

# MEDITATION TRANCE

*“Eliriel was incredibly tired. She knew she had to get some rest, else she would not make it through the next day. But the group was small and the need for a watch was dire. She would only get two hours of meditation.”*

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 Trance is the elven variant of Meditation Sleep. The skill have two different uses: it allows elves to set a time for their meditation to end, and it can be used to lessen the negative effects of too little rest or broken rest. Since the skill have different uses the static maneuver table will give two different numbers in addition to the describing text.

■ Reduced penalties from lacking or broken rest.

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

## Elves and meditation

The elves do not sleep, they rest in trance for 3 hours per day. Elves can increase their amount of meditation without difficulty, but hours of meditation do not “stack” so they need at least 3 hours per day.

Elves denied their required amount of rest will be sulky and “inactive” until 3 hours of unbroken rest have been given them. This elven sluggishness is represented by a penalty.

- -10 for every hour of lost rest.

Also, if awakened from trance before the set time (by someone else), elves will be at an additional -10. This penalty is cumulative with the penalties from getting less than full rest.

*Example: Gil-Galad, in the middle of a war against the Dark Lord, do not have the time to meditate 3 hours. He sets himself to meditate for 2 hours, but is awakened by his lieutenants after only 1 hour of meditation. Gil-Galad will be at -20 for 2 hours lack of rest and an additional 10 penalty for broken meditation. He will have -30 unless his Meditation Trance maneuver states that he might lower his penalty.*

## Meditation Trance Static Maneuver Table SM-10.2.5

**-26 down Spectacular Failure** ■ - § -  
You try hard to get some rest, but trying hard is not resting. You fail to enter a state of meditation and the hours spent trying will not benefit you at all (i.e no rest, no healing and no PP recovered).

**-25 – -04 Absolute Failure** ■ - § d100  
You enter a meditative trance, but dark and worried memories prevent you from repose. You may only count half of the time spent as rest, will heal at half rate and recover only half of your normal PP recovery.

**05 – 75 Failure** ■ - § 3d10  
You break meditation within 3-30 minutes of set time. All penalties for broken or inadequate rest applies.

**76 – 90 Partial Success** ■ - § 2d10  
You manage to break meditation within 2-20 minutes of set time, but any penalties remain.

**91 – 110 Near Success** ■ 10 § 1d10  
The meditative rest give you time to contemplate your memories and recover from the days worries. You rest well and manage to break meditation with an exactness of 1-10 minutes of your chosen endtime. Any penalties from lack of rest or broken meditation will be offset by 10.

**111 – 175 Success** ■ 20 § 1d6  
Entering a trance in which you recuperate your memories and heal your mind. You are able to wake from meditation within 1-6 minutes of set time and any penalties from broken rest or inadequate rest is lowered by 20. If using the Rejuvenation skill to recover additional power points, add a +20 to that roll.

**176 – 225 Absolute Success** ■ 30 § 1d3  
You successfully meditate and are able to exit meditation with an exactness of 1-6 minutes within the set time. Penalties from broken rest or inadequate rest is lowered by 30. If using the Rejuvenation skill to recover additional power points, add a +20 to that roll.

**226 up Remarkable Success** ■ 40 § exact  
You are able to wake yourself from meditation on exactly the predestined minute. Impressive! Any penalties from lack of rest or broken rest will be offset by 40. If using the Rejuvenation skill to recover additional power points, add a +20 to that roll.

### Static maneuver modifications:

Open-ended d100 roll

- 10 for deliberately shortening the meditation by 1 hour.
- 20 for deliberately shortening the meditation by 2 hours.
- 20 if being awakened by violent actions before the meditation was set to end.
- 10 per day this skill have been used to shorten the period of meditation.

*All penalties are cumulative*