

# Aging Rolls

Aging rolls occur at regular intervals beginning at age 38 and continue at 42, 46, 50, 54, 58, 62, 66, 70. There's Actual and Modified Age. Actual Age is the true age of the body without any modifiers. Modified Age is the age of the body based upon certain modifiers. Only Modified Age is important here. If the PC has been assigned to a space ship, spaceport or starbase for an annual period of time those years are counted as half the normal aging rate.

The following characteristics are affected by aging:

Strength / Dexterity / Agility / Endurance / Body Mass / Appearance / Intelligence / Perception

## Age Modifiers

(1) If the PC has less than a one-to-one ratio of academic to athletic skills the PC is considered to live a relatively sedentary lifestyle and receives a -1 DM on the physical characteristic aging rolls. They will receive a +2 on the mental characteristics aging rolls due to exercising their minds.

(2) Anagathics are anti-aging drugs and are considered illegal within the Imperium. An anagathic regimen administered a few days before the aging roll can positively affect the aging process by giving a -2 DM to the roll. Certain anagathics can lead to serious addiction and side effects. Anagathics can cost upwards of 10,000 ICr per a weekly dosage and if stopped the user will go into severe withdrawal for up to one week. To find an anagathic drug roll 10+ (minus Streetwise skill) to find a street dealer.

(3) The nanotech revolution is here. Bio-nanites are used in medical treatment to cleanse a host's system of toxins, cancerous cells, plank (causing clogged arteries) and other potentially lethal factors. Nanite treatments administered a few months before the aging roll can delay that roll for 1d6 years. It can only be used once every four years for fear of systemic damage and side effects. Nanite treatments cost 200,000 ICr.

(4) Plastic surgery adds 1d6 only to Appearance. (1-4 = 1 Point / 5 = 2 Points / 6 = 3 Points)

(5) If the PC has a 1-to-1 or greater ratio of physical skills over intellectual skills they are considered to have a physically active lifestyle. Regular physical exercise provides +2 DM, but only affects Strength, Endurance and Body Mass.

(6) Bionics (cybernetic devices) and human synthetic organ transplants can provide +1d6-2 DMs on aging roll but only affects Strength, Dexterity, Agility and Endurance. Such procedures cost hundreds of thousands of Imperial Credits and can have side effects.

(7) A human race was recently discovered who have intelligent symbiotic beings living within their bodies. These symbiots reverse most human medical conditions/diseases thus extending the life of its host by many years (translates into no aging roll for 4d6 years). Finding a symbiote is a very time consuming effort and requires a series of compatibility tests administered by the symbiote's society. A symbiote cannot be purchased and it cannot be forced to blend with a host body or rejection will occur releasing a toxic substance that kills both.

(8) Cryo-chambers (cold berths): For every year the PC is in cryo-chambers they age one-half normal. The GM can arbitrarily decide that a PC spent most of a year in cryonic sleep (generally using a year that wasn't filled with action).