

	<h1 style="margin: 0;">Aging</h1> <p style="margin: 0;">Characters naturally grow old and as they do they experience the effects of Aging.</p>	<h1 style="margin: 0;">Aging</h1>
---	--	-----------------------------------

THE AGING PROCESS

Aging affects the character's physical and mental characteristics, ultimately reducing them to zero and resulting in death. Characters are immune to Aging for roughly the first half of their lives. Once Aging begins, it occurs every term on the character's birthday and may result in a reduction in individual characteristics.

NORMAL AGING

Physical aging affects all of the Physical Characteristics. Mental Aging affects some of the Mental Characteristics.

Human Physical Aging affects Strength, Dexterity, and Endurance. It begins at age 34 (the beginning of Life Stage 5- Peak) and is resolved as an Aging Check.

Human Mental Aging affects Intelligence. It begins at age 66 (the beginning of Life Stage 9- Retirement) and is resolved as an Aging Check.

Sophont Physical Aging affects the Physical Characteristics C1 Strength, C2 Dexterity Agility Grace, and C3 Endurance Stamina Vigor. It begins at the beginning of Life Stage 5- Peak) and is resolved as an Aging Check.

Sophont Mental Aging affects Intelligence and Instinct (if present). It begins at the start of Life Stage 9- Retirement and is resolved as an Aging Check.

THE AGING CHECK

The Aging Check determines if a characteristic is reduced by aging.

Every Four Years. The Aging Check is resolved every four years on the character's birthday. The Crisis is rolled for each applicable Characteristic.

To Feel Age Effects (The Aging Check)

2D < Life Stage

Success inflicts the effects of age on the character. (A character wants to FAIL this action).

If the Aging Check imposes an effect, the characteristic is reduced -1.

If one Characteristic is reduced to 0, it is reset to 1.

If two Characteristics are reduced to 0, the character suffers a major illness and must spend four weeks in rest and recuperation. The two characteristics are each reset to 1.

If three Characteristics are reduced to 0, the character suffers an extremely major illness and must spend four months in rest and recuperation. The three characteristics are each reset to 1. The second time three characteristics are reduced to 0, the character dies.

CLONE AGING

Forced Growth Cloning (Relicts, Guests, and Meds) accelerates the aging pattern of the individual: Physical Aging begins at Life Stage 4 (one stage earlier than the original sophont); mental aging begins at Life Stage 8 (also one stage earlier than the original sophont).

Natural and Offspring clones are not subject to accelerated clone aging, and they age normally.

LIFE STAGES

Every character passes through a series of Life Stages from infancy to old age. Each Life Stage (after Infancy) is two terms (8 years) in length. (This may differ for non-humans).

These stages include:

0. Infant. A helpless infant under the care of an adult member of the family. All races have an approximately 2-year-long infancy.

1. Child. An immature member of a family receiving basic education.

2. Teen. A gender mature individual not yet fully responsible in society. The first two years of this Life Stage are the period of Gender maturity. Cadet characters are generated and begin play at the beginning of year 3 of Teen. (=12 for Humans).

3. Young Adult. A physically mature individual with full responsibilities in society. Traditional character generation begins at the start of Young Adult (=18 for Humans).

4. Adult. A full member of society.

5. Peak. An individual at the height of physical and mental abilities. Physical aging begins at the start of Peak.

6. Mid-Life. An individual approximately half way through a typical life span.

7. Senior. An experienced individual.

8. Elder. An individual at the greatest levels of personal achievement.

9. Retirement. An individual is living on the fruits of his prior labors. Mental aging begins at the start of Retirement (= 66 for Humans).

THE STAGES OF LIFE

No	Life Stage	Human Years	Terms
0	Infancy	0- 1	1/2
1	Childhood	2- 9	2
2	Adolescence	10-17	2
3	Young Adult	18-25	2
4	Adult	26-33	2
5	Peak	34-41	2
6	Mid-Life	42-49	2
7	Senior	50-57	2
8	Elder	58-65	2
9	Retirement	66-71	2

Traditional Lifespan is the sum of the lengths of the Life Stages. For example, Humans have a 2-year infancy and nine stages of 8 years each. The traditional lifespan for humans is 74 years (although certainly some may live longer, and some may live shorter lives).

