

Aging

The rolled character statistics will be at a adult (DM's may sometimes allow at young adult age), and as thus are changed by the following numbers (cumulative per age category passed) as time passes for the character. Players must keep track of this on their character record sheet. As given in the sample here. These statistics are often listed in the racial information, and those statistics always take precedence over those in this table. A DM can use this table to create statistics for races not mentioned in either racial information or this table.

Age Effects apply on;	
Whelp/Baby	0
Youngster/Child	
Teenager	
Adult	
Mature	
Elder	
Death	

Age %		STR	INT	WIS	DEX	CON	CHA	COM
0-5	baby, whelp	-4	0	-2	-1	-2	0	4
6-10	child, youngster	-2	0	-1	0	-2	0	2
11-15	teenager	-1	0	-1	0	-1	0	1
16-20	young adult	0	0	0	0	-1	0	0
21-39	adult	0	0	0	0	0	0	0
40-59	mature	0	1	0	-1	-1	0	-1
60+	elder	-2	1	1	-1	-2	-1/com penalty	-1d4

Natural Death; At this moment he would naturally die of Old Age. The chance that he would reach that age is small, because of his already weakened statistics. It is more reasonable that he would die when he is mature, as body slowly deteriorates. This started at 40 when his Constitution and according loss of hit points.

When he became **Undead**, the following adjustments would apply, calculated from the last living statistics:

Rotting corpse(Ghoul)	+1d4/-1d4	0	0	-6	-4	-8	-1/mnth dead	1
Static corpse(Vampire)	+1d6/-1d6	0	0	0	-2	+1d4/-1d4	-1	as was
Immaterial(Spectre/Ghost)	-4	0	0	-6	-4	-8	-6	1d4

This would cause the poor character to become a truly hideous and clumsy, yet strong Undead.

A Zombie, Skeleton, or similar mindless Undead will have no Int., Wis., nor Cha. as they are mindless.

Vampires even gain Charisma and Comeliness (+2) due the magic source of their curse.(no limit)

And Vampires or Liches will raise their Intelligence and Wisdom by +1/century (no limit).

Biologically infertile (Male and Female)	Biologically Infertile Female,Decreased Fertility Male (50% normal)	Decreased Fertility Male (15% normal)
Undead are biologically infertile, yet may spread in number by Disease, Magic, War, Death		

Age	Baby	Youngster	Teenager	Young Adult	Adult	Mature	Elder	Death
Aquatic Elf	0-20	21-50	51-70	71-150	151-400	401-599	600+	900+2d100#
Bugbear	0-5	6-10	11-13	14+1d6	21-23	24-44	45+	85+2d12
Elves	0-20	21-50	51-70	71-150	151-400	401-599	600+	750+2d100#
Dwarf	0-20	21-30	31-50	51+	100-160	161-238	240+	375+1d100
Gakarak	0-5	6-10	11-20	21-50	50-100	101-400	401+	1000+1d100x10*
Giants	0-20	21-30	31-50	51+	100-160	161-238	240+	375+1d100
Gnoll	0-5	6-10	11-15	16+1d4	21-25	26-44	50+	95+2d12
Goblin	0-4	5-7	8-11	12+1d4	17-21	22-42	43+	65+2d8
Halflings	0-6	7-15	16-30	31-55	56-78	79-119	120+	190+2d10
Hobgoblin	0-5	6-10	11-19	20+1d4	24-29	30-44	55+	95+2d12
Human	0-5	6-10	11-13	14-20	21-39	40-59	60+	95+2d12
Kna	0-7	8-13	14-30	31+	40-59	60-90	91+	140+3d10*
Kobold	0-4	5-9	10-13	14+1d4	18-23	24-44	45+	85+2d12
Kopru	0-6	7-15	16-30	31-55	56-78	79-119	120+	190+2d10*
Merrow	0-7	8-13	14-30	31+	40-59	60-90	91+	140+3d10
Nixy/Pixy/Sprite	0-6	7-15	16-30	31-55	56-78	79-119	120+	190+2d10*
Ogre	0-3	4-8	9-11	12+1d6	18-21	22-44	40+	85+2d12
Orc	0-5	6-10	11-17	18+1d6	24-27	28-44	55+	95+2d12
Shadow Elf	0-20	21-50	51-70	71-150	151-400	401-799	800+	950+2d100#
Shark-kin	0-5	6-10	11-13	14+1d6	21-39	40-59	60+	95+2d12#
Treant	0-5	6-10	11-20	21-50	50-100	101-200	201+	190+1d100x3*
Tritons	0-6	7-15	16-30	31-55	56-78	79-119	120+	190+2d10
Troll	0-4	5-8	9-11	12+1d4	16-19	20-44	35+	75+2d12

Those marked with an * can never become Undead, this mostly due to their inherent magic.

Those marked with an # will become Undead rarely, and if then they are limited to a few sorts only.

Pregnancy?

Sure characters screw around as any other normal species would do. This is role-playing, the acts itself, however, is just stated and no further explained, to no offense to any player. This also includes any sexual tendencies for any character (NPC or PC). The following dice roll can generate sexual tendencies, but the player and DM both must be content with the roll or choice. Local customs must be upheld, or the character could suffer legal, or social conflicts. (Table numbers are based on Real Life statistics globally)

Character Sexual Tendencies		
1d100	Male	Female
Heterosexual	01-83	01-50
Bisexual	84-88	51-80
Homosexual	89-00	81-00

The female can become pregnant with these actions. Below is a very simple system to make the possibility fairly clear. To start, get the base racial chance and add the appropriate Constitution modifiers of both sexual partners. Then roll 1d100.

A successful roll is lower than the racial number in the following table; it will thus indicate any pregnancy. Of course, this assumes that both characters are of the same race, opposite sex, at an age/period where conception can occur.

Inter-racial crossbreeding can only occur under (mostly Immortal magic), and this is only done to create a new race, something immortals (if at all) do only very rarely (DM will decide this, but must create the new race by himself with all effects. No offspring will ever get the all the best of both parents, 50% will be of either parent, and half of that is positive, while the other half would be negative to the character child.). Example; the Half-Elf (Human –Elf), Half-Orc (Human-Orc).

Race	Chance	Race	Chance	Race	Chance	Race	Chance
Dwarf	22%	Orc	65%	Kobold	85%	Mountain Giant	56%
Pegataur	18%	Elf	13%	Troll	45%	Tabi	62%
Storm Giant	36%	Merrow	57%	Gnome	20%	Goblin	50%
Nagpa	0%	Cloud Giant	38%	Kna	29%	Half-Elf	54%
Hobgoblin	35%	Hill Giant	35%	Forest Giant	22%	Kopru	34%
Halfling	50%	Sasquatch	20%	Stone Giant	55%	Rock People	47%
Shark-kin	44%	Human	77%	Ogre	45%	Frost Giant	61%
Centaur	39%	Gremlin	77%	Cyclops	37%	Fire Giant	45%
Gnoll	43%	Lizard-kin	37%	Minotaur	22%	Troglodyte	32%
Thoul	11%	Neanderthal	45%	Fairy-kin	55%	Other Races	2+1d12%
Fertile Races		Much more Births than Deaths		Balanced might have somewhat more Births than Deaths when circumstances (War, Disease, Trade, Food, Magic) permit			
Normal Constant Races		Births and Death in Balance					
Slowly Dwindling Races		Less Births than Deaths					
Intertile Race		Will not get offspring.					

This part will only be used when a character ever gets pregnant. Further skip it. Normally, labor will occur –1d4+1d4 weeks before end pregnancy for Human-oids and Elves. Labor will occur –1d6+1d6 weeks before end pregnancy for Dwarves and Halflings. The DM will supply the duration of the Pregnancy (often 9 month for most Demi-Human-oids—but can be 6 months for the smaller and more fertile races, while some bigger races use up to 12 months or even more<Giants come to mind>). The character must role play any effects. This can reach from morning sickness in the first three and very last months, to mood changes, food cravings, nesting habits, and corporeal complaining. Always read the racial description and the tables on page 447, and the chapter; PC's own family on page 490. In case of hermaphrodites (racial or biological variation) the sexual tendencies are not used, and the fertility chance is halved.

Miscarriages

When a character suffers over 50% of total hit points in damage, there is a chance that she suffers a miscarriage based on how long she has been pregnant. The woman has 3d4 hours to get to a Cleric for cure critical wounds to save the child. In the case of a miscarriage, there is a 25% of hemorrhaging. Hemorrhaging causes 3d6 points of internal damage to the character. For the last three stages instead of a miscarriage there is a 50% chance for a premature birth instead. When a woman has her first child, she will be in labor 4d6 hours. Subsequent labors will be for 1d10 hours. The mother must spend 1d6+3 days in recovery. If the character wishes to engage in strenuous activities rather than recover, Strength, Constitution will be lowered by 25% original, and Dexterity will not recover).