

# Aging Effects

*"When you're young, you burn hot and scatter wild—blowing ammo and chances like they're endless. When you're older, you learn to aim your fire. The young sow wild oats. The old grow sage."— Colonel Natasha Kerensky, the Black Widow, 3053*

As your character grows older, their skills change. Tasks that were once easy become harder. Based on the aging rules from *A Time of War*, characters gradually suffer the effects of aging as your campaign progresses.

## Aging Milestones

There are ten aging milestones. When a character reaches a milestone, they suffer that milestone's effects along with all the effects from previous milestones. For example, a 35-year-old character will suffer the penalties from both the 25-year and 31-year milestones.

Age	STR	BDY	DEX	REF	INT	WIL	CHA	Reputation	Slow Learner	Glass Jaw
25+	+0.5	+0.5	0	+0.5	+0.5	+0.5	+0.5	None	No	No
31+	+0.5	+0.5	0	+0.5	+0.5	+0.5	0	Star Captain	No	No
41+	0	0	-0.5	0	0	0	0	Star Captain	No	No
51+	0	-1	0	-1	0	0	-0.5	Star Colonel	No	No
61+	-1	-1	-1	0	+0.5	0	-0.5	Star Colonel	Yes	No
71+	-1	-1.25	0	-1	0	-0.5	-0.75	Star Colonel	Yes	Yes
81+	-1.5	-1.5	-1	-1	-1	-0.5	-1	Star Colonel	Yes	Yes
91+	-1.5	-1.75	-1.5	-1.25	-1.5	-1	-1	Star Colonel	Yes	Yes
101+	-2	-2	-2	-1.5	-2	-1	-15	Star Colonel	Yes	Yes

## Skill Modifiers

Each skill is linked to one or two attributes as defined in *A Time of War*. Every aging milestone adjusts these attributes, and therefore affects skills. For each eligible milestone, combine the modifiers from the skill's linked attributes. If a skill has two linked attributes, add their modifiers together and halve the result.

For instance, a 44-year-old character increases Strength-based skills by +1 (from two +0.5 gains at 25 and 31). Meanwhile, a 73-year-old would suffer a -1 penalty to the same skills, combining the attribute losses at each milestone.

# Clan Reputation

In Clan campaigns, aging imposes penalties to Reputation. Unlike attribute modifiers, these penalties do not stack. At milestones marked Star Captain, characters without a Bloodname or the rank of Star Captain (or higher) suffer a -1 Reputation penalty. At milestones marked Star Colonel, the penalty worsens to -3 unless the character holds a Bloodname or at least the rank of Star Colonel, in which case the penalty is reduced to -1.

## Glass Jaw and Slow Learner

Characters who reach a milestone that triggers Glass Jaw or Slow Learner receive those SPAs unless they already have counteracting SPAs. If the character has Toughness when reaching a Glass Jaw milestone, or Fast Learner when reaching a Slow Learner milestone, they lose the positive SPA but do not gain the negative one yet. However, acquiring Toughness or Fast Learner only delays the effect; upon reaching the next applicable milestone, the character will be assigned the negative SPA again.