who suffer a wound are removed from play. If a Wild Card character suffers more than three wounds, he's Incapacitated and must make a Vigor roll:

- **1 or Less:** The character dies.
- **Failure:** Roll on the Injury Table; it's permanent and the victim is Bleeding Out
- **Success:** Roll on the Injury Table; it goes away when all wounds are healed
- **Raise:** Roll on the Injury Table; it goes away in 24 hours or when all wounds are healed

INJURY TABLE

2d6	Wound
2	Unmentionables: If the injury is permanent, reproduction is out of the question without surgery. There is no other effect from this result.
3–4	Arm: Roll left or right arm randomly; it's unusable like the One Arm Hindrance (if the primary arm is affected, off-hand penalties still apply to the other).
5–9	Guts: A hit to the body. Roll 1d6: 1–2 <i>Broken:</i> Agility reduced a die type (minimum d4) 3–4 <i>Battered:</i> Vigor reduced a die type (minimum d4) 5–6 <i>Busted:</i> Strength reduced a die type (minimum d4)
10	Leg: The victim gains the Lamé Hindrance
11–12	Head: A grievous injury to the head. Roll 1d6: 1–2 <i>Hideous Scar:</i> Your hero now has the Ugly Hindrance 3–4 <i>Blinded:</i> An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye) 5–6 <i>Brain Damage:</i> Massive trauma to the head. Smarts reduced one die type (min d4)

Bleeding Out: An ally may make a Healing roll to stop the bleeding immediately. Otherwise the injured character must make a Vigor roll at the start of each round: Failure—the character dies from blood loss; Success—roll again next round (or every minute if not in combat); Raise—the victim stabilizes and no further rolls are required.

FRIGHT TABLE

1d20*	Effect
1–4	Adrenaline Surge: The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.
5–8	Shaken: The character is Shaken.
9–12	Panicked: The character immediately moves his full Pace plus running die away from the danger and is Shaken.
13–16	Minor Phobia: The character gains a Minor Phobia Hindrance somehow associated with the trauma.
17–18	Major Phobia: The character gains a Major Phobia Hindrance.
19–20	The Mark of Fear: The hero is Shaken and also suffers some cosmetic physical alteration—a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.
21+	Heart Attack: The hero is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at –2. If successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at –4 saves the victim's life, but he remains Incapacitated.

*Add the creature's Fear penalty to this roll.

REACTION TABLE

2d6	Initial Reaction
2	Hostile: The target is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3–4	Uncooperative: The target isn't willing to help unless there's a significant advantage to himself.
5–9	Neutral: The target has no particular attitude and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.
10–11	Friendly: The target will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.
12	Helpful: The target is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

ATMOSPHERE & GRAVITY

ATMOSPHERE

Atmospheres are divided into five categories: Vacuum, Thin, Normal, Dense, and Hazardous.

Vacuum: Vacuums contain little or no air or atmosphere, meaning most organic beings must breathe through artificial means (such as spacesuits). The lack of atmosphere also means pressure is extremely low or nonexistent. This causes blood vessels to burst and lungs to rupture. If a character doesn't have a sealed suit (or it's breached), he must make a Vigor roll every round or suffer a wound from decompression.

Thin: Thin atmospheres have little breathable oxygen, and the pressure can cause physical trauma as blood vessels expand and rupture. Characters require pressurized spacesuits to operate safely in Thin atmosphere. Any breach of the suit forces the individual to make a Vigor roll every minute to avoid gaining a level of Fatigue (assuming there is at least some breathable air). This can lead to death. The victim recovers a Fatigue level every 10 minutes if returned to standard atmospheric pressure.

Normal: Earth-like atmospheres are said to be "normal" and have no special effects. Atmospheres between Normal and Thin or Dense may also exist. Use whatever condition is closest, but failed Vigor rolls cannot lead to Incapacitation.

Dense: Dense atmospheres have a higher pressure than Earth and are almost as difficult to breathe in as thin atmospheres. A being must wear some sort of breathing apparatus or make a Vigor roll every 30 minutes. Failure results in a level of Fatigue that can lead to Incapacitation but not death. Victims recover a Fatigue level every 10 minutes if returned to standard atmospheric pressure.

Hazardous: The gaseous content of a Hazardous atmosphere does not support human life, regardless of pressure. It may be high in carbon dioxide or made up of more primeval gases like methane, hydrogen, and ammonia, as with Jupiter and other gas giants.

A character without a rebreather (or spacesuit if the pressure is too low) must make a Vigor roll every round (or minute or hour for less toxic environments, as determined by the GM) or suffer a Fatigue level that can lead to death. Recovery is only possible when the character receives air at standard pressure and one Fatigue level is recovered every 10 minutes.

GRAVITY

Space-based parties may visit everything from high-gravity worlds to drifting space hulks. Below are the game effects of traveling to these various environments.

All individuals suffer some physical disorientation in gravities different than what they're used to. This inflicts a -2 penalty to Agility and Agility-based skill rolls unless the character has the Gravitic Acclimation Edge.

Characters also experience a higher Strength die, speed, and jumping ability on planets with lower gravity, and the reverse on those with higher gravity, as shown on the **Gravitational Effects Table**.

GRAVITATIONAL EFFECTS

Gravity	Jump	Str	Pace
Super Heavy	×.5	-2	-4
Heavy	×.5	-1	-2
Normal	—	—	—
Low	×2	+2	+2
Zero-G	See Below	+2	+4

Zero-G Effects: Movement and combat in zero-g is tricky due to momentum and disorientation. Characters who roll a 1 on a physical Trait die while operating in zero-g lose control and tumble (-2 to all Trait rolls). They may recover by making an Agility roll as a free action on any subsequent turn—assuming they have some way to stabilize.

Characters who jump from a stable platform propel themselves at a Pace equal to their Strength in inches per round until they contact a larger object or apply thrust from another source. Physical attacks and shots from firearms (except lasers and gyrojets) push the firer backward 1" away from the blast (2" with large caliber weapons or high melee damage rolls, GM's call).

SALVAGE & TRADE

SALVAGE

A Streetwise roll in any sizeable settlement allows a seller to unload all his salvage for a quarter its listed price. A raise finds a buyer who will take it all for half. The roll may only be attempted once per week. Reduce the offer by 25% for damaged equipment (GM's call), or each wound on a captured vessel, walker, or vehicle. Wrecked craft are worth a flat 10% of their list value.

TRADE

The base value of each cargo space worth of goods depends on what kind of good it is, as shown on the **Commodities Table**. The actual value depends on local supply and demand, as determined by the **Supply and Demand Table**. Successful traders buy goods in plentiful supply and resell them where they are in high demand.

When the group heads to a new settlement or world, the Game Master can roll on the **Supply & Demand Table** to see the value of each category. Roll once for each type of commodity and record the result. Buying from a world with no demand and selling it on another with high demand can be extremely profitable.

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COMMODITIES

Goods	Value
Food: Fruits, vegetables, frozen meat, spices, grains.	\$1000
Fuel: Low tech fuels such as oil or gasoline. Also covers common chemicals.	\$2000
Industrial Parts: Large industrial machinery or components, street lamps, generators, heating and cooling units.	\$1500
Manufactured Goods: Low-end electronics, furniture, books, housewares, sporting goods.	\$800
Ore: Common ores such as coal, copper, lead, or iron.	\$1400
Technology: High end consumer goods such as vid-screens, sound systems, computers, PDDs, music players.	\$1800
Timber: Pre-cut into various sheets and boards.	\$800

SUPPLY & DEMAND

Supply and demand in a particular settlement changes once per month. It pays to find out what the demand for a particular cargo is *before* venturing to the target system.

d20	Demand
1-2	None: The commodity is plentiful and worth half its listed value.
3-5	Low: The commodity is worth 75% of its listed value.
6-12	Normal: The commodity is worth its listed value.
13-15	High: The commodity is worth 50% more than usual.
16-18	Very High: The commodity is worth twice its listed value.
19	Extreme: The commodity is worth three times its listed value.
20	Desperate: The commodity is worth five times its listed value.