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About This Content

The Last Parsec: Scientorium

Lost technological treasures and knowledge beyond understanding...

Hidden away by sheer distance and forever shrouded from the minds of the curious lies a mammoth artifact from the previous galactic age, the library of Scientorium. Its strange experience chambers offer passage to a million histories on a million worlds, secrets and technologies undreamed of. Now abandoned by all but its automated security systems and enigmatic caretakers, its workings are oddly twisted and jealous, meting out reward and punishment in equal measure.

Scientorium is a setting book for The Last Parsec. It contains new locations and characters for the epic journey to find Scientorium, new Setting Rules for the library's many wonders, a Plot Point Campaign, Savage Tales, and detailed insight into the world of the reclusive Librarians.

This book requires the Savage Worlds core rules and the Savage Worlds Science Fiction Companion to play.

*** About The Last Parsec ***

Faster-than-light travel has finally allowed humanity to spread beyond its lonely corner of the Milky Way. In the depths of space these explorers found millions of star systems, strange planets, and exotic alien races. Centuries later, they form the Known Worlds, a vital region of trade and technology where empires grow and business thrives.

It is an unparalleled age. Cutting edge science has opened limitless frontiers of space and consciousness, and has even begun to

hint at the mysteries of the universe itself. But to find them, one must travel beyond the familiar, to the last parsecs of reality.

The Last Parsec is a science fiction roleplaying game of exploration and adventure. It requires the Savage Worlds core rules and the Savage Worlds Science Fiction Companion to play.

Converted by: **Aki Heikkinen**

Released on December 21, 2018. Designed for Fantasy Grounds version 3.3.6 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and a one time purchase of the Savage Worlds ruleset.

Title: Fantasy Grounds - The Last Parsec: Scientorium (Savage Worlds)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 30 Nov, 2017

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended
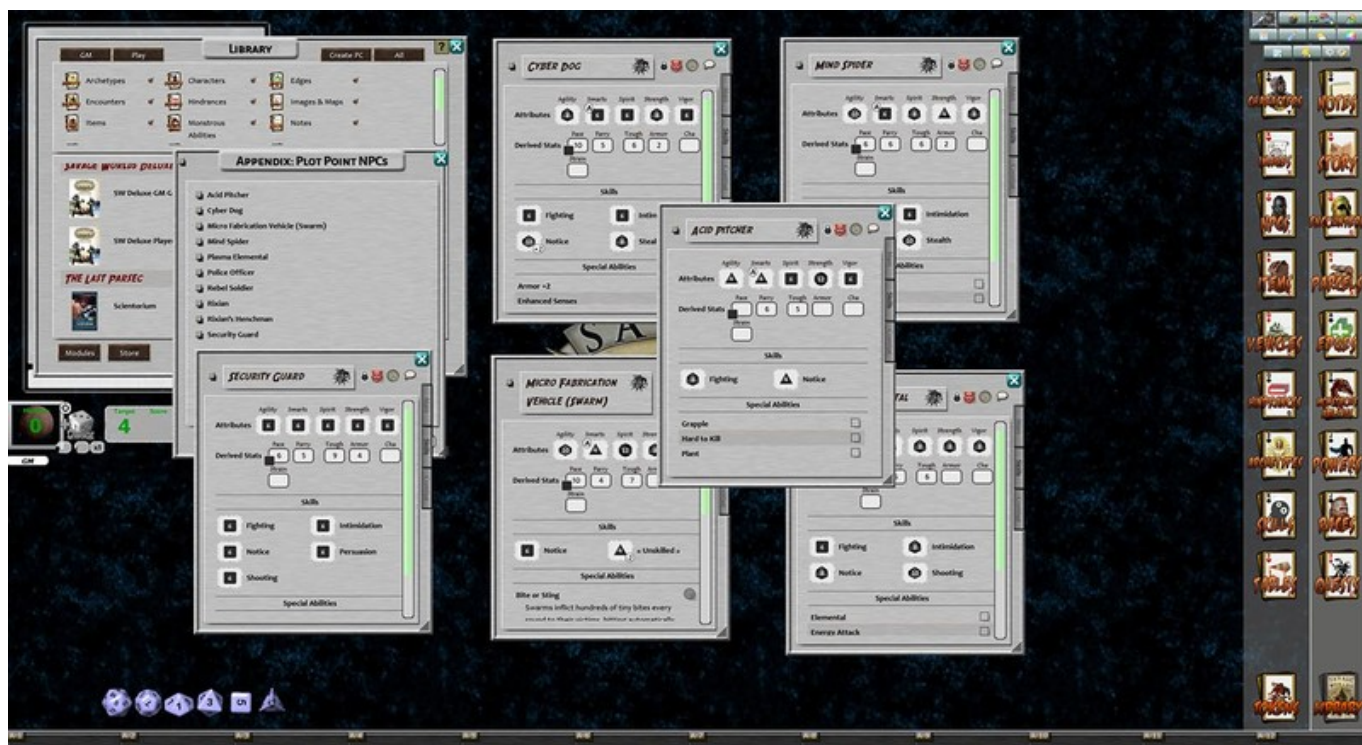
DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

GM | Play | Create PC | All

Archetypes | Characters | Edges
Encounters | Hindrances | Images & Maps
Items | Monstrous Abilities | Notes

THE LAST PARSEC

Scientorium

Scientorium Player's Guide

- The Last Parsec: Scientorium
- Appendix: Items
- Appendix: Armors
- Appendix: Starships
- Appendix: Walkers
- Appendix: Tables
- Appendix: Bestiary
- Appendix: Plot Point NPCs
- Appendix: Savage Tale NPCs
- Appendix: Random Encounters
- Appendix: Sidebars

Modules

CHARACTER - PROFESSOR KERASTUS

Cover

THE LAST PARSEC SCIENTORIUM

SAVAGE WORLDS

GM

Modifier 0

Target | Score
4

REFERENCE

Characters

Known space is vast.

Humans and their alien counterparts occupy thousands upon thousands of worlds, lit by all manner of stars. Travel the space lanes in any direction as far as you can go and you will find someone who has come just as far from the opposite direction. Known space spans a volume so enormous that even the number of nebulas and superclusters it contains cannot be accurately determined. Where does civilized space end? How many worlds are there, with how many intelligent creatures on them? None can say.

Megacorporations like JumpCorp cannot even define their own enormity accurately. Galactic business' natural ebb and flow might sway their ranks by several million in only one standard day. They employ whole planets of accountants and moon-sized computers all trying to measure themselves, when in the final analysis the answer is more a matter of philosophy than census.

Less comprehensible still is the vastness of time. Galactic time's passage defies understanding by beings evolved to scratch out simple survival from moment to moment. Living experience is lost generation to generation, civilization to civilization, epoch upon epoch, in the time galaxies barely spin once.

Yet despite all this, most humans claim to know much of the universe. In fact, they know nearly nothing. But there is an enormous amount of information to be had, for the few who know where to look...

PROFESSOR KERASTUS

	Agility	Smarts	Spirit	Strength	Vigor
Attributes					

	Pace	Parry	Tough	Armor	Cha
Derived Stats	4	4	5		2

Skills

Fighting — Knowledge (Animal Handling)

Knowledge (History) — Knowledge (Xenobiology)

Notice — Persuasion

Shooting

Survival

Charismatic

Connections

Linguist

Rich

Scholar

CASSRETOO

	Agility	Smarts	Spirit	Strength	Vigor
Attributes					

	Pace	Parry	Tough	Armor	Cha
Derived Stats	6	5	5		-2

Skills

Fighting — Notice

Repair — Survival

« Unskilled »

Edges

Hindrances

JEROMM HYCHUS

	Agility	Smarts	Spirit	Strength	Vigor
Attributes					

	Pace	Parry	Tough	Armor	Cha
Derived Stats	6	5	5		-2

Skills

Driving — Fighting

Knowledge (Electronics) — Notice

Persuasion — Piloting

Shooting — Stealth

« Unskilled »

Edges

Connections

GM

Master

0

x1

Target 4   Score

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Sweaty Palms