

Navigate

Universal Charms



Navigate Excellency

Manuscript 4, p. 6

Spend 1m.
Add Ability as dice as bonus to an applicable roll.



Alchemical, Getimian, Lunar, Liminal

When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.



As The Crow Flies

Manuscript 4, p. 27

Always know shortest mundane route between where you are and where you want to be, even if path is unconventional. May include going over rooftops or cutting through occupied buildings. Cut corners equal to Essence on travel venture.



Sidereal - Finding the Golden Path

Commit 1m. Name destination on same plane. When journeying towards it, time scale is reduced by one step.



Beast-Uplifting Harmony

Manuscript 4, p. 27

Requires Familiar Merit. Uplift your familiar, choosing a few benefits from a given list, such as increasing dice pools or health levels. See book.



Sidereal - Godly Companion

Familiar becomes a minor god and can travel to an from Yu-Shan on your behalf to deliver or retrieve messages and small objects, requiring a dramatic scene in either direction.



Calling the Rider's Companion

Manuscript 4, p. 28

Spend 1m to summon a mount, which arrives as quickly as possible (typically end of scene). Need no tack to ride safely and in comfort and reduce environmental penalties. Persists until end of session. Familiar mount will appear immediately.



Fathoms-Fed Spirit

Manuscript 4, p. 28

Navigate to any port you've been to before, removing any venture obstacles involving getting lost. Cannot be knocked overboard, even if affected by Knockdown/Knockback. Commit 1m to reduce environmental hazards/penalties while sailing.



Hardship-Surviving Spirit

Manuscript 4, p. 28

Spend 1m. DOuble 9s on all rolls to resist mundane heat or cold, including environmental hazards. When foraging food/water, automatically provision yourself, your Circle and up to 5 others in any climate.



Lunar - Beast Hide Adaptation

While in shape of an animal native to region, automatically receive benefits of this Charm at no cost.



Hidden Shortcut Revelation

Manuscript 4, p. 28

Spend 1m. ST reveals location of any concealed passages, doorways or portals within long range. Must still fulfill requirements to use them. Add Essence in bonus successes to foil flawless magic hiding such paths.



Immortal Mariner's Advantage

Manuscript 4, p. 28

Commit 1m. Gain 3-success bonus on mundane sailing tasks. Does not apply to contested rolls.



Sidereal - Blessing the Hull

Characters who attempt to board without permission must make a check or be thrown overboard. Harder for non-Creationborn entities.

Infernal - Sea-Devil Insight

While aboard a vessel, it is immune to hazards of Malfeas.



Rider-and-Mount Unity

Manuscript 4, p. 29

While mounted, you may use your own movement-enhancing and defensive Charms on behalf of your steed.



Solar - King-of-Horses Surety

Mount cannot be knocked back or prone, and unhorse gambits increase their cost.

Lunar - Blood-of-the-Moon Blessing

When mount is attacked, trade one of your own health levels on Step 5, reducing raw damage by 3 dice.

Sidereal - Ride the Dragon

Commit 2m. Your mount transforms into a draconic version capable of flight 2x its move-speed. At end of scene (or dramatic journey) the mount is exhausted.



Swift Artillery Technique

Manuscript 4, p. 29

Spend 1m in Step 1 of a fire ordinance action. Reduce environmental and flurry penalties, and it does not count towards usual limit of two fire ordinance actions per turn. May retroactively load or reload or create reloads from Essence.



Trackless Region Navigation

Manuscript 4, p. 29

Commit 1m. While mote is committed, reduce penalties to all Navigation rolls and you can always find shelter. Treat self as advantage during travel ventures. Never suffer obstacles based on injury or fatigue.

