



Life Stages

The Life Stages of a Race determine when a Sophont begins an adult career, when an individual begins to feel the effects of age, when an individual expects to retire, and the traditional lifespan for the Sophont.

Sophont-09 Life Stages

THE NINE STAGES OF LIFE

Every sophont's life is a succession of Life Stages, each with its own particular significance. Understanding the Life Stages for a Sophont helps understand the psychology which governs its members. These stages include:

No.	Life Stage	Description	Human=
0.	Infant.	A helpless infant under the care of an adult member of the family.	0 - 1
1.	Child.	An immature individual receiving basic education.	2 - 9
2.	Teen.	A gender mature individual not yet fully responsible in society. Gender and Caste maturity.	10 -17
3.	Young Adult.	A physically mature individual with full responsibilities in society. Character Generation begins.	18 -25
4.	Adult.	A full member of society.	26 -33
5.	Peak.	An individual at the height of physical and mental abilities. Physical aging begins.	34 -41
6.	Mid-Life.	An individual approximately half way through a typical life span.	42 -49
7.	Senior.	An experienced individual.	50 -57
8.	Elder.	An individual at the greatest levels of personal achievement.	58 -65
9.	Retirement.	An individual is living on the fruits of his prior labors. Mental aging begins.	66 -74

Life Stage 2. The first two years of 2-Teen is the period of Gender maturity, and (if the Race has Caste) of Caste maturity. **Cadets.** Cadet characters are generated and start play at the beginning of year 3 of Teen. (=12 for Humans).

Life Expectancy (or 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, producing a traditional lifespan of 74 years.

Flux	LIFE STAGE DURATION Young					Mid				
	Infant	Child	Teen	Adult	Adult	Peak	Life	Senior	Elder	Retired
-5	1/2	1	0	0	0	1	0	0	0	1
-4	1/2	1	1	1	1	1	1	1	1	1
-3	1/2	1	1	1	1	1	1	1	1	1
-2	1/2	1	1	1	1	1	1	1	1	1
-1	1/2	2	2	2	2	2	2	2	2	2
0	1/2	2	2	2	2	2	2	2	2	2
+1	1/2	2	2	2	2	2	2	2	2	2
+2	1/2	3	3	3	3	3	3	3	3	3
+3	1/2	3	3	3	3	3	3	3	3	3
+4	1/2	4	4	4	4	4	4	4	4	4
+5	1/2	6	6	6	6	6	6	6	6	6

Duration is shown in 4-year Terms (1 = one term of four years).

Life Stages for each sophont may vary in length. This chart indicates the number of terms (4 year terms) the sophont spends in a Life Stage. Infancy is automatically one-half term (2 years). A result of 0 indicates that a particular Life Stage is skipped (or has an extremely short duration of perhaps a few weeks). Beginning with Life Stage 1, roll Flux for each Life Stage and record the number of terms for each Stage on the Being Creation Card.

AGING

Aging affects the character's physical and mental characteristics, ultimately reducing them to zero and inflicting 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 reduce individual characteristics.

Physical Aging

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.

Mental Aging

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

THE AGING CHECK

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 -1 on the characteristic.
(A character wants to FAIL this action).

If one Characteristic is reduced to 0, it is reset to 1.
If two Characteristics are reduced to 0, the character suffers an illness and spends four weeks in rest and recuperation. The two characteristics are each reset to 1.
If three Characteristics are reduced to 0, the character suffers a 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.