



THE LAST
PARSEC
OMARISS DEATH WORM



OMARISS DEATH WORM

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Steve’s Dedication: To all the fantastic GMs and players I’ve had the privilege to play Savage Worlds with over the years. Hopefully this is one more game we can get together and play.

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THE EXPEDITION

Professor Albert Mars has received a grant from the United Colony Planets (UCP) to capture a living specimen of the legendary Omariss death worm. This illusive creature has never been photographed, let alone captured, but the ebullient Professor Mars has faith—he's hired JumpCorp to accompany him.

The player characters are the captain and crew of the *Odyssey*, employed to accompany Professor Mars on his expedition and assist him in capturing the death worm. They are joined by Sgt. Eugene Ramsey. He is UCP security, also assigned to accompany and protect Prof. Mars.

The area of space where the *Odyssey* travels is also patrolled by the Saltarians, a race of aggressive, saurian spacefarers who resemble humanoid lizards. There have been numerous conflicts between them and the UCP, but the two factions are currently in an uneasy truce.

As the group nears its destination, Prof. Mars fills them in on the expedition's details.'

"Our destination is Omariss III, the death worm's home world. Omariss III is an arid planet with an earth-like gravity. Its atmosphere is similar to earth as well, with one major difference. The air contains a deadly parasite. This currently keeps the planet uninhabitable by humans. UCP science labs have come up with a serum that protects a normal human from the parasite, but it's very expensive and only lasts about

24 hours. I'll inoculate each of us just prior to touchdown on the planet's surface."

The worm is somewhat of a mystery. My research indicates it is about six feet long, six inches thick, and covered with flexible scales. It's thought to emit an electrical discharge able to incapacitate smaller prey. Although I don't believe this discharge could permanently damage a full-size human, I would suggest you use caution once the worm is sighted."

You've no doubt noticed the Centurion APC that is sitting in the cargo bay. It's on loan from the UCP Security Forces. With it, we can travel in relative comfort through Omariss' 115 degree heat. I've given Captain Sawyer the coordinates for landing. The area around it is the most likely place to start our search."

During the *Odyssey's* approach to Omariss III the pilot (or anyone monitoring any external sensors) may make a Notice roll. On a success, he notes another ship in the area; a Saltarian battleship. There's nothing to be done about it, and if hailed, the ship replies with standard banter, saying they're patrolling the area for pirates.

★ PROFESSOR ALBERT MARS

Professor Mars is a middle-aged man with graying hair. Most people have never seen him without his white lab coat hanging from his thin frame. He has spent most of life in research laboratories. This is his first expedition out into the field.

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

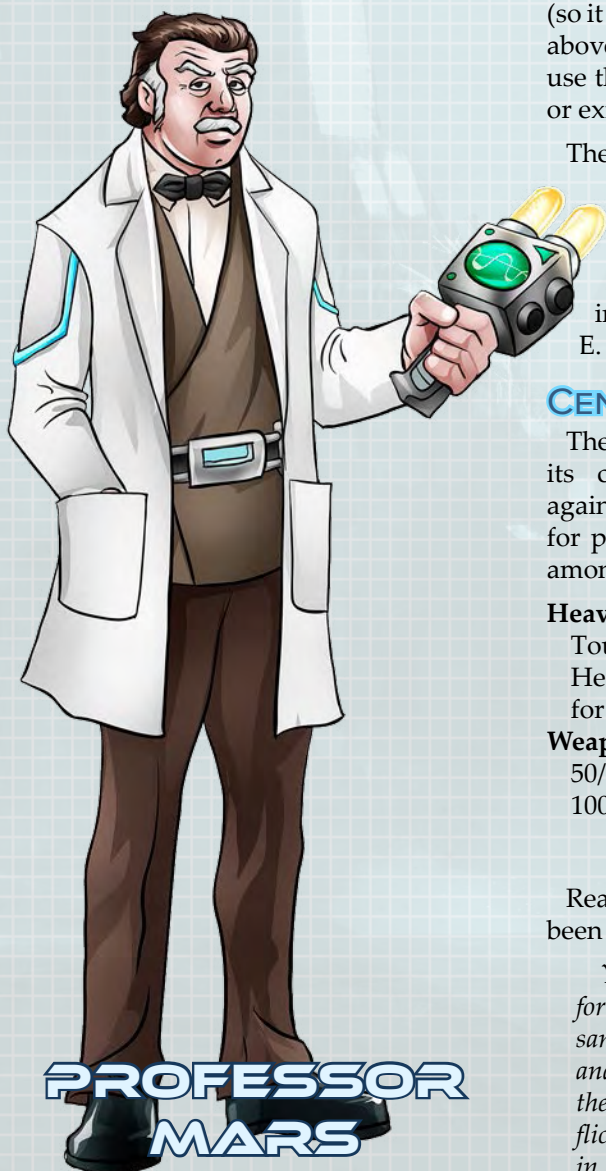
Skills: Investigation d8, Knowledge (Science) d10, Knowledge (Astrobiology) d10, Notice d8

Cha: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious, Pacifist (Minor), Quirk (Doesn't like others touching his equipment)

Edges: Jack-of-All-Trades, Scholar

Gear: Communicator, handheld seismic sensor (+2 to Notice rolls made to detect movement or vibrations, even through earth, up to 100 yards distant, 2 lb.)



**PROFESSOR
MARS**

LANDING ON OMARISS III

One of the features of the planet is its atmospheric sand storms. The group must fly through one to get to the landing area designated by Prof. Mars. A successful Piloting roll at -2 gets the ship through the sand storm to a safe landing on the planet. Failure means the ship makes it through the storm without a hitch, but landing is another matter. Sand causes the landing jets to malfunction and the vessel lands hard, taking an automatic wound.

TRAVELING ON THE PLANET

Aboard the *Odyssey* is a Centurion-class exploration vehicle. It's a sealed environment (so it protects against the parasite mentioned above), but care must be taken to actually use the cleansing equipment when entering or exiting the Centurion.

The vehicle is stocked with a day's worth of supplies. Prof. Mars has also loaded it with an array of scientific equipment he doesn't let anyone touch. Once securely out of the *Odyssey*, Mars instructs the driver to a bearing of N 45° E. "I just have a feeling," he says excitedly.

CENTURION

The Centurion is designed to protect its crew and provide some protection against hostile threats. It is not intended for protracted battle, and thus is a favorite among research and exploration teams.

Heavy Vehicle: Size 6, Acc/TS 5/15, Toughness 20 (5), Crew 8, Amphibious, Heavy Armor, Sensor Suite, Custom cage for one death worm

Weapons: Light auto-cannon (Range 50/100/200, Damage 2d12, RoF 4, Shots 100, AP 4, HW)

POWER FAILURE

Read the following after the Centurion has been crawling across the desert for a while:

You've been traveling in the empty desert for about six hours—about 150 miles of sand, rock, and mountains. Boredom sets in and you begin to drift off—when suddenly the Centurion lurches violently. The lights flicker and go out. Emergency power kicks in. You smell fried circuitry. Wisps of

smoke drift up from some of the Centurion's consoles. The auxiliary power can't keep the motor functioning. Your transport skids like a rock into the sand.

A Driving roll is needed to make a controlled stop. Otherwise the vehicle goes Out of Control.

Once the Centurion comes to a stop, the professor begins chattering away excitedly. Just before the commotion, he got a reading on what he thinks is a worm. A big one. He's lost its signal, but believes it's still nearby. Mars quickly unstraps himself and digs through his equipment, then passes a handheld sensor like the one he carries (see page 4) to two other characters.

"This should pick up the worm if you get close enough. I imagine it's under the sand. That would make sense for this type of environment. Hurry! There's no time!"

Mars hands a bulky weapon to whoever wants it.

"This is a neuro-stun gun. It has 12 charges. Use them wisely and remember we want this specimen alive!"

- **Neuro Stun Gun:** Range 5/10/20, Damage —, RoF 1, Shots 12. A target hit by the stun gun must make a Vigor roll or be Incapacitated. He makes a Vigor roll to revive at the beginning of each action afterward. Success means he recovers but is Shaken; a raise breaks him out of the stun instantly and he may act normally.

REPAIRING THE CENTURION

A Repair roll reveals the Centurion's entire electrical system is fried. It's repairable with the rights parts, which the group doesn't have.

HUNTING THE DEATH WORM

There are actually *four* Omariss death worms in the area. When one of the creatures is 3" from any of the party members, have them make a Notice roll against the worm's Stealth. The sensor adds +4 to the Notice roll if employed. This counts as the Notice roll per the worm's burrow ability.

THE OMARISS III PARASITE

While the death worm is truly a terrible foe, Omariss III's most dangerous threat is a particularly nasty and relentless parasite that is fatal to all but a few indigenous life-forms, particularly in the area Professor Mars has chosen to land.

Any living being who doesn't remain entirely within a sealed suit or environment—such as taking off a helmet or suffering a puncturing wound—automatically contracts dozens of the things.

Every six hours after exposure, the being must make a Vigor roll. Failure means the host suffers a wound as organs begin to fail and her very blood becomes toxic. If the victim dies, the eggs of the parasite hatch within 2d6 hours, feast on the dead flesh, and are released into the world.

Only sophisticated medical equipment—such as that found on the *Oddysey*—can kill the infestation and repair the unfortunate host's damage.

The professor has a cage to contain a worm in the back of the Centurion—if one can be captured somehow—but he's completely unprepared for a quartet of the horrors.

STRANDED IN THE SAND

With the Centurion out of commission, it won't be long before the situation gets desperate. The worms circle and stalk relentlessly, hunting with careful pack-like tactics. The party may also be suffering from the parasite as well. If so, Mars quickly realizes the true danger and says they must get to the *Oddysey* as quickly as possible.

If any of the party thinks to scan the nearby area, they detect a large hunk of metal about a half-mile away. With some fine-tuning, the analysts realize it's a wrecked Saltarian cruiser.

Getting to the ship is tricky with the four circling death worms, but with a suitable audible distraction—something anyone with Repair or Knowledge (Electronics) should be able to rig in 20 minutes or so—they *should* be able to make it. With luck, they might find salvage in the cruiser that would let them repair the Centurion as well.

OMARISS DEATH WORM

Visitors to Omariss III have long insisted the death worm exists, though no specimens have ever been caught, either on camera or in the flesh. According to reports, the death worm is longer than a human is tall, covered in flexible sand-yellow scales, lives beneath the soft sand of its desert home, and has the ability to kill a grown man at a distance.

Attributes: Agility d6, Smarts d8(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 13 (4)

Special Abilities:

- **Armor +4:** The creature has rocky hide.
- **Bite:** Str+d6
- **Burrow:** Death worms can move through sand and soft soil at full Pace. When the death worm senses prey, it bursts through to the surface. When this happens, it makes an opposed Stealth roll versus the target's Notice.

If the worm wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the attack as usual.

- **Death Power:** The death worm can focus an internally-generated electrical charge strong enough to stop a man's heart or fry electrical systems in a vehicle. Range 3/6/12, RoF 1, Damage 2d10+2. The attack ignores armor and counts as a Heavy Weapon. Vehicular Critical Hits automatically affect electrical systems.
- **Desert Dweller:** +2 to Vigor rolls to resist the effects of heat.
- **Size +2:** Death worms measure 10' in length and are 1' in diameter.

THE SALTARIAN CRUISER

Assuming the party makes the trip to the cruiser, they find the front of the ship buried in the sand. The remainder is somewhat intact except for various cracks in the hull and missing or broken exterior equipment. The main hatch is open and sand has gathered inside.

See the map at the end of this adventure for locations.

A heavy blast door blocks the way to the cockpit and the rear engine room (see below). If power is restored somehow, even just to the door itself, a successful Knowledge (Electronics) roll opens it.

THE BEETLE MOUND

Just inside the main hatch is a large cargo area. In the center stands a large mound about eight feet high and 20 feet across. An entrance at the top of the mound is visible.

From the other hatchway a large (4' long) beetle scurries into the room clutching a mangled piece of the ship in its pinchers. The two antennae on its head crackle with bioelectrical energy.

If the professor is present, he remarks that these beetles are very similar to those found on Polaris VI. Those monsters can kill a man at 100 yards with their bioelectrical arcs. "I wonder what the amperage these creatures conduct," he mutters.



If the beetle is approached or disturbed in any way, it attacks. The next round, the rest of the beetles erupt from the top of the mound (2 per party member) to join their brother.

ARC BEETLES

Arc beetles are armored insects with a distinctive yellow and blue striped shell. Protruding from their forehead are two long antennae that crackle with bioelectrical energy.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 8(2)

Special Abilities:

- **Armor +2:** Thick shell.
- **Bite:** Str+d6.
- **Electricity:** Arc beetles fire bolts of electricity from their antennae. Range 6/12/24, Damage 2d10, RoF 1, Heavy Weapon.

COCKPIT

The front of the ship is badly smashed in from the crash. Amongst the twisted wreckage and sand are the skeletal remains of two Saltarians in body armor—their bones have been picked clean by scavengers. On a Notice roll a searcher detects an odd

looking metal case clamped to the floor beside one of the Saltarians.

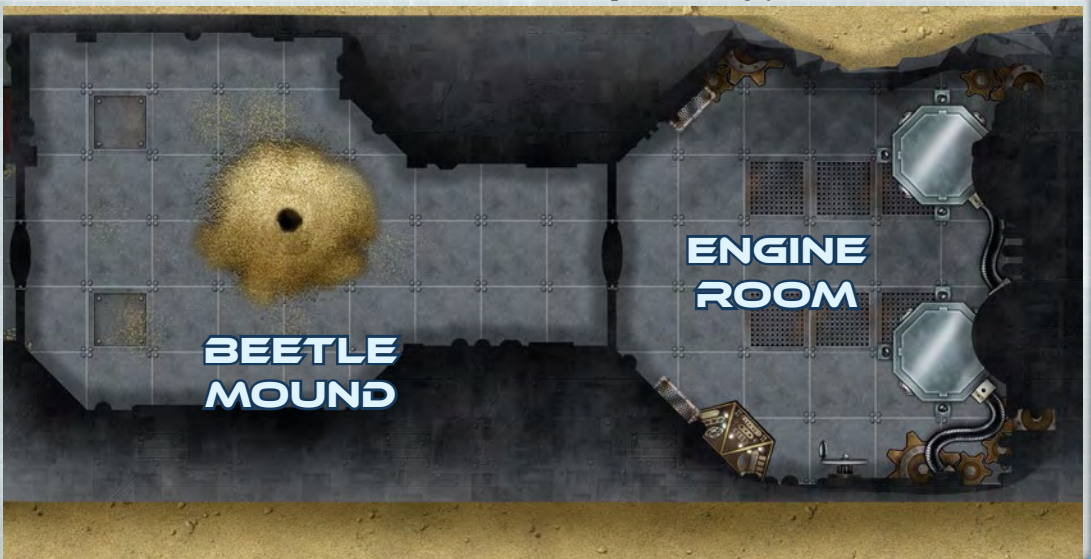
THE METAL CASE

The case has a functioning electronic lock. A successful Knowledge (Electronics) roll at -2 opens it. If the attempt fails, a small panel on the case lights up. It's obvious this is a countdown of some sort. (It's in Saltarian, so the party shouldn't know how much time they have before the case explodes.) They actually have two rounds (about 12 seconds). Then it detonates in a Medium Burst Template for 3d6 damage.

The countdown *can* be stopped, but it's dangerous. Run a Dramatic Task using Knowledge (Electronics) as the skill.

If it survives, inside the case is a data chip spelling out the plans for a Saltarian invasion of the UCP planets in the quadrant. The truce is a holding action to gain the Saltarians time to plant agents and weapon systems in certain strategic locations of the UCP.

Needless to say, returning this chip to the local authorities gives JumpCorp a powerful ally—and averts a sneak attack by the warlike and planet-hungry Saltarians.



THE WEAPONS LOCKER

The ship's weapon locker is sealed shut by a heavy blast door. This door is similar to the cockpit door, and can be opened in the same way.

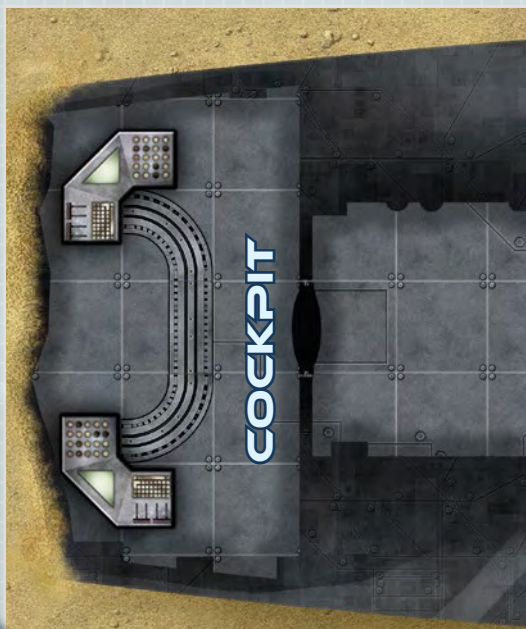
Hanging neatly by clamps on the walls are the following:

- 10 Hand flamers (Rage Cone, Damage 2d12, RoF 1, Shots 10, HW)
- 10 Flechette guns (Range 12/24/48, Damage 2d4+1, RoF 3)
- 10 Gyrojet pistols with rocket rounds (Range 12/24/48, Damage 3d6, RoF 1, Shots 10)
- 10 Vibro Swords (Str+d8+d6, AP 2)

THE ENGINE ROOM

The engine room is mostly intact except for a spot where the hull has been crunched in, smashing several pieces of outlying machinery. This may have been the cause for the crash.

A successful Repair or Knowledge (Electronics) roll finds the parts needed to fix the crippled Centurion.



UNWANTED GUESTS

At some point during the search of the Saltarian ship have everyone make Notice rolls. Those who succeed hear strange sounds coming from the other side of a sand dune outside—and getting closer. The explorers should quickly realize it's the sound of a heavy vehicle engine. (If everyone fails the Notice roll, they're caught by surprise by the Saltarians.)

Over the sand dune comes a Saltarian light tank. In the tank's turret is the squad's commander. Two more Saltarians crew the tank. Six more soldiers trudge behind it. They are not happy to see the party rummaging around their ship. They are on a mission to recover the lost plans for the Saltarian invasion of the quadrant. The commander asks what they're doing there to give the heroes a chance to bluff, but in the end, his orders are clear and his soldiers open fire.

The Saltarians fight until half their number are slain, the plans are recovered, or the ship is destroyed. If they are forced to flee, they plant a beacon and wait 2d6 hours (due to the storm). When the time is up, the battleship orbiting the planet receives the signal, gets in position, and destroys the cruiser and everything in a half-mile radius with an orbital bombardment.

SALTARIAN LIGHT TANK

The Saltarian light tank is more of an antipersonnel vehicle than an actual tank. Its twin 30mm auto-cannon is easily able to suppress or destroy ground troops.

Heavy Vehicle: Size 6, Acc/TS 5/15, Toughness 32 (17), Crew 8.

Notes: Tracked, Heavy Armor, Improved Stabilizer

Weapons: Linked Medium auto-cannons (Range 50/100/200, Damage 3d8, RoF 3, Shots 100, AP 6, HW).

★ SALTARIAN COMMANDER

Saltarian commanders are battle-hardened combat veterans. K'tang is no exception. He commands his troops with an iron fist, seeing this as his way to inspire his troops

to greatness. He is not above shooting one of them to prove his point.

Race: Saurian

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Mean, Vengeful

Edges: Combat Reflexes, Command, Inspire

Gear: Saltarian body armor (+4, negates up to 4 points of ballistic-based AP), gyrojet pistol (Range 12/24/48, Damage 3d6, RoF 1, Shots 10, HW), molecular sword (Str+d8+2, AP 4), 4× heat seeker rounds for the pistol (see the *Savage Worlds Science Fiction Companion*).

Racial Abilities:

- **Environmental Weakness (Cold):** Saltarians suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.
- **Keen Senses:** Saltarians can taste the air with their tongue, adding +2 to most Notice rolls made at short range. This can stack with the Alertness Edge.
- **Natural Weaponry:** Saltarians can bite for Str+d6 damage.

SALTARIAN SOLDIERS

Saltarian soldiers are chosen for their strength, toughness, and ability to follow orders.

Race: Saurian

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

Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d6, Repair d4, Shooting d6, Stealth d6

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

Toughness: 10 (4)

Hindrances: Loyal, Mean

Edges: Combat Reflexes

Gear: Body armor (+4, negates up to 4 points of ballistic-based AP), molecular knife (Str+d4+2, AP 2), flechette gun (Range 12/24/48, Damage 2d4+1, RoF 3, Shots 90).

Racial Abilities:

- **Environmental Weakness (Cold):** Saltarians suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.
- **Keen Senses:** Saltarians can taste the

air with their tongue, adding +2 to most Notice rolls made at short range. This can stack with the Alertness Edge.

- **Natural Weaponry:** Saltarians can bite for Str+d6 damage.

THE MATTER OF THE WORM

Professor Mars is thrilled if his “bodyguards” defeat the Saltarians and forestall a critical invasion, but he’s *still* there to capture a death worm. Nothing less than that satisfies the obsessive scientist.

If the team manages to achieve this primary objective, their superiors at JumpCorp are very happy. The group is given rest and relaxation somewhere. Perhaps a vacation to the laceraun-hunting world of Leviathan would be a good reward for the intrepid explorers...



PREGENERATED CHARACTERS

The Seasoned characters on the following pages were originally written for this adventure when it debuted at GenCon 2013, before *The Last Parsec* was written. As such, all these archetypes are either human or construct. For a more varied crew of different races, make your own using *The Science Fiction Companion* or use *The Last Parsec Archetypes*, available at www.peginc.com.

JUMPCORP

★ CAPTAIN BUZZ SAWYER

You are the intrepid captain of the *Odyssey*, a small space freighter. The ship is your home and your crew is your family. Although you can be tough at times, you hope your crew realizes you would do anything for them.

Contracts for JumpCorp have been lean in this area with the United Colony Planets worried about war with the Saltarians. It's your job to make sure this mission goes well and the UCP walks away happy.

Race: Human

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

Skills: Driving d4, Fighting d6, Intimidation d8, Notice d6, Persuasion d8, Piloting d4, Shooting d6, Stealth d4, Survival d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Hard of Hearing (Minor), Heroic, Loyal

Edges: Command, Common Bond, Elan, Luck

Gear: Combat spacesuit (Armor +4, negates up to 4 points of AP from ballistic attacks), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, Shots 50, AP 2, SA, may overcharge), commlink.



✦ TPK-2000, EXPLORATION ANDROID

You are the last of your kind. Your universal diagnostic system tells you so. The others have been destroyed or replaced as the newer models were created. Still you perform your duties to the best of your programming's ability. The captain seems to appreciate you too. In your attempt to be helpful you often disseminate noteworthy facts to the crew. In many circumstances these facts are met with strange looks. You are still evaluating what these looks signify.

Race: Construct

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

Skills: Fighting d6, Intimidation d6, Lockpicking d4, Notice d6, Piloting d4, Repair d4, Shooting d6, Survival d6, Tracking d6

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

Hindrances: Big Mouth, Clueless, Quirk (Calls everyone by their full name)

Edges: Ambidextrous, Danger Sense, Quick, Two-Fisted

Gear: Armor plating (Armor +4), flamer (Range Cone, Damage 2d12, RoF 1, Shots 10, HW, affects target's least armored area), energy spike (Str+d6, AP 4), commlink.

Racial Abilities:

- **Construct:** +2 to recover from being Shaken, doesn't breathe, ignores one level of wound modifier, immune to disease and poison (and the Omariss parasite). Requires the Repair skill to "heal;" no "Golden Hour."
- **Dependency:** TPK-2000 must recharge one hour out of every 24.
- **Environmental Weakness (Electricity):** +4 damage from electrical attacks and -4 penalty to resist electrical effects.
- **Mods:** Armor +4, Sensor Suite.
- **Outsider, Major:** Per the Hindrance.
- **Vow Hindrance, Major:** Serve JumpCorp and the captain of the *Odyssey*, without question.



✦ DR. PAMELA ECKLAND, MD

Soon after starting your career as a physician you realized something—you were bored. You thought the life of a doctor in the ER would be exciting, but you quickly discovered otherwise. The endless parade of broken bones and minor injuries were not what you were looking for. Then you read the advertisement for doctors needed in space. It changed your life. Now you're a crew member on board the *Odyssey* and this is right where you want to be.

Race: Human

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

Skills: Fighting d4, Healing d8, Knowledge (Alien Physiology) d6, Notice d8, Persuasion d8, Shooting d6, Stealth d4, Streetwise d6

Cha: +2; **Pace:** 8; **Parry:** 4; **Toughness:** 9 (4)

Hindrances: Curious, Phobia (Minor—Bugs), Stubborn

Edges: Attractive, Brave, Fleet-Footed, Healer, Level Headed

Gear: Combat spacesuit (Armor +4, negates up to 4 points of AP from ballistic attacks), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, Shots 50, AP 2, SA, may overcharge), commlink, medi-scanner (+2 to Healing rolls).



★ WALKER, CYBORG & PILOT

Once you were human, but no more. You were badly wounded in the Battle of Hazard—and should have died that day. The marine corps of your homeworld rebuilt you. They replaced all of the weak, broken flesh with metal. They took your soft flesh and in its place gave you gears and electronics. You finally retired from the marines and the constant wars and joined JumpCorp. That was years ago. Captain Sawyer has given you a home on the *Odyssey*, and treats you as more man than machine.

Race: Human

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

Skills: Climbing d6, Driving d6, Fighting d6, Intimidation d6, Notice d6, Piloting d8, Shooting d6, Taunt d6

Cha: -4; **Pace:** 8; **Parry:** 5; **Toughness:** 11 (6)

Hindrances: Heroic, Outsider (Minor), Overconfident, Mean

Edges: Ace, Berserk, Cyborg, Marksman, Quick Draw, Strong Willed
Cyberware:

- **Adrenal Surge:** +2 to recover from Shaken.
- **Armor:** Subdermal plates imbedded under your skin add +2 armor.
- **Attribute Increase:** Strength is increased by two die types.
- **Attribute Increase:** Agility is increased by one die type.
- **Leg Enhancement:** Artificial legs grant +2 Pace, a d8 Running die, and increases jump distance 1”.

Gear: Hooded coat, combat spacesuit (Armor +4, negates up to 4 points of AP from ballistic attacks), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, Shots 50, AP 2, SA, may overcharge), molecular knife (Str+d4+2, AP 2).



★ EUGENE “RAM” RAMSEY, UCP SECURITY

You eat, drink, and sleep your job as a UCP Security member. Your eagerness to volunteer for missions—even dangerous ones—has earned you many accommodations and many more scars. Still, you can think of no better life than being in the UCP and protecting those entrusted to you. Go UCP!

Race: Human

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

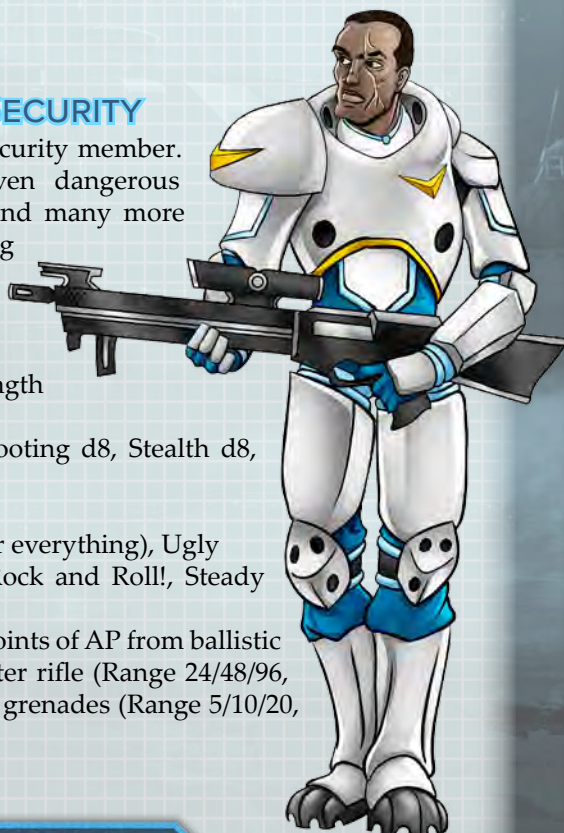
Skills: Climbing d6, Fighting d6, Notice d6, Shooting d8, Stealth d8, Survival d6, Taunt d4, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 13 (6)

Hindrances: Overconfident, Quirk (Volunteers for everything), Ugly

Edges: Brawny, Quick Draw, Nerves of Steel, Rock and Roll!, Steady Hands

Gear: Combat armor (Armor +6, negates up to 4 points of AP from ballistic attacks), molecular knife (Str+d4+2, AP 2), blaster rifle (Range 24/48/96, Dam 2d8+2, RoF 1, Shots 100, AP 2, SA), 3 stun grenades (Range 5/10/20, Damage 3d6, HW, LBT), commlink.



★ DR. RANDY “RAD” ADAM DANIELS, BOY GENIUS

You're 13 and you're smarter than the whole crew put together, including the onboard computer. Back home, you mastered every science you put your mind too and have advanced degrees in many of them. After accomplishing all this, you still couldn't get it out of your mind that it would be fun to be a spaceman. You applied for a position as chief engineer on board the *Odyssey*. The captain laughed when you showed up at the ship. He stopped laughing after you recalibrated the ship's sensory array; increasing its reliability by over 500%.

Race: Human

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

Skills: Fighting d4, Knowledge (Computer) d6, Knowledge (Engineering) d6, Notice d6, Piloting d6, Repair d8, Shooting d4, Taunt d6, Weird Science d10

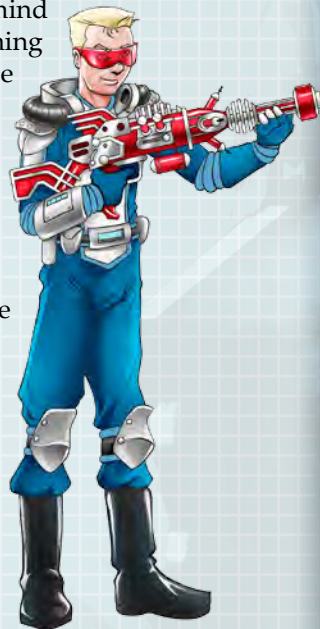
Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 8 (4)

Hindrances: Anemic, Phobia (Minor—Girls), Small

Edges: Arcane Background (Weird Science), Gadgeteer, Jack-of-All-Trades, New Power, Mr. Fix-it

Powers: Physiosonic Restoring Ray (*healing*), Injury Refactoring Belt (*deflection*); 10 Power Points














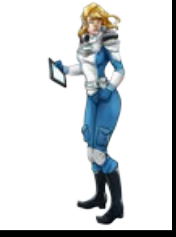


































Gear: Combat spacesuit (Armor +4, negates up to 4 points of AP from ballistic attacks), hoverboard, molecular knife (Str+d4+2, AP 2), commlink.



THE LAST PARSEC

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			TPK-2000				SALTARIAN
			RAM				SALTARIAN
			DR. MARS				SALTARIAN
			SALTARIAN CMDR				SALTARIAN

PINNACLE TRIFOLD FIGURE FLATS

Art: Cheyenne Wright

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OMARISS DEATH WORM



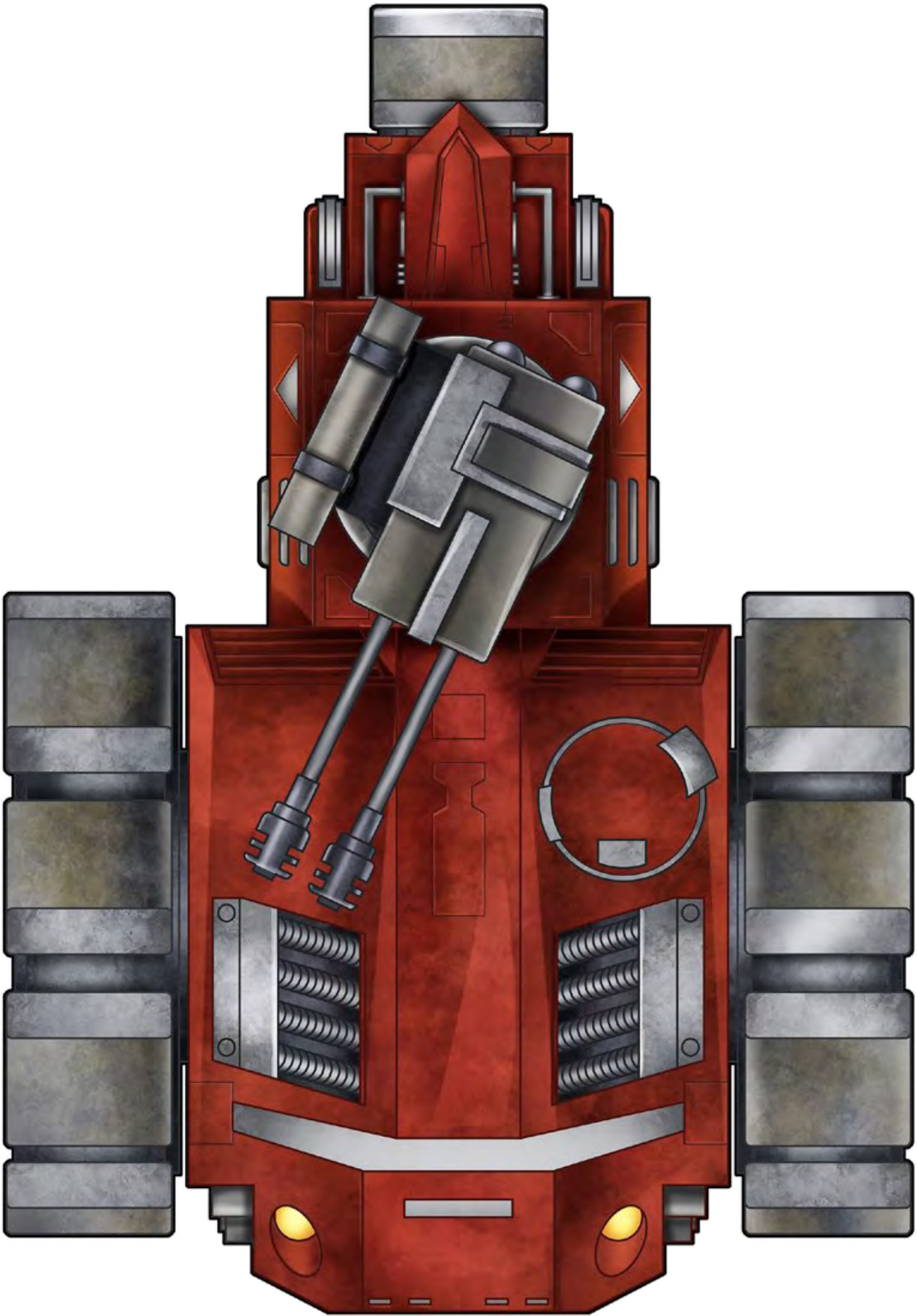
PINNACLE TRIFOLD FIGURE FLATS

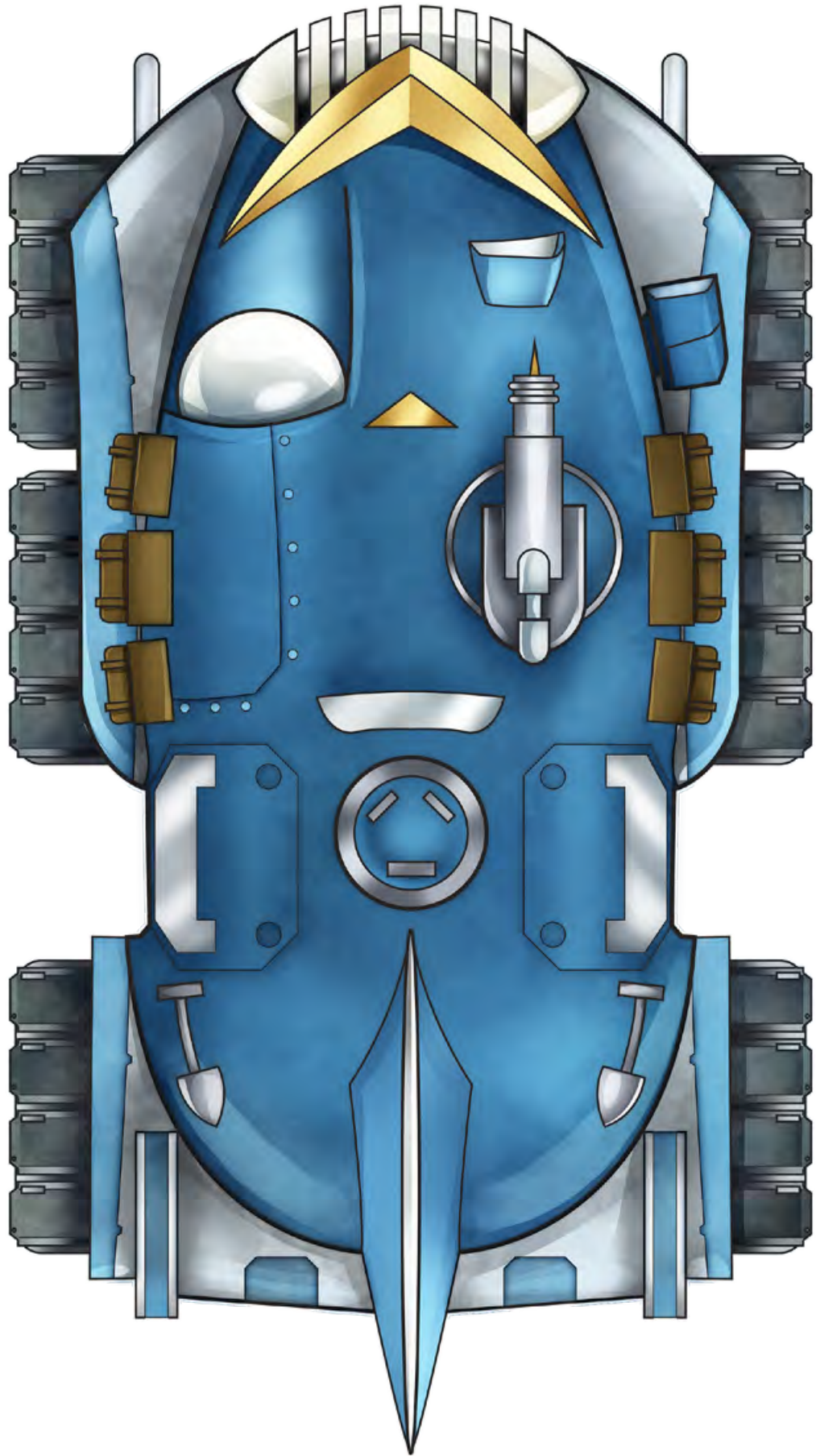
Art: Cheyenne Wright

ARC BEETLES

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Cockpit

સેલેક્ટેડ ટેકનિકલ

**Weapons
Locker**

**Beetle
Mound**





**Engine
Room**