

STAR LOG.DELUXE

AGING RULES



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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: AGING RULES

Hello, and thank you for purchasing *STAR LOG.DELUXE: AGING RULES*! Age and aging is by far the most essential aspect for any shared roleplaying experience, as aging determines everything about who a person is. One's formative years are immensely shaped by their experiences in youth, and one's experiences and motivations change and evolve as they grow older. To fully discount the impact of life, death, and aging in a roleplaying game setting is to ignore the fundamental building blocks of what makes our characters who they are. We are nothing without our childhood selves.

Life is difficult for young people in the Xa-Osoro system, but life is undoubtably better for the current generation of youths then it was for their parents. As the Radiant Imperium slowly reestablishes itself, the quality of life has unquestionably improved for everyone. Essential laws have been passed and are being enforced, new products delight consumers, and employment has improved dramatically in the years since the collapse of the star system's government during the Nova Age. The road to recovery is slow and difficult, but it is moving nonetheless. Across the system, older generations accuse the younger ones of having too easy of a life, but activism amongst young people is at an all-time high, as many youths aspire to help chart the course of the Radiant Imperium's history as she slowly raises her ancient sails into the interstellar void, yearning to finally reclaim the prosperity lost when Osoro collapsed.



AGE CATEGORIES

Despite vast differences in size and physiology, most creatures grow and develop in similar patterns of maturation. These broadly-stroked patterns are called age categories, which represent specific phases within a creature's life cycle. A creature's age category often determines its physical and mental abilities, as young creatures usually lack the full prowess they'll eventually grow into as adults, while most adult creatures slowly deteriorate as time marches on. These aging rules define how nearly all living, biological creatures age, though a few creatures (such as dragons) have unique age category rules and others (such as elementals and most outsiders) don't normally age at all.

The eight standard age categories are Infant, Toddler, Child, Adolescent, Young Adult, Mature Adult, Old Adult, and Venerable Adult. Furthermore, a creature's age is subdivided into mental age and physical age, each possessing its own age category. For most creatures, one's mental age category and physical age category are the same. However, certain effects and conditions can cause a creature's mental age category and physical age category to differ: for instance, aging effects and certain afflictions can both progress or regress one age category while leaving the other unchanged. Each of the eight age categories are described below. The following are included in each age category's description.

Aging Penalty: The age category's aging modifier is a penalty that applies to many of the character's abilities and statistics. Aging penalties function as ability penalties (see the Ability Penalties entry in the Injury and Death section of Chapter 8 in the *STARFINDER CORE RULEBOOK*), except that they can only be lessened, removed, or suppressed by other aging effects or effects that specifically note that they can lessen, remove, or suppress them. Characters apply the mental age category's aging penalty to their mental ability scores (Cha, Int, and Wis) and their physical age category's aging penalty to their physical ability scores (Con, Dex, and Str).

Each age category specifically details which ability scores you apply your aging penalty to. If an age category allows you to choose which ability score to apply your penalty to, this cannot be changed once chosen. (If you age into a new age category and are subsequently regressed, you take the same aging penalties that you did when you were originally that age.)

Mental Traits: The Infant and Toddler age categories have specific traits that represent a young character's lack of mental control and acumen. If your mental age category is Infant or Toddler, you gain the adjustments and restrictions detailed by the age category's mental trait.

Physical Traits: The Infant, Toddler, and Child age categories have specific traits that represent a young character's lack of physical growth and motor control. If your physical age category is Infant, Toddler, or Child, you gain the adjustments and restrictions detailed by the age category's physical trait.

AGE CATEGORY DESCRIPTIONS

Each of the eight age categories are broadly described below.

INFANT

Most creatures begin their lives in infancy—although definitions vary from culture to culture, infancy usually spans from birth or hatching up to the end of the Infant's first year of life. Infants are usually roughly 1/5th of their Adult size in height and usually 1/64th of their weight, and grow rapidly during this crucial period of maturation. In most sapient creatures, Infants are completely dependent upon guardians or caretakers and nearly incapable of gross movement or action. As a result, Infants do not have stat blocks, and PCs cannot be Infants unless regressed back into infancy by an aging effect.

Aging Modifier: -5. Characters who are mentally infants apply their aging modifier to all mental ability scores, while characters who are physically infants apply their aging modifiers to all physical ability scores.

Mental Traits: Infants cannot take actions that require concentration, finesse, or gross motor skills (such as spellcasting, attacking, and most skill checks). Infants cannot make skill checks to use trained-only skill tasks, nor can they cannot wield or activate items except those specifically designed for Infants, such as simple toys. Infants cannot speak or understand any Adult language (although they can speak and understand Babyspeak, which sounds like infantile gibbering to older characters).

Physical Traits: An Infant's size category is three sizes smaller than that of an Adult of their race, and their speed for all movement types is reduced to 5 feet. Infants cannot use the charge, run, or withdraw actions, and whenever an Infant moves more than 1 square during a single turn, they must succeed on an Acrobatics check (DC 20 + 1-1/2 times the Infant's level) or fall prone.

TODDLER

Toddlerhood immediately follows infancy in most creatures, usually spanning the second and third year of the Toddler's life. As the name suggests, toddlerhood is usually signified by the emergence of walking behavior in sapient creatures, and as the Toddler grows they quickly begin to master this gross motor skill and others. Toddlers are less dependent upon their caregivers than infants are, but they are still largely incapable of most actions and tasks. As a result, Toddlers do not have stat blocks, and PCs cannot be Toddlers unless regressed back into toddlerhood by an aging effect.

Aging Modifiers: -3. Characters who are mentally toddlers apply the aging modifier to all mental ability scores, while characters who are physically toddlers apply the aging modifiers to all physical ability scores.

Mental Traits: Toddlers take longer to take actions that require concentration or finesse. This increases a swift action to a move action, move actions to a standard action, standard actions to a full action, and full actions to a round. If an action normally takes 1 or more rounds to take, double the number of rounds needed to take the action.

Physical Traits: A Toddler's size category is two sizes

smaller than that of an Adult of their race, and their speed for all movement types is reduced by half.

CHILD

Childhood immediately follows the end of toddlerhood, lasting until the onset of puberty or a similar period of mental and physical maturation. Childhood is defined by rapid growth and development both mentally and physically. Children quickly acquire new skills, and while they don't grow rapidly, they do grow steadily over the course of their childhood. Children don't usually have class levels, but exceptional youths who quickly begin to pick up new skills and abilities might become 1st-level characters. At the GM's decision, PCs can be Children provided the presence of a child character is appropriate for the campaign.

Aging Modifiers: -2. Characters who are mentally children apply the aging modifier to two mental ability scores of their choice, while characters who are physically children apply the aging modifiers to two physical ability scores of their choice.

Physical Traits: A Child's size category is one size smaller than that of an Adult of their race.

ADOLESCENT

Immediately following childhood's end is a tumultuous period of rapid maturation known as adolescence. Adolescents are sometimes called "teenagers" by humans because of the age of those in adolescence, but seeing as different races undergo adolescence after varying numbers of years, the term isn't universally used across races. Adolescents learn quickly and grow even faster, sometimes sprouting from their childhood stature to their adulthood stature over the course of a few weeks. Despite their intelligence, hormones tend to leave adolescents emotional and reckless. Most characters gain their 1st-level as Adolescents as they slowly discover their own talents and interests, and PCs can usually be Adolescents unless the GM deems it inappropriate for the campaign.

Aging Modifiers: -1. Characters who are mentally adolescents apply the aging modifier to one mental ability score of their choice, while characters who are physically adolescents apply the aging modifiers to one physical ability scores of their choice. The adolescent must apply any aging modifiers they gain from an Adolescent age category to one of the two ability scores they chose to penalize as a child (see above).

ADULTHOOD

Once a character reaches adulthood, they've reached mental and physical maturity. In antiquity, a character typically was considered to have reached adulthood when they were biologically capable of reproduction, but in modern society adulthood is usually based on mental maturation rather than physical maturation. While adults continue to change and grow over time, they don't undergo the dramatic changes experienced in youth and the mental and physical effects of aging between two adults can be resoundingly different. PCs

UNUSUAL LIFECYCLES

It's impossible to account for every possible lifecycle of every creature in the galaxy, but a GM should consider if additional differentiation occurs at different points for specific races. Lashunta, for example, don't normally develop into korasha or dayama until puberty, meaning the racial modifiers for their subspecies do not apply when they are infants, toddlers, or children. An even more severe case are shirren, who spend their infancy as wormlike larva, literally lacking the arms and legs they'll develop as toddlers.

can always be Adults unless the GM deems it inappropriate for the campaign.

Aging Modifier: Varies. Young Adults don't have an aging modifier. If you're using the aging variant rules (see page 5), Mature Adults and older gain aging modifiers based upon trauma and aging-related deterioration.

Physical Trait: Venerable Adults (but not Young Adults, Middle Adults, or Old Adults) have maximum age as a physical trait. Upon aging into the Venerable Adult age category, the character must roll to determine their maximum age (see the vital statistics table in Chapter 3 of the *Starfinder Core Rulebook* or the *STARFARER'S COMPANION* for this value, as appropriate). Upon reaching that age, the character will die of natural causes within the next year unless treated with medicine, magic, or both.

AGING

Aging is a pivotal part of life. It is the constant ticking of one's biological clock that reminds them of their own mortality, the endless march of time that lays low even the greatest of heroes and the most nefarious of villains. Different people within the same species experience aging in different ways, and so aging is both a universal process as well as a highly individual one. Your character ages by progressing through age categories (see page 04) after they've lived a specific number of years. Usually, aging is measured in "standard years" that correlate to those of Earth, but the GM can adjust a race's age to fit different solar or lunar cycles as appropriate. Still, measuring the passage of time in Earth Standard Years is easiest, for it taps into player prior knowledge about how aging works. When a character's age reaches their maximum age, they die.

Table 1: Age Categories for Core, Legacy, and Starfarer Races lists the minimum age (in years) for each of the races found in the *STARFINDER CORE RULEBOOK*, as well as in the *STARFARER'S COMPANION* (marked with an asterisk [*]) and *STAR LOG. EM0015: SKINWALKERS* (marked with a double asterisk [**]). When your character's age reaches the minimum threshold for a new age category, their age category progresses. For example, when a human reaches 18 years of age, their age category progresses to Young Adult. If a character's age falls below such a threshold, they regress to the next previous age category,

TABLE 1: AGE CATEGORIES FOR CORE, LEGACY, AND STARFARER RACES

Race	Infant	Toddler	Child	Adolescent	Y. Adult	M. Adult	O. Adult	V. Adult
<i>Core Races</i>								
Android	—	—	—	—	0 years	—	—	—
Human	0 years	1 year	4 years	12 years	18 years	40 years	60 years	80 years
Kasatha	0 years	1 year	5 years	14 years	25 years	50 years	80 years	100 years
Lashunta	0 years	1 year	4 years	12 years	20 years	40 years	60 years	80 years
Shirren	0 years	2 years	3 years	4 years	5 years	30 years	40 years	50 years
Vesk	0 years	1 year	4 years	12 years	16 years	40 years	60 years	70 years
Ysoki	0 years	1 year	2 years	6 years	10 years	30 years	45 years	60 years
<i>Legacy Races</i>								
Dwarf	0 years	1 year	4 years	12 years	40 years	125 years	190 years	250 years
Elf	0 years	1 year	4 years	12 years	110 years	175 years	260 years	350 years
Gnome	0 years	1 year	4 years	12 years	40 years	100 years	150 years	200 years
Half-Elf	0 years	1 year	4 years	12 years	20 years	60 years	95 years	125 years
Half-Orc	0 years	1 year	4 years	12 years	16 years	30 years	45 years	60 years
Halfling	0 years	1 year	4 years	12 years	20 years	50 years	80 years	100 years
<i>Starfarer Races*</i>								
Aasimar	0 years	1 year	4 years	12 years	18 years	50 years	80 years	100 years
Catfolk	0 years	1 year	4 years	12 years	16 years	50 years	80 years	100 years
Deoxyian	0 years	1 year	4 years	12 years	18 years	50 years	80 years	100 years
Dhampir	0 years	1 year	4 years	12 years	18 years	50 years	80 years	100 years
Grippli	0 years	1 year	2 years	7 years	12 years			60 years
Ifrit	0 years	1 year	4 years	12 years	18 years	50 years	80 years	100 years
Kitsune	0 years	1 year	4 years	12 years	18 years	40 years	60 years	80 years
Kobold	0 years	1 year	2 years	6 years	10 years	30 years	45 years	50 years
Mechanoi	—	—	—	—	0 years	—	—	—
Nagaji	0 years	1 year	4 years	12 years	20 years	50 years	80 years	100 years
Oread	0 years	1 year	4 years	12 years	18 years	50 years	80 years	100 years
Samsaran	0 years	1 year	4 years	12 years	20 years	110 years	200 years	250 years
Skinwalker**	0 years	1 year	4 years	12 years	18 years	50 years	80 years	100 years
Suli	0 years	1 year	4 years	12 years	18 years	50 years	80 years	100 years
Tengu	0 years	1 year	4 years	12 years	16 years	40 years	60 years	70 years
Undine	0 years	1 year	4 years	12 years	18 years	50 years	80 years	100 years
Vanara	0 years	1 year	4 years	12 years	18 years	50 years	80 years	100 years
Vishkanya	0 years	1 year	4 years	12 years	16 years	40 years	60 years	80 years
Wayang	0 years	1 year	4 years	14 years	25 years	50 years	75 years	100 years

based upon their age. Most characters' mental and physical age categories are the same, and progress at the same rate. Aging effects and certain afflictions can cause a character's age categories to differ, as noted by the effect's description.

The following sections detail how you progress your character's age category when they age, as well as an optional rule set for granting older characters aging modifiers based on mental or physical deterioration.

GROWTH RULES

When young characters age, their aging penalties lessen as they slowly develop into adulthood. A young character's age category advances when they reach the minimum age for their next age category, as shown on Table 1: Age Categories for Core, Legacy, and Starfarer Races. At the GM's decision, a character might age to its next age category faster than is

typical, allowing them to count as if they were 25% older (in years) for determining when they progress to their next age category. Likewise, a character might age to its next category slower than is typical, allowing them to count as if they were 25% younger (in years) for determining when they progress to their next age category. This modification can be universal across all age categories or specific to certain age categories—for instance, a character might age at a typical pace from toddlerhood to childhood, be a late-bloomer from childhood to adolescence, and be an early bloomer from adolescence to adulthood. Ultimately, the GM has the final say at what rate a character ages, and in some circumstances might even allow a character to age at completely different rates from those presented on Table 1. For instance, they might allow a strange chemical or a unique genetic mutation to cause a particular lineage of ysoki to

age from infancy to childhood to adolescence in six months before reaching adulthood at the end of their first year.

The following section summarizes the changes that you must make to your character's aging modifiers, mental traits, and physical traits as your character ages from infancy to young adulthood. See the Deterioration section (see below) for a description of how older adults age over time.

INFANT TO TODDLER

When an Infant ages into the Toddler age category, their aging modifier changes from -5 to -3 , and they replace the Infant mental and physical traits with those of the Toddler age category.

TODDLER TO CHILD

When a Toddler ages into the Child age category, their aging modifier changes from -3 to -2 , and they choose which ability scores they apply their aging modifier to. Characters who are mentally children pick two mental age categories, while characters who are physically children pick two physical age categories. Additionally, they lose the Toddler mental traits and replace the Toddler physical traits with those of the Child age category.

CHILD TO ADOLESCENT

When a Child ages into the Adolescent age category, their aging modifier changes from -2 to -1 , and they choose which ability scores they apply their aging modifier to. Characters who are mentally adolescents pick one of the two mental ability scores they chose for the Child age category, while characters who are physically adolescents pick one of the two physical ability scores they chose for the Child age category. Additionally, they lose the Child physical traits.

ADOLESCENT TO YOUNG ADULT

When an Adolescent ages into the Young Adult age category, their aging modifier changes from -1 to -0 . Effectively, their age no longer penalizes their ability scores.

OPTIONAL RULE: DETERIORATION

When an adult character reaches mature adulthood, their bodies slowly begin to deteriorate over time unless properly maintained via healthy habits like proper diet and exercise. Additionally, significant trauma and afflictions can likewise cause an adult's body to weather as their aging cells are less able to properly rejuvenate following a serious injury. This rules system allows GMs to simulate the ravages of old age and their effects on older characters. Note that at the GM's decision, modern medicines and augmentations (such as those found on page 5) might exist that partially or wholly curb age deterioration, allowing older characters to be as fit and spry as their younger compatriots without much downfall.

MENTAL DETERIORATION

Whenever you take ability damage or ability drain to your

Charisma, Intelligence, or Wisdom score or fail a saving throw against a mental track disease or poison (such as a Charisma poison, an Intelligence poison, or a Wisdom poison), you suffer mental deterioration to the affected ability score. Track deterioration for each of your ability scores separately.

Every 6 months after your mental age category progresses to Mature Adult, you must attempt an ability check for each mental score that you have suffered one or more deteriorations. The DC for this check is equal to the total number of mental deteriorations that you've suffered. Add $+5$ to the DC if your mental age category is Old Adult, or $+10$ if your mental age category is Venerable Adult. If you fail this check, you gain a -1 aging modifier to the ability score whose check you failed. For example, if you fail an Intelligence check, your aging penalty applies to your Intelligence score. You can accumulate an aging penalty to all your aging ability scores, and multiple failures stack (maximum -5).

PHYSICAL DETERIORATION

Whenever you take ability damage or ability drain to your Constitution, Dexterity, or Strength score or fail a saving throw against a physical track disease or poison (such as a Constitution poison, a Dexterity poison, or a Strength poison), you suffer physical deterioration to the affected ability score. Track deterioration for each of your ability scores separately.

Every 6 months after your physical age category progresses to Mature Adult, you must attempt an ability check for each physical score that you have suffered one or more deteriorations. The DC for this check is equal to the total number of physical deteriorations that you've suffered. Add $+5$ to the DC if your mental age category is Old Adult, or $+10$ if your mental age category is Venerable Adult. If you fail this check, you gain a -1 aging modifier to the ability score whose check you failed. For example, if you fail a Constitution check, your aging penalty applies to your Constitution score. You can accumulate an aging penalty to all your aging ability scores, and multiple failures stack (maximum -5).

ANDROIDS AND CONSTRUCT RACES

Some races, such as androids and mechanoids (*STARFARER COMPANION*), are artificially created and do not age. These races never age beyond the Young Adult age category, and are effectively immune to aging effects that alter the target's age category. (They are, however, affected by aging effects that target objects.)

SAM SARANS

Samsarans (*STARFARER COMPANION*) do not age naturally as most living creatures do. When a samsaran is "born" it spontaneously appear in a safe, habitable location on the Material Plane that is usually near a ley line or a similar source of planar magic. When a samsaran reincarnates in this fashion, they're usually the physical equivalent of a human youth between the ages of 5 years and 12 years both mentally and physically, though they usually retain some glimmer of recollection of their past lives.

Despite never actually experiencing infancy or toddlerhood, aging effects function normally against samsarans, and they can be regressed to the Infant and Toddler age categories. In fact, because samsarans do not naturally experience this facet of living, some curious samsarans spend large quantities of credits to have themselves magically or technologically regressed for a time, if only to experience infancy and toddlerhood as most other races do.

NEW THEMES

A character theme represents a focus for your character, which may be a result of your background, upbringing, tradition, or mystic destiny. You select a character theme at 1st level, gaining special benefits that reflect major aspects of that theme at 1st, 6th, 12th, and 18th levels. All abilities are extraordinary abilities unless otherwise noted.

OLD-TIMER; +1 CHA, INT, OR WIS

You're a wizened soul who's seen it all—you've witnessed the revitalization of the Radiant Imperium and the formation of new corporations and factions, and with them a slow but sure return to normalcy across an otherwise ravaged star system. Whether you've lived a full life or are simply world worn, others turn to you for advice and wisdom, looking to your guidance to help steer them through times of uncertainty.

Theme Knowledge (1st): You've picked up a variety of eclectic knowledge in your day, and both your mind and your body are as sharp as they were in youth. Choose one Intelligence-based skill. This skill becomes a class skill for you, and if it is already a class skill, you gain a +1 bonus on checks with that skill. You also gain a +5 competence bonus on ability checks to determine if you accumulate any aging penalties to your physical or mental ability scores (see Optional Rules: Deterioration above). In addition, you gain an ability adjustment of +1 to either Charisma, Intelligence, or Wisdom (your choice) at character creation.

Superb Senpai (6th): You're an excellent mentor, able to guide even the most stubborn of youths to success. Whenever you use the aid another, covering fire, or harrying fire actions, increase the bonus that you provide to your ally by +1 in any of the following situations: you're using aid another to assist an ally's skill check and your total skill bonus in that skill is higher than your ally's total bonus; you're using covering fire to assist an ally's AC and your base attack bonus is higher than your ally's base attack bonus; you're using harrying fire to assist an ally's attack roll and your base attack bonus is higher than your ally's base attack bonus; or you're using aid another, covering fire, or harrying fire and your ally is both younger than you and either an Adolescent or a Child. This ability doesn't stack with other abilities that modify the bonuses that you grant to allies when using the aid another, covering fire, or harrying fire actions.

Inspiring Figure (12th): Your subordinates often look to you for strength and inspiration, be they youngsters or junior

members of your organization. Whenever an Adolescent, a Child, or a longtime ally (such as a fellow PC or someone you have worked with regularly for more than a month) attempts a skill check within 30 feet of you and can see and hear you, as a reaction you can roll 1d4 and grant that character a morale bonus on their skill check equal to the result. Whether or not the creature's skill check is successful, you cannot target that creature with this ability again for 1 day. If you're a 12th-level envoy or higher, you can spend 1 Resolve Point to use this ability on a creature that's already benefited from it within the past day.

Invigorating Passion (18th): Whether you're old or simply inspired, the fiery passion of youth ignites your spirit, causing you to swell with pride and spirit. Up to twice per day, whenever a character who's younger than you rolls a natural 20 on an attack roll, saving throw, or skill check (the d20 result is '20'), you recover 1 Resolve Point. If the character is a Child or an Adolescent and you haven't used this ability for the day yet you can recover 2 Resolve Points instead, but this counts as both of your daily uses of this ability.

PRODIGY; +1 SEE BELOW

Despite the ravages of the Nova Age and the resulting societal collapse, the people of the Xa-Osoro System are better educated now than ever before, and nowhere is this more evident than in the system's youth. Better pedagogy, improved access to education, instant communication across entire worlds, and access to species worth of information via planetary infospheres has opened unimaginable opportunities to the youth of Radiant Imperium, giving rise to countless prodigies with skills and abilities rivaling—even surpassing—those of their adult contemporaries. When such a prodigy is discovered, representatives from corporations across the system flock to the individual, offering them and their guardians additional wealth and opportunity in exchange for their loyalties. As a result, many prodigies are whisked away to private academies and universities on the dime of large businesses where they can hone their craft and eventually employ it as their benefactors see fit.

Theme Knowledge (1st): Choose one skill that can be used to recall knowledge about one or more topics. You have innate talent in a professional field associated with your chosen skill. Reduce the recall knowledge DC by 5 with the appropriate skill. This skill becomes a class skill for you, and if it is already a class skill, you gain a +1 bonus on checks with that skill. In addition, you gain an ability adjustment of +1 to the ability score associated with the skill you chose with this theme benefit at character creation.

Prodigal Talent (6th): Your incredible gift enables you to succeed at tasks where others have failed. Once per day, you can roll any skill check (see the Combat Basics section of Chapter 8 in the *STARFINDER CORE RULEBOOK*) made using the skill that you chose with this theme's 1st-level benefit twice and use the higher result. You must decide to use this ability before rolling.

Prodigal Trance (12th): When working in your chosen

TABLE 2: NEW EQUIPMENT

Name	Level	Price	System
<i>Biotech</i>			
Quick-Gro	1	250	Endocrine system
<i>Cybernetics</i>			
NCNU	1	250	Brain
Youth enhancer system, mk 1	1	350	Endocrine system
Youth enhancer system, mk 2	2	750	Endocrine system
Youth enhancer system, mk 3	3	1,750	Endocrine system
Youth enhancer system, mk 4	4	2,000	Endocrine system
Youth enhancer system, mk 5	5	2,750	Endocrine system
<i>Hybrid Items</i>			
ENI, mk I	1	400	
Rejuvies, standard aches and pains	1	100	
Rejuvies, enhanced aches and pains	3	225	
Rejuvies, standard gray aways	3	250	
Rejuvies, standard GGAs	3	300	
ENI, mk II	4	2,200	
Rejuvies, extra-strength aches and pains	5	400	
Rejuvies, enhanced gray aways	5	450	
Rejuvies, enhanced GGAs	5	500	
Rejuvies, extra-strength gray aways	7	950	
Rejuvies, extra-strength GGAs	7	1,050	
ENI, mk III	8	10,000	
<i>Magic items</i>			
Serum of age progression	7	1,200	
Serum of age regression	15	20,000	

field, you enter a zen-like state where you tune out the rest of the world, allowing you to accomplish tasks faster. Whenever you use your chosen skill to perform a skill task that takes more than 1 round to complete, you can enter a prodigal trance to attempt to complete the task faster. You must choose whether to use this ability before you begin to complete the task. If you chose to enter a prodigal trance, you can complete the skill task in half the usual amount of time (minimum 1 round), but you are flat-footed and take a –10 penalty on all Perception, Sense Motive, and initiative checks while doing so, and cannot act during any surprise round that occurs while you are in a prodigal trance. Abilities that grant you immunity to the flat-footed condition (such as an operative's uncanny ability class feature) or that allow you to always act during a surprise round do not provide those benefits while you are in a prodigal trance. If you are interrupted and forced to stop working on your skill task for any reason, you must use the full amount of time to perform the skill task instead.

Prodigal Genius (20th): You are among the best and brightest in your chosen field, and while your name might not be well-known to the masses, within your field you are highly respected if not celebrated. Up to twice per day, whenever you roll a skill check using the skill that you chose with this theme's 1st-level benefit and roll a natural 20 (the d20 result shows '20'), you recover 1 Resolve Point. You do not recover any Resolve Points if the result of your skill check isn't a success.

NEW AUGMENTATIONS

Many citizens augment and modify their bodies with technological or biological gear called augmentations. These are modifications to your body that grant special abilities and bonuses. Augmentations usually need to be installed by a trained surgeon, and occupy slots on your body. You can only have one augmentation in each of your body's slots, regardless of type. For more information about augmentations, see the Augmentations section in Chapter 7 of the *STARFINDER CORE RULEBOOK*.

NEW CYBERNETICS

Cybernetic augmentations use machines and circuitry integrated within your flesh and bone. In most cases, cybernetics must be installed by a trained surgeon. Cybernetics represent a complex melding of organic tissue with machine parts, allowing them to be hardened against assaults that affect other technological creatures. Cybernetics are not subject to any effect or attack that targets technology unless it specifies that it affects cybernetics.

NCNU		SYS-TEM: BRAIN
Model	Level	Price
	1	250

Short for "neural cartography nanite unit," and sometimes pronounced "nick-no," this cybernetic augmentation features a complex system of nanites that collectively depict a synaptic map of a young adult brain that has adequately mastered academic

and social concepts associated with functional adulthood. When installed, the nanites slowly rewire your brain's synapses while simultaneously writing this information into your memory in a way that allows you to recollect the knowledge as if you had spent years learning it yourself. You age at a rate of roughly one mental age category each month until you become an Adolescent, at which point you age into the Young Adult mental age category after six months. This cybernetic augmentation has no effect on characters who are mentally young adults or older.

YOUTH ENHANCER SYSTEM SYSTEM ENDOCRINE SYSTEM

Model	Level	Price
Mk I	1	350
Mk II	2	750
Mk III	3	1,750
Mk IV	4	2,000
Mk V	5	2,750

This biotech modification enhances a youth's hormone and muscular systems, significantly enhancing physical prowess. Your aging modifier to your physical ability scores (Con, Dex, or Str) is reduced by an amount equal to the augmentation's item level, to a minimum aging modifier of 0.

NEW BIOTECH

Biotech functions similarly to cybernetics, but typically involve modifications to your DNA combined with implants of biological origin that integrate into your physiology. Biotech mostly operates with the same rules as cybernetics and uses the same implantation slots.

QUICK-GRO SYSTEM ENDOCRINE SYSTEM

Model	Level	Price
	1	250

This biotech modification stimulates hormone functionality from an early age, stimulating rapid growth and development in a young creature. You age at a rate of roughly one physical age category each month until you become an Adolescent, at which point you age into the Young Adult physical age category after six months. This biotech upgrade has no effect on characters who are physically young adults or older.

NEW MAGIC ITEMS

The following items operate solely on magical elements, as described in the Magic Items section of Chapter 7 in the *STARFINDER CORE RULEBOOK*.

NEW SERUMS

Serums are vials of magic liquid that you can imbibe as a standard action or carefully trickle down the throat of a helpless or unconscious creature as a full action. Serums are normally 1 ounce of liquid (although some serums have larger volumes), and lose potency when mixed with other material. For more information about serums, see the Magic Items section of Chapter 7 in the *STARFINDER CORE RULEBOOK*.

SERUM OF AGE PROGRESSION

Upon drinking this elixir, your physical age instantly and permanently changes to a value of your choice between your current age (in years) and your maximum age. You can determine your new age to the year when you imbibe the elixir, adjusting your physical age category as appropriate. Regardless of the age you chose, you always appear as you did (or would have) at that age category, and will continue to age towards your maximum age. Because this serum offers you no control over your appearance, you are still recognizable either as yourself or as someone who is likely related to your older self. This is a physical aging effect.

SERUM OF AGE REGRESSION

Upon drinking this elixir, your physical age instantly and permanently changes to a value of your choice between your current age (in years) and that of a newborn. You can determine your new age to the year when you imbibe the elixir, adjusting your physical age category as appropriate. Regardless of the age you chose, you always appear as you did (or would have) at that age category, and will continue to age back towards your maximum age. Because this serum offers you no control over your appearance, you are still recognizable either as yourself or as someone who is likely related to your older self. This is a physical aging effect.

NEW HYBRID ITEMS

Hybrid equipment makes use of both technology and magic; though not necessarily in equal measure, both forces are crucial to the item's function. Effects that apply to magic items or technological items also apply to hybrid items. For more information regarding hybrid items, see the Hybrid Items section of Chapter 7 in the *STARFINDER CORE RULEBOOK*.

EXTERNAL NEURAL INTERFACE

This extremely dangerous hybrid magic item consists of a cybernetics system of nano-machines implanted directly into your spine. This system functions as a cybernetics augmentation with an item level equal to the external neural interface's item level, occupying your spinal column. Once installed, an *external neural interface*, or ENI for short, allows you to directly connect your nervous system to any suit of powered armor, starship, or vehicle with a compatible ENI port. While connected, you gain one or more benefits depending upon the type of item you're connected to, as follows:

- » *Powered Armor*: To connect to a suit of powered armor, your powered armor must have an ENI port installed. This counts as a 1st-level armor upgrade that costs 350 credits. While wearing a suit of powered armor and connected to its ENI, you gain an enhancement bonus on initiative checks equal to half your ENI's item level, as well as a +1 enhancement bonus on Reflex saves. In addition, the max Dex bonus of the powered armor increases by 1.
- » *Starship*: To connect to a starship, your starship merely needs

to have an integrated control module (ICM), which all starships save for those with basic computers possess. While occupying a starship role other than captain or passenger and connected to the starship's ICM, you gain an enhancement bonus on skill checks made to as part of your pilot actions equal to half your ENI's item level. If you're occupying the gunner role, you also gain a +1 enhancement bonus on attacks made with your starship's weapons (if any).

- » *Vehicles:* To connect to a vehicle, your vehicle must have an autopilot AI. While connected to a vehicle with an autopilot AI through your ENI, you gain an enhancement bonus on skill checks made to make pilot actions equal to half your ENI's item level. If your vehicle has any weapons systems, role, you also gain a +1 enhancement bonus on attacks made with your vehicle's weapons (if any). Finally, you can override the safety parameters of your vehicle's autopilot AI while connected to it, allowing you to mentally direct the autopilot as easily as you could direct a person. The autopilot accepts your commands unquestioningly, though if it will likely warn you incessantly of any potential risks you may face for ordering that course of action.

Compared to most cybernetic augmentations, installing an ENI is extremely dangerous because of the need to fuse the system directly to your nervous system—failure can render you paralyzed or worse. As part of implanting an ENI within you, your surgeon attempts a DC 25 Medicine check. Whether or not they're successful, you must attempt a Fortitude save to determine if your body accepts the augmentation. The DC for this saving throw is equal to $15 + 1/2$ your character level. If you're an Adolescent, you gain a +5 bonus on your Fortitude save DC. If you're a Child, you gain a +10 bonus instead. If your surgeon succeeded on their Medicine check, you gain a +4 bonus on your Fortitude save. If you fail your saving throw, you take 1d6 points of Dexterity damage. If you fail by 5 or more, damage to your nervous system causes 1d6–2 of your limbs become paralyzed (minimum 0). If your arm is paralyzed, you lose a hand. If your leg is paralyzed, your speed is reduced by 10 feet. If all your legs are paralyzed, you cannot move or stand except by crawling. If all of your limbs are paralyzed, you count as having Strength and Dexterity scores of 0. For every 5 by which your Fortitude save fails, another limb is paralyzed. Since the damage is done to your nervous system, prosthetics cannot assist you in regaining lost limbs—only heal, regenerate, or similarly powerful healing magic can restore your lost mobility. If a Young Adult or older attempts this implantation and rolls a natural 1 on their Fortitude save (the d20 result is “1”), they die.

Upgrading an ENI: Unlike many item models, mk 2 and mk 3 models of an ENI are improvements upon the mk 1 version. As a result, you cannot have a mk 2 or a mk 3 ENI implanted into your body unless you've had the previous model successfully implanted within your body for a minimum of 3d4 months. Installing a mk 2 or mk 3 version of the ENI requires a new surgery as detailed above, except your Fortitude save DC increases by +5 (mk 2) or +10 (mk 3).

Uninstalling an ENI: Since removing an augmentation

requires a new surgery, if you want to have an ENI removed, you must undergo the same surgery as you underwent to implant it in the first place, including the Fortitude save and the risk of paralysis. You must have a separate surgery for each ENI model you've installed; removing a mk 3 ENI lessens your ENI's model to mk 2, removing a mk 2 ENI lessens it to mk 1, and removing a mk 1 ENI fully removes the system from your body.

REJUVIES

Delivered in a conspicuously mundane pill bottle, *Rejuvies* are a popular age regression supplement that allows an aging populace to thrive with the vigor of youth. When imbibed, these colorful pills use a combination of necromancy magic, nanobot technology, and modern medicine to combat aging. Each bottle of *Rejuvies* typically contains a total of 30 pills, and can be purchased over-the-counter in most metropolises with a doctor's note from a certified doctor. *Rejuvies* come in four varieties (aches and pain, gray away, and GGA) and three strengths (standard, enhanced, and extra-strength). Each variety of this supplement is described below.

Aches and Pains: This formula is designed to make the aches and pains of aging melt away. If you're a Mature Adult or older and you imbibe a *Rejuvie: Aches and Pains* pill, the supplement reduces your aging modifier for 12 hours, to a minimum aging modifier of +0. The standard formula reduces your aging modifier by up to –2, the enhanced formula reduces your aging modifier by up to –4, and the extra-strength formula reduces your aging modifier by up to –5. Each bottle of *Rejuvie: Aches and Pains* notes whether it applies to mental aging or physical aging, and it isn't uncommon for some to be prescribed both types of pills. If you imbibe multiple *Rejuvie: Aches and Pains* pills of the same type (mental or physical) in a single 12-hour period, there is a chance that you might be affected as if you had consumed a number *Rejuvie: Gray Away* pill of the same kind equal to half the total number of pills you imbibed. This chance is equal to $25\% + 5\%$ per standard strength Aches and Pains pill, 10% per enhanced Aches and Pains pill, or 25% per extra-strength Aches and Pains pill. This is an aging effect.

Gray Aways: This formula is designed to reduce the imbiber's age, making them physically younger. When you imbibe a *Rejuvie: Gray Aways* pill, your physical age is reduced for 12 hours, to a minimum of 0 years. The standard formula reduces your physical age by 10% , the enhanced formula reduces your physical age by 25% , and the extra-strength formula reduces your physical age by 50% . If you imbibe multiple *Rejuvie: Gray Aways* pills, the reduction in age stacks cumulatively. For instance, if take two extra-strength formula pills, your age will be reduced by 50% twice, making the total reduction 75% . In addition, each additional pill you take increases the duration of the effect by 24d20 hours.

GGA: Short for “Greater Gray Aways,” this formula functions in all ways like the gray away formulas of the appropriate strength, except it also reduces the imbiber's mental age category by the same amount as it reduces their physical age category. In addition, the effects of the entertainment formula are permanent (meaning the imbiber will remain at their new age indefinitely, though they'll still die of old age when their time comes).

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