

THE LAST PARSEC CONVERSION

CONVERT THE LAST PARSEC™ TO THE SAVAGE WORLDS ADVENTURE EDITION
BY SHANE HENSLEY

The Last Parsec™ was written for *Savage Worlds Deluxe*, but it's easy to update for the *Savage Worlds Adventure Edition*. Most of the rules can be used as-is. Those that require a little more work are detailed below.

Where core rules differ, the Game Master can use whichever version she prefers. Both versions will work just fine in your game, though those presented in SWADE are a bit more structured and streamlined.

Note: This is a living document. If you see something we missed, please tell us on the [Pinnacle forums!](#)

GENERAL NOTES

For nonplayer characters and monsters, racial abilities, skills, Edges, Hindrances, and gear should be converted to their SWADE equivalents. If a being has an Edge or Hindrance without an obvious equivalent in SWADE, you can either ignore it or give it a new one you feel has the same general theme.

Creatures with Core skills have them at d6 or equal to their linked attribute, as the GM thinks appropriate for a particular character or creature.

Charisma is ignored.

Ignore all instances of Climb for flying creatures and vehicles.

Special Abilities such as Construct or Undead, or those that mimic Edges such as Frenzy, should use the updated versions presented in SWADE.

CORE

Follow the rules presented in SWADE to make characters.

Skills are converted to equivalent SWADE skills. Knowledge (Astrogation) becomes Science, for example, and Computers is Hacking. If a character has two skills that have been merged into one in SWADE (such as Survival and Tracking), use the higher of the two values for the new skill.

CHAPTER ONE: THE KNOWN WORLDS

- **RACIAL ABILITIES:** Use those listed in the Science Fiction Companion until that update is available.
- **P32 RAKASHAN RACIAL ENEMIES:** Rakashans subtract 4 from Persuasion rolls when dealing with kalians.

CHAPTER THREE: GEAR

Use as listed or replace with the rules from SWADE where an item has been updated.

- **P56 BODYGUARD ANDROID:** Add Athletics d10, Common Knowledge d12, Persuasion d4, Stealth d8
- **P56 EXPLORATION ANDROID:** Add Athletics d6, Common Knowledge d10, Persuasion d4, Stealth d6
- **P57 LITIGATION ANDROID:** Add Athletics d6, Common Knowledge d12, Law d12, Persuasion d10, Stealth d4. Note that Law is a non-standard skill useful to this particular character, as discussed in the **Creating Other Skills** sidebar in SWADE.
- **P57 MEDICAL ANDROID:** Add Athletics d6, Common Knowledge d8, Persuasion d8, Stealth d6

STARSHIPS & VEHICLES (P58, 62)

Until the updated Science Fiction Companion is out, use half of Climb, rounded up, as a ship's Handling. A Battleship with Climb -2, for example, is Handling -1. If it has an Acceleration lower than 20, reduce it by another 1. If Acceleration is higher than 50, increase it by 1. This rough formula should serve for now.

Multiply a ship's Top Speed by 3 to get its Top Speed in Miles Per Hour. This isn't entirely accurate either, but will give you the *relative* values you need for chases.

CHAPTER FOUR: SETTING RULES

- **P67 DEFAULT SKILLS:** Characters in *The Last Parsec* begin with their native language and Electronics at d6.
- **P68 RESOLVE:** Ignore this and use Conviction as a Setting Rule instead. The other effects of Resolve are handled through the expanded use of Bennies in SWADE.

CHAPTER SIX: TRAVELERS AND EMPIRES

- **P82 BIKE GANG LEADER:** Add Streetwise Edge.
- **P83 MERCENARY SOLDIER:** Add the Soldier Edge.
- **P84 KELLAN ONEIADES:** Add Menacing, Rabble Rouser, and Streetwise to his Edges.
- **P87 REPORTER, GALACTIC:** Add Journalism d6 to their skills.
- **P88 EXPLORATION RECONNAISSANCE OFFICER:** Add Atmospheric Acclimation (both types), from the *Savage Worlds Science Fiction Companion*, to their Edges.



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- **P90 EXPLORATION TEAM LEADER, HUMAN:** Add Atmospheric Acclimation (both types), from the *Savage Worlds Science Fiction Companion*, to their Edges.
- **P90 SECURITY TEAM TROOPER:** Add Gravitic Acclimation, from the *Savage Worlds Science Fiction Companion*, to their Edges.
- **P91 SECURITY SERGEANT, FLORAN:** Add Gravitic Acclimation, from the *Savage Worlds Science Fiction Companion*, to their Edges.

BETA ERIS-V

Use the notes under **Core, Starships & Vehicles** for any new ships or vehicles.

CHAPTER TWO: ERIS BETA-V

- **P10 STUN GRENADE:** Use the stun grenade from SWADE.

CHAPTER SEVEN: SAVAGE TALES

ABSOLUTE ZERO

- **P77 DYSNOMIAN SLIME MOLD (Psuedopods):** Use the rules for tentacles instead. The creature has four tentacle actions and a Reach of 1. Bound or Entangled prey suffer its Str+2d6 acid damage when "Crushed."

CHAPTER EIGHT: BESTIARY

SENTIENTS

- **P93 JUMPSEC MARINE:** Add Stealth d8 and the Soldier Edge.
- **P94 K'GAED KAINE:** Add the Humiliate, Provoke, and Rabble-Rouser Edge.
- **P94 QUAYTHIS KRILLOR:** Add the Menacing Edge.

LEVIATHAN

Use the notes under **Core, Starships & Vehicles** for any new ships or vehicles.

CHAPTER TWO: CHARACTERS

WEAPONS

- **P9 LACERAUN PROD:** Min Str d4.
- **P9 MACHETE:** Min Str d6.

VEHICLES

- **P10 VEHICLES:** See **Starships & Vehicles** notes above.

CHAPTER SIX: SAVAGE TALES

MISSION OF MERCY

- **P70 CAREX:** Add the Streetwise Edge.
- **P75 REZZ'T:** Add the Ruthless (Major) Hindrance.

CHAPTER SEVEN: BESTIARY

CREATURES

- **P80 A-PEX (Size):** Increase Size to +8 and Toughness to 18 (2). The a-pex is Huge.
- **P82 BEHEMOTH (Size):** Increase Size to +9, Strength to d12+8, Toughness to 20 (2). The behemoth is Huge.
- **P83 BLOODWING (Size):** Decrease Size to -3, Strength to d4-3, and Toughness 1.
- **P85 DRAKE (Strength):** Increase the drake's Strength to d12.
- **P86 KROK, GIANT (Size):** Decrease Size to +7, Strength to d12+5, and Toughness to 21 (4).
- **P88 SAILFIN (Size):** Increase Size to 4 (Huge) and Toughness to 11.
- **P90 SCYLLA (Constrict / Tentacles):** Use the rules for tentacles instead. The creature has four tentacle actions and a Reach of 1.
- **P91 SCYLLA, GIANT (Constrict / Tentacles):** Use the rules for tentacles instead. The creature has four tentacle actions and a Reach of 5.

SENTIENTS

- **P92 JUMPSEC SECURITY OFFICER:** Add the Soldier Edge.
- **P92 TERRORIST CELL LEADER:** Add the Rabble-Rouser Edge.

SCIENTORIUM

Use the notes under **Core, Starships & Vehicles** for any new ships or vehicles.

CHAPTER FIVE: SAVAGE TALES

- **P62 STAR MARINES:** Add the Soldier Edge.

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- **P62 STAR MARINES:** Add the Soldier Edge.

IRONGATE

Use the notes under **Core, Starships & Vehicles** for any new ships or vehicles.

CHAPTER TWO: CHARACTERS

- **P4 MINE PSYCHOSIS (Minor/Major):** Reduce the penalties to -1/-2.
- **P4 RUMORMONGER:** Use Persuasion instead of Streetwise.

GEAR

- **P5 BLUE ZONE:** The Vigor penalty has a -4 maximum.
- **P6 STIMS:** The user overdoses on a Critical Failure rather than a 1 on the Vigor die.
- **P7 THE LASH:** Failure renders the target Stunned rather than Shaken.

SETTING RULES

- **P10 TWITCH STORMS:** The Twitch is triggered by a Critical Failure rather than a roll of 1 on the Vigor roll.

CHAPTER FOUR: BEHIND IRON GATES

Most of the residents of Iron Gate have Thievery at d6, or higher as the GM sees fit.

GAME MASTER SETTING RULES

- **P17 SCAVENGING MISHAP TABLE (Poison Pocket):** Replace "A roll of 1 on the Vigor die..." with "A Critical Failure on the Vigor roll..."
- **P24 STUN FIELDS:** The field causes those who fail their Vigor roll to be Stunned rather than Incapacitated.

CHAPTER SEVEN: BESTIARY

- **P85 STANNION (Size):** Reduce the stannion's Size to +2 and Toughness to 11 (2).
- **P88 DAVANICA WHITE:** Add the Ruthless (Minor) Hindrance.
- **P89 JUMPSEC SECURITY OFFICER:** Add the Soldier Edge.
- **P90 LORD THRAX:** Add the Ruthless (Major) Hindrance.