

MEDITATION DEATH

“Sereglith knew that the only way to survive this encounter was to play dead. The problem was that the undead would sense the life in him no matter how well he acted. There was only one way to fool such creature - to enter a state of meditative death and hope that the wraith would be gone when (if) he woke up.”

The Meditation skill consists of six subgroups: Cleansing, Death, Healing, Ki, Sleep and Trance. They are all similar skills at 1/2, but have widely different functions. Only one skill can be used during each rest.

Meditation Death can be used to quickly enter a state of death like trance, lowering the heart beat to a minimum, and waking up from that state on a predestined time. It may also be used to cause oneself instant death, without the option to ever wake again.

During the state of meditative death, the body consumes less oxygen and may survive in low oxygen environments. A character in a death trance may not be awakened by anything less than an Awakening spell. The time of awakening must be decided before player rolls for his attempt. A character may be in death trance for as many hours as he has skill ranks in the Meditation Death skill.

It is usually a sheer folly (-50) diagnostics maneuver to notice that a character in trance is not actually dead.

■ The time (in minutes) that differ from the set time of awakening.

Meditation Death Static Maneuver Table SM-10.2.6

-04 down Spectacular Failure ■ -

You fail to enter trance, but the attempt shudders through your body and cause it to malfunction. Severe head aches, chest pains or cramps to the abdomen causes a -10 penalty for the next 24 hours. You may not try this skill again during this period.

05 – 90 Failure ■ -

The attempt to enter a death like trance fails. You may not try again for one hour.

91 – 110 Near Success ■ -

If given 3 rounds of concentration you manage to enter a death like trance. If your goal was to wake up after a predestined time period, the trance will last for either half of your desired duration or double. If your goal was to never awaken again, you have succeeded.

111 – 175 Success ■ 1d10

You succeed in entering a state of death like trance. The time of your awakening will differ by 1-10 minutes from your predestined time (unless you chose to never awaken again).

176 – 225 Absolute Success ■ 1d6

You successfully enter a state of meditation and, unless your wish was to be dead forever, will wake from the trance within 1-6 minutes of predestined time.

226 up Remarkable Success ■ exact

Entering a state of death like trance and, unless wanting to be dead forever, will wake on the exact predestined time.

Static maneuver modifications:

Open-ended d100 roll

- 25 if trying enter a trance within 2x hours of characters number of skill ranks (i.e if trying to enter a 10 hour trance when having only 5 skill ranks in Meditation Death).
- 75 if trying to enter a trance within 3x hours of characters number of skill ranks.