<u>Aging</u>

he rolled character statistics will be at a adult (DM's may sometimes allow at young Tadult 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				

				STR	INT	WIS	DEX	C	ON	CHA	COI
0-5			baby, whelp	-4	0	-2	-1	-	-2	0	4
6-10)			r -2	0	-1	0	-	-2	0	2
1-15		teenager	-1	0	-1	0	-	1	0	1	
16-20	6-20		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			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 s 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
			+1d6/-1d6	ő	Ő	õ	-2	+1d4/-1d4		-1	as wa
Static corpse(vampire) Immaterial(Spectre/Ghost)			-4	ŏ	Ő	-6	-4			-6	1d4
This would caus			to become a tru	-	-					•	
A Zombie, Skel				•			·	-		dless.	
Vampires even								-			
And Vampires of	-				-					/	
			Biologically Inf				, (_		_
Biologically infer	tile (Male	e and Female)		Male (50% no		useu		Decrea	ised Fer	tility Male (15% norr	nal)
Undead are biolog	gically In	fertile, yet may s	pread in number	by Disease, N	lagic.	War, De	eath				
Age	Baby	Youngster	Teenager	Young Ad	ult	Adult	Ma	ture	Elder	Death	
Aquatic Elf	0-20	21-50	51-70	71-150		151-40	0 401	-599	600+	900+2d100#	
	0-20 0-5	21-50 6-10	51-70 11-13	71-150 14+1d6	ľ	151-40 21-23		-599 -44	600+ 45+	900+2d100# 85+2d12	
							24				
Bugbear	0-5	6-10	11-13	14+1d6		21-23	24 0 401	-44	45+	85+2d12	
Bugbear Elves	0-5 0-20	6-10 21-50	11-13 51-70	14+1d6 71-150		21-23 151-40	24 0 401 0 161	-44 -599	45+ 600+	85+2d12 750+2d100#	0*
Bugbear Elves Dwarf	0-5 0-20 0-20	6-10 21-50 21-30	11-13 51-70 31-50	14+1d6 71-150 51+		21-23 151-40 100-16	24 0 401 0 161 0 101	-44 -599 -238	45+ 600+ 240+	85+2d12 750+2d100# 375+1d100	0*
Bugbear Elves Dwarf Gakarak	0-5 0-20 0-20 0-5	6-10 21-50 21-30 6-10	11-13 51-70 31-50 11-20	14+1d6 71-150 51+ 21-50		21-23 151-40 100-16 50-100	24 0 401 0 161 0 101 0 161	-44 -599 -238 -400	45+ 600+ 240+ 401+	85+2d12 750+2d100# 375+1d100 1000+1d100x1	0*
Bugbear Elves Dwarf Gakarak Giants	0-5 0-20 0-20 0-5 0-20	6-10 21-50 21-30 6-10 21-30	11-13 51-70 31-50 11-20 31-50	14+1d6 71-150 51+ 21-50 51+		21-23 151-40 100-16 50-100 100-16	24 0 401 0 161 0 101 0 161 26	-44 -599 -238 -400 -238	45+ 600+ 240+ 401+ 240+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin	0-5 0-20 0-20 0-5 0-20 0-5	6-10 21-50 21-30 6-10 21-30 6-10	11-13 51-70 31-50 11-20 31-50 11-15	14+1d6 71-150 51+ 21-50 51+ 16+1d4		21-23 151-400 100-160 50-100 100-160 21-25	24 0 401 0 161 0 101 0 161 26 22	-44 -599 -238 -400 -238 -44	45+ 600+ 240+ 401+ 240+ 50+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings	0-5 0-20 0-20 0-5 0-20 0-5 0-4	6-10 21-50 21-30 6-10 21-30 6-10 5-7	11-13 51-70 31-50 11-20 31-50 11-15 8-11	14+1d6 71-150 51+ 21-50 51+ 16+1d4 12+1d4		21-23 151-400 100-160 50-100 100-160 21-25 17-21	24 0 401 0 161 0 101 0 161 26 22 79-	-44 -599 -238 -400 -238 -44 -42	45+ 600+ 240+ 401+ 240+ 50+ 43+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings	0-5 0-20 0-20 0-5 0-20 0-5 0-4 0-6	6-10 21-50 21-30 6-10 21-30 6-10 5-7 7-15	11-13 51-70 31-50 11-20 31-50 11-15 8-11 16-30	14+1d6 71-150 51+ 21-50 51+ 16+1d4 12+1d4 31-55		21-23 151-400 100-160 50-100 100-160 21-25 17-21 56-78	24 0 401 0 161 0 101 0 161 26 22 79- 30	-44 -599 -238 -400 -238 -44 -42 -119	45+ 600+ 240+ 401+ 240+ 50+ 43+ 120+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5	6-10 21-50 21-30 6-10 21-30 6-10 5-7 7-15 6-10	11-13 51-70 31-50 11-20 31-50 11-15 8-11 16-30 11-19	14+1d6 71-150 51+ 21-50 51+ 16+1d4 12+1d4 31-55 20+1d4		21-23 151-400 100-160 50-100 100-160 21-25 17-21 56-78 24-29	24 0 401 0 161 0 101 26 22 79- 30 40	-44 -599 -238 -400 -238 -44 -42 -119 -44	45+ 600+ 240+ 401+ 240+ 50+ 43+ 120+ 55+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5 0-5	6-10 21-50 21-30 6-10 21-30 6-10 5-7 7-15 6-10 6-10	11-13 51-70 31-50 11-20 31-50 11-15 8-11 16-30 11-19 11-13	14+1d6 71-150 51+ 21-50 51+ 16+1d4 12+1d4 31-55 20+1d4 14-20		21-23 151-40 100-16 50-100 100-16 21-25 17-21 56-78 24-29 21-39	24 0 401 0 161 0 161 26 22 79- 30 40 60	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59	45+ 600+ 240+ 240+ 50+ 43+ 120+ 55+ 60+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human Kna Kobold	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5 0-5 0-5 0-7	6-10 21-50 21-30 6-10 21-30 6-10 5-7 7-15 6-10 6-10 8-13	11-13 51-70 31-50 11-20 31-50 11-15 8-11 16-30 11-19 11-13 14-30	14+1d6 71-150 51+ 21-50 51+ 16+1d4 12+1d4 31-55 20+1d4 14-20 31+		21-23 151-40 100-16 50-100 100-16 21-25 17-21 56-78 24-29 21-39 40-59	24 401 401 161 101 26 22 79- 300 40 60 24	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59 -90	45+ 600+ 240+ 401+ 240+ 50+ 43+ 120+ 55+ 60+ 91+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12 140+3d10*	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human Kna Kobold Kopru	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5 0-5 0-7 0-4	6-10 21-50 21-30 6-10 21-30 6-10 5-7 7-15 6-10 6-10 8-13 5-9	11-13 51-70 31-50 11-20 31-50 11-15 8-11 16-30 11-19 11-13 14-30 10-13	14+1d6 71-150 51+ 21-50 51+ 16+1d4 12+1d4 31-55 20+1d4 14-20 31+ 14+1d4		21-23 151-400 100-160 50-100 100-160 21-25 17-21 56-78 24-29 21-39 40-59 18-23	24 0 401 0 161 0 101 0 161 26 22 79- 30 40 60 24 79-	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59 -90 -44	45+ 600+ 240+ 240+ 50+ 43+ 120+ 55+ 60+ 91+ 45+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12 140+3d10* 85+2d12	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human Kna Kobold Kopru Merrow	0-5 0-20 0-5 0-20 0-5 0-4 0-5 0-5 0-5 0-7 0-4 0-6 0-7	6-10 21-50 21-30 6-10 21-30 6-10 5-7 7-15 6-10 6-10 8-13 5-9 7-15	$\begin{array}{c} 11-13\\ 51-70\\ 31-50\\ 11-20\\ 31-50\\ 11-15\\ 8-11\\ 16-30\\ 11-19\\ 11-13\\ 14-30\\ 10-13\\ 16-30\\ 14-30\\ 14-30\\ \end{array}$	$\begin{array}{c} 14+1d6\\ 71-150\\ 51+\\ 21-50\\ 51+\\ 16+1d4\\ 12+1d4\\ 31-55\\ 20+1d4\\ 14-20\\ 31+\\ 14+1d4\\ 31-55\\ 31+\\ \end{array}$		21-23 151-400 100-160 50-100 100-160 21-25 17-21 56-78 24-29 21-39 40-59 18-23 56-78 40-59	24 0 401 0 161 0 101 26 22 79- 30 40 60 24 79- 60	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59 -90 -44 -119 -90	45+ 600+ 240+ 240+ 50+ 43+ 120+ 55+ 60+ 91+ 45+ 120+ 91+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12 140+3d10* 85+2d12 190+2d10* 140+3d10	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human Kna Kobold Kopru Merrow Nixy/Pixy/Sprite	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5 0-7 0-4 0-6 0-7 0-6	6-10 21-50 21-30 6-10 21-30 6-10 5-7 7-15 6-10 6-10 8-13 5-9 7-15 8-13 7-15	$\begin{array}{c} 11-13\\ 51-70\\ 31-50\\ 11-20\\ 31-50\\ 11-15\\ 8-11\\ 16-30\\ 11-19\\ 11-13\\ 14-30\\ 10-13\\ 16-30\\ 14-30\\ 16-30\\ 16-30\\ \end{array}$	$\begin{array}{c} 14+1d6\\ 71-150\\ 51+\\ 21-50\\ 51+\\ 16+1d4\\ 12+1d4\\ 31-55\\ 20+1d4\\ 14-20\\ 31+\\ 14+1d4\\ 31-55\\ 31+\\ 31-55\\ 31+\\ 31-55\\ \end{array}$		21-23 151-400 100-160 50-100 100-160 21-25 17-21 56-78 24-29 21-39 40-59 18-23 56-78 40-59 56-78	24 0 401 0 161 0 161 26 22 79- 30 40 60 24 79- 60 79-	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59 -90 -44 -119 -90 -119	45+ 600+ 240+ 240+ 50+ 43+ 120+ 55+ 60+ 91+ 45+ 120+ 91+ 120+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12 140+3d10* 85+2d12 190+2d10* 140+3d10 190+2d10*	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human Kna Kobold Kopru Merrow Nixy/Pixy/Sprite Ogre	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5 0-7 0-4 0-6 0-7 0-6 0-3	6-10 21-50 21-30 6-10 5-7 7-15 6-10 6-10 8-13 5-9 7-15 8-13 7-15 8-13 7-15 4-8	11-13 51-70 31-50 11-20 31-50 11-15 8-11 16-30 11-19 11-13 14-30 10-13 16-30 14-30 16-30 9-11	$\begin{array}{c} 14+1d6\\ 71-150\\ 51+\\ 21-50\\ 51+\\ 16+1d4\\ 12+1d4\\ 31-55\\ 20+1d4\\ 14-20\\ 31+\\ 14+1d4\\ 31-55\\ 31+\\ 31-55\\ 31+\\ 31-55\\ 12+1d6\\ \end{array}$		21-23 151-400 100-160 50-100 100-160 21-25 17-21 56-78 24-29 21-39 40-59 18-23 56-78 40-59 56-78 40-59 56-78 18-21	24 0 401 0 161 0 161 26 22 79- 30 40 60 24 79- 60 79- 22	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59 -90 -44 -119 -90 -119 -90 -119 -44	45+ 600+ 240+ 240+ 50+ 43+ 120+ 55+ 60+ 91+ 45+ 120+ 91+ 120+ 40+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12 140+3d10* 85+2d12 190+2d10* 140+3d10 190+2d10* 85+2d12	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human Kna Kobold Kopru Merrow Nixy/Pixy/Sprite Ogre Orc	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5 0-7 0-4 0-6 0-7 0-6 0-3 0-3 0-5	6-10 21-50 21-30 6-10 5-7 7-15 6-10 6-10 8-13 5-9 7-15 8-13 7-15 8-13 7-15 4-8 6-10	11-13 51-70 31-50 11-20 31-50 11-15 8-11 16-30 11-19 11-13 14-30 10-13 16-30 14-30 16-30 9-11 11-17	$\begin{array}{c} 14+1d6\\ 71-150\\ 51+\\ 21-50\\ 51+\\ 16+1d4\\ 12+1d4\\ 31-55\\ 20+1d4\\ 14-20\\ 31+\\ 14+1d4\\ 31-55\\ 31+\\ 31-55\\ 31+\\ 31-55\\ 12+1d6\\ 18+1d6\\ \end{array}$		21-23 151-400 100-160 20-100 100-160 21-25 17-21 56-78 24-29 21-39 40-59 18-23 56-78 40-59 56-78 18-21 24-27	24 0 401 0 161 0 161 26 22 79- 30 40 60 24 79- 60 79- 22 28	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59 -90 -44 -119 -90 -119 -90 -119 -44 -44 -44	45+ 600+ 240+ 240+ 50+ 43+ 120+ 55+ 60+ 91+ 45+ 120+ 91+ 120+ 40+ 55+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12 140+3d10* 85+2d12 190+2d10* 140+3d10 190+2d10* 85+2d12 95+2d12 95+2d12	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human Kna Kobold Kopru Merrow Nixy/Pixy/Sprite Ogre Orc Shadow Elf	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5 0-7 0-4 0-6 0-7 0-6 0-3 0-5 0-20	6-10 21-50 21-30 6-10 5-7 7-15 6-10 6-10 8-13 5-9 7-15 8-13 7-15 8-13 7-15 4-8 6-10 21-50	$\begin{array}{c} 11-13\\ 51-70\\ 31-50\\ 11-20\\ 31-50\\ 11-15\\ 8-11\\ 16-30\\ 11-19\\ 11-13\\ 14-30\\ 10-13\\ 16-30\\ 14-30\\ 16-30\\ 14-30\\ 16-30\\ 9-11\\ 11-17\\ 51-70\\ \end{array}$	$\begin{array}{c} 14+1d6\\ 71-150\\ 51+\\ 21-50\\ 51+\\ 16+1d4\\ 12+1d4\\ 31-55\\ 20+1d4\\ 14-20\\ 31+\\ 14+1d4\\ 31-55\\ 31+\\ 31-55\\ 12+1d6\\ 18+1d6\\ 71-150\\ \end{array}$		21-23 151-400 100-160 20-100 100-160 21-25 17-21 56-78 24-29 21-39 40-59 18-23 56-78 40-59 56-78 18-21 24-27 151-400	24 0 401 0 161 0 161 26 22 79- 30 40 60 24 79- 60 79- 22 28 0 401	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59 -90 -44 -119 -90 -119 -90 -119 -44 -44 -44 -799	45+ 600+ 240+ 401+ 240+ 50+ 43+ 120+ 55+ 60+ 91+ 45+ 120+ 91+ 120+ 40+ 55+ 800+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12 140+3d10* 140+3d10 190+2d10* 140+3d10 190+2d10* 85+2d12 95+2d12 950+2d100#	0*
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human Kna Kobold Kopru Merrow Nixy/Pixy/Sprite Ogre Orc Shadow Elf Shark-kin	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5 0-7 0-4 0-6 0-7 0-6 0-3 0-5 0-20 0-5	6-10 21-50 21-30 6-10 5-7 7-15 6-10 6-10 8-13 5-9 7-15 8-13 7-15 8-13 7-15 4-8 6-10 21-50 6-10	$\begin{array}{c} 11-13\\ 51-70\\ 31-50\\ 11-20\\ 31-50\\ 11-15\\ 8-11\\ 16-30\\ 11-19\\ 11-13\\ 14-30\\ 10-13\\ 16-30\\ 14-30\\ 16-30\\ 9-11\\ 11-17\\ 51-70\\ 11-13\\ \end{array}$	$\begin{array}{c} 14+1d6\\ 71-150\\ 51+\\ 21-50\\ 51+\\ 16+1d4\\ 12+1d4\\ 31-55\\ 20+1d4\\ 14-20\\ 31+\\ 14+1d4\\ 31-55\\ 31+\\ 31-55\\ 12+1d6\\ 18+1d6\\ 71-150\\ 14+1d6\\ \end{array}$		21-23 151-400 100-160 21-25 17-21 56-78 24-29 21-39 40-59 18-23 56-78 40-59 56-78 18-21 24-27 151-400 21-39	24 0 401 0 161 0 161 26 22 79- 30 40 60 24 79- 60 79- 22 28 0 401 40	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59 -90 -44 -119 -90 -119 -90 -119 -44 -799 -59	45+ 600+ 240+ 240+ 50+ 43+ 120+ 55+ 60+ 91+ 45+ 120+ 91+ 120+ 40+ 55+ 800+ 60+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12 140+3d10* 85+2d12 190+2d10* 140+3d10 190+2d10* 85+2d12 950+2d100# 95+2d12#	
Bugbear Elves Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human Kna Kobold Kopru Merrow Nixy/Pixy/Sprite Ogre Orc Shadow Elf Shark-kin Treant	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5 0-7 0-6 0-7 0-6 0-3 0-5 0-20 0-5 0-5 0-5	6-10 21-50 21-30 6-10 5-7 7-15 6-10 6-10 8-13 5-9 7-15 8-13 7-15 8-13 7-15 4-8 6-10 21-50 6-10 6-10 6-10 6-10 21-50 6-10 6-10 6-10 6-10 6-10 6-10 6-10 8-13 5-9 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-10 6-10 21-50 6-10 6-10 6-10 8-10 21-50 6-10 6-10 6-10 8-10 8-10 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-13 7-15 8-10 21-50 6-10 6-10 8-10 7-10 8-10 7-10 7-10 8-10 7	$\begin{array}{c} 11-13\\ 51-70\\ 31-50\\ 11-20\\ 31-50\\ 11-15\\ 8-11\\ 16-30\\ 11-19\\ 11-13\\ 14-30\\ 10-13\\ 16-30\\ 14-30\\ 16-30\\ 9-11\\ 11-17\\ 51-70\\ 11-13\\ 11-20\\ \end{array}$	$\begin{array}{c} 14+1d6\\ 71-150\\ 51+\\ 21-50\\ 51+\\ 16+1d4\\ 12+1d4\\ 31-55\\ 20+1d4\\ 14-20\\ 31+\\ 14+1d4\\ 31-55\\ 31+\\ 31-55\\ 12+1d6\\ 18+1d6\\ 71-150\\ 14+1d6\\ 21-50\\ \end{array}$		21-23 151-400 100-160 21-25 17-21 56-78 24-29 21-39 40-59 18-23 56-78 40-59 56-78 18-21 24-27 151-400 21-39 50-100	24 0 401 0 161 0 161 26 22 79- 300 400 600 24 79- 22 28 0 401 400 0 101	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59 -90 -44 -119 -90 -119 -44 -799 -59 -59 -59 -200	$\begin{array}{r} 45+\\ 600+\\ 240+\\ 240+\\ 50+\\ 43+\\ 120+\\ 55+\\ 60+\\ 91+\\ 120+\\ 91+\\ 120+\\ 91+\\ 120+\\ 800+\\ 60+\\ 201+\\ \end{array}$	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12 140+3d10* 85+2d12 190+2d10* 85+2d12 95+2d12 950+2d100# 95+2d12# 190+1d100x3	
Dwarf Gakarak Giants Gnoll Goblin Halflings Hobgoblin Human Kna Kobold Kopru Merrow Nixy/Pixy/Sprite Ogre Orc Shadow Elf	0-5 0-20 0-5 0-20 0-5 0-4 0-6 0-5 0-7 0-4 0-6 0-7 0-6 0-3 0-5 0-20 0-5	6-10 21-50 21-30 6-10 5-7 7-15 6-10 6-10 8-13 5-9 7-15 8-13 7-15 8-13 7-15 4-8 6-10 21-50 6-10	$\begin{array}{c} 11-13\\ 51-70\\ 31-50\\ 11-20\\ 31-50\\ 11-15\\ 8-11\\ 16-30\\ 11-19\\ 11-13\\ 14-30\\ 10-13\\ 16-30\\ 14-30\\ 16-30\\ 9-11\\ 11-17\\ 51-70\\ 11-13\\ \end{array}$	$\begin{array}{c} 14+1d6\\ 71-150\\ 51+\\ 21-50\\ 51+\\ 16+1d4\\ 12+1d4\\ 31-55\\ 20+1d4\\ 14-20\\ 31+\\ 14+1d4\\ 31-55\\ 31+\\ 31-55\\ 12+1d6\\ 18+1d6\\ 71-150\\ 14+1d6\\ \end{array}$		21-23 151-400 100-160 21-25 17-21 56-78 24-29 21-39 40-59 18-23 56-78 40-59 56-78 18-21 24-27 151-400 21-39	24 0 401 0 161 0 161 26 22 79- 30 40 60 24 79- 60 79- 22 28 0 401 40 40 101 79-	-44 -599 -238 -400 -238 -44 -42 -119 -44 -59 -90 -44 -119 -90 -119 -90 -119 -44 -799 -59	45+ 600+ 240+ 240+ 50+ 43+ 120+ 55+ 60+ 91+ 45+ 120+ 91+ 120+ 40+ 55+ 800+ 60+	85+2d12 750+2d100# 375+1d100 1000+1d100x1 375+1d100 95+2d12 65+2d8 190+2d10 95+2d12 95+2d12 140+3d10* 85+2d12 190+2d10* 140+3d10 190+2d10* 85+2d12 950+2d100# 95+2d12#	

Pregnancy?

ure characters screw around as any other normal species would do. This is roleplaying, 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								
Normal Constant Races Births and Death in Balance			Balanced might have somewhat more Births than					
Slowly Dwindlin	g Races	Less Births than Deaths			Deaths when circumstances (War, Disease,			
Intertile Race		Will not get offspring.			Trade, Food, Magic) permit			

his part will only be used when a character ever gets pregnant. Further skip it. Normally, labor will occur -1d4+1d4 weeks T 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

hen a character suffers over 50% of total hit points in damage, there is a chance that she suffers a miscarriage based on Whow 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).