

**Legend**

**Charm Name**  
Book Name / Page Reference  
Short Descriptor.  
This does not contain full rules-text, but intends to confer an at-a-glance info about this Charms capabilities. Please refer to the book for full details.

- Permanent Essence requirements in dots
- Permanent Ability requirements in dots
- Repurchase/Upgrade available
- Aura Keyword (see What Fire Has Wrought)
- Balanced Keyword (see What Fire Has Wrought)

Elemental Affinities:

- Water
- Earth
- Wood
- Fire
- Air
- All

Signature Charms have larger and colored boxes associated with their element.

© What Fire Has Wrought (Dragon-Blooded Core Book)  
© Dragon-Blooded Companion: Heirs to the Shogunate (Additional and Backer Charms)  
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**Dragon Mariner Attitude**  
Dragon-Blooded: What Fire Has Wrought, p. 257

Choose one of four reputations (Carousing, Heroism, Leadership, Menacing) to gain various benefits. Please refer the book for this complex Charm.

**Deck-Striding Prana**  
Dragon-Blooded: What Fire Has Wrought, p. 257

Add (Sail) bonus dice on a movement roll or a roll to maintain balance, or reflexively use move action to ascend or descend vertical range bands up a ship's rigging, ladders, etc. In Water Aurathis Charm's cost is reduced.

**Hurricane-Predicting Glance**  
Dragon-Blooded: What Fire Has Wrought, p. 257

Roll dice against a difficulty based on your familiarity with any given sea you're sailing to predict the weather and related phenomena perfectly. Gain temporary specialty to avoid foreseen dangerous weather events.

**Seven Seas Wind-Luring Chant**  
Dragon-Blooded: What Fire Has Wrought, p. 258

When suffering penalties for sailing against the wind or from other foul weather, roll (Charisma+Sail). Every two successes lower penalties by one. Can use in favorable weather to improve Speed rating.

**Vanishing Fog-Bank Escape**  
Dragon-Blooded: What Fire Has Wrought, p. 260

Use to attempt an escape stratagem at a reduced cost. Momentum add bonus dice. Can also enhance the interval roll for a pursuit at sea in which you're fleeing.

**Pirate-Masquerading Method**  
Dragon-Blooded: What Fire Has Wrought, p. 260

Masquerade your ship with Essence so that others will see it as part of their own allegiance or purpose. You can use this Charm to attempt to fit into a society of sailors or other seafarers. Please refer the book.

**Shipwreck-Strewn Tempest Wake**  
Dragon-Blooded: What Fire Has Wrought, p. 259

Upon successfully rolling to enact an escape stratagem, create a swirling maelstrom or similar peril that the opposing captain must contend with. Please refer the book for this complex Charm.

**Old Salt Spirit**  
Dragon-Blooded: What Fire Has Wrought, p. 258

Gain +1 Resolve vs fear-based influence, any influence that would cause you to sail your ship into peril or prevent you from taking to the seas aboard your ship. Can empower by integrating memories of past seafaring adventures.

**Bellowing Thunder Admiral**  
Dragon-Blooded: What Fire Has Wrought, p. 260

Add (Essence/2, round up) successes on command actions targeting battle groups made up of sailors under your command. Such groups gain additional successes on Willpower rolls against Rout. Refer the book.

**Ship-Seizing Dragon Talon**  
Dragon-Blooded: What Fire Has Wrought, p. 260/261

Enhance a boarding action in naval combat with double 9s. If you successfully board and initiate combat, threshold successes on the naval stratagem roll add bonus die to Join Battle to you and allies, and waive wp cost of prerequisite.

**Fog Shroud Ambush**  
Dragon-Blooded: What Fire Has Wrought, p. 261

Waive Momentum cost of concealment stratagem. If you succeed and use next round to enact broadside, escape, or ram stratagem, succeed automatically. Magic may counter this effect.

**Fine Passage-Negotiating**  
Dragon-Blooded: What Fire Has Wrought, p. 256

Add automatic successes to Sail roll for two motes each and reroll 6s until they fail to appear.

**Storm-Outrunning Technique**  
Dragon-Blooded: What Fire Has Wrought, p. 256/257

When making a Sail roll that you ship's Speed rating applies to, reroll (lower of Wits or Speed) non-1 failed dice.

**Ocean-Darting Maneuver**  
Dragon-Blooded: What Fire Has Wrought, p. 257

Double 9s on a roll to navigate through a naval hazard or enact a positioning stratagem in naval combat. On a successful positioning stratagem, receive (Essence) additional Momentum.

**Sturdy Bulkhead Concentration**  
Dragon-Blooded: What Fire Has Wrought, p. 258

When your ship suffers hull damage from a failed roll to navigate aquatic hazards or from damage-dealing stratagems, roll (Essence+2) non-Charm dice. If bonus successes suffice, reduce damage taken.

**Mountain-Hull Meditation**  
Heirs to the Shogunate, p. 144

Reduce difficulty of a roll needed to void damaging your ship by one or subtract one success from another characters' roll to damage it. Explicitly includes feats of demolition and offensive naval maneuvers. Deck counts as earthen surface.

**Sea Dragon's Cunning**  
Heirs to the Shogunate, p. 144

Double 9s on Naval Maneuver rolls. If you succeed, gain 1 momentum. In Water Aura you gain 1 Momentum even if you fail.

**Trial-by-Fire Imperilment**  
Heirs to the Shogunate, p. 144

Add (Anima) dice on a broadside stratagem and deal more damage with it. Lets you attempt broadsides even if your vessel lacks anti-ship weaponry or crew. Once per scene, resettable.

**Storm-Singer's Reprieve**  
Dragon-Blooded: What Fire Has Wrought, p. 258

Faced with weather-based maritime hazard or troubled waters, use to roll with double 9s vs. hazard difficulty. Success disperses the hazard. Once per story, resettable.

**Hull-Shattering Avalanche Impact**  
Dragon-Blooded: What Fire Has Wrought, p. 258

Undertake a ram stratagem in naval combat, gaining double 8s on the roll. Inflict additional hull damage for every two threshold successes. Outside of combat, use to demolish seafaring structure/obstacle. Refer book.

**Dragon Sets the Seas Ablaze**  
Dragon-Blooded: What Fire Has Wrought, p. 258/259

Make a broadside stratagem with double 9s, discharging your anima through ship weaponry. Set target afire to inflict ongoing damage. Once per scene.

**Benediction of the Living Ship**  
Dragon-Blooded: What Fire Has Wrought, p. 259/260

Use this Charm to roll (Essence) plus applicable Sail specialty, healing Hull damage. You and allied characters aboard the ship heal one level of non-aggravated damage. Provide food. Crew gain non-Charm bonuses.