You can choose or randomly generate your character's age. If you choose it, it must be the at least the minimum age for the character's race and class (see Table: Random Starting Ages). Your character's minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character's race and class on Table: Random Starting Ages.

Alternatively, refer to Table: Random Starting Ages and roll dice to determine how old your character is.

TABLE 6–4: RANDOM STARTING AGE

Race	Adulthood	Berserker Rogue Sorcerer	Bard Ranger Warrior	Cleric Druid Monk Wizard
Kobold	9 years	+1d3	+1d4	+2d4
Lizardfolk	12 years	+1d4	+1d6	+2d6
Lizbolds	11 years	+1d3	+1d4	+2d4
Half-Goblins	14 years	+1d4	+1d6	+2d8
Elves	2 years	+0	+ .25	+ .5
Half-Elves	10 years	+1d3	+1d4	+1d6

TABLE 6–5: AGING EFFECTS

Race	Middle Age*	Old**	Venerable†	Maximum Age
Kobold	100 years	200 years	400 years	+2d100 years
Lizardfolk	40 years	60 years	80 years	+3d20 years
Lizbolds	80 years	160 years	320 years	+1d100 years
Half-Goblins	30 years	45 years	60 years	+1d12 years
Elves	4 years	6 years	8 years	+1d2 years
Half-Elves	20 years	30 years	40 years	+1d10 years

*At middle age, −1 to Str, Dex, and Con; +1 to Int, Wis, and Cha. Half-goblins receive +2 Wis.

**At old age, −2 to Str, Dex, and Con; +1 to Int, Wis, and Cha. Half-goblins receive +2 Wis.

†At venerable age, −3 to Str, Dex, and Con; +1 to Int, Wis, and Cha. Half-goblins receive +2 Wis.