Sail

Exalted 3rd Edition Charm Cascades

Legend

Charm Name
Short Keywords | Duration | Prerequisites
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

Created by Mad Jesus — Sail Charm Cascade

Sailing Dog Method
Cost: 5 (Mote)
Gain various bonuses to maritime situations, among them enrolling all 6s until they fail to appear, semi-perfect balancing and more. Please refer to the book.

- **Fathoms—Fed Spirit** — Cost: 5 (Mote)
  Whenever the Solar wakes up shipboard, on water, she may ignore the Willpower cost to resist one form of social influence per day.
- **Shipwreck—Surviving Stamina** — Cost: 2 (Mote)
  Stamina is considered two higher when resisting suffocation, dehydration and starvation.
- **Weather—Anticipating Intuition** — Cost: 2 (Mote)
  By touching a body of water, the Solar can see through it's eyes and may predict weather along her course. Only weather-changing magic can make this forecast be in error.
  - **Tide—Carried Omens** — Cost: 2 (Mote)
    Become aware of danger to ship, crew and self several minutes before it arrives, gripped by an intense sense of foreboding. Gain bonus dice while shipboard. Please refer to the book.
- **Ship—Imperiled Vigor** — Cost: 2 (Mote)
  When his ship has taken damage, the Solar gains bonus dice equal to the hull penalty. These dice can be added to any action, including Ship-Cutting Stance. Cannot be applied to Maneuver rolls.

Ship—Claiming Stance
Cost: 5 (Mote)
This Charm claims a ship. Everyone not formally welcomed aboard the vessel suffers a -1 penalty to all actions. When the bond with the ship becomes powerful enough, the Solar may draw extra motes from it once per day.

- **Ship—Seeking Technique** — Cost: 2 (Mote) — Duration: Indefinite
  Increases the ship's speed rating by one for as long as the spent motes remain committed.
  - **Tide—Cutting Essence Infusion** — Cost: 2 (Mote)
    Increases the ship's speed for the duration of this Charm. Incompatible with Wave-Riding Discipline.
  - **Wave—Riding Discipline** — Cost: 2 (Mote) — Duration: Indefinite
    Increases the effectiveness of the ship's sails, doubling their contribution to speed. Also gains one point of speed for favorable currents. Oarsmen bonuses are reduced to one and the ship cannot be pulled by sea monsters. See book.
- **Orichalcum Letters of Marque** — Cost: 2 (Mote)
  Upgrades prerequisite, allowing the Solar to welcome aboard his vessel denizens of Malfeas or the Underworld. Please refer to the book for this complex Charm.
- **Hull—Preserving Technique** — Cost: 2 (Mote)
  Trigger after an impact, negating all damage to the hull and masts of the ship. Repeatedly consecutive uses waive the Willpower cost.
  - **Hull—Taming Transfusion** — Cost: 2 (Mote)
    Transfer damage from a ship to the Solar's health track at a rate of three health levels for every one level of hull damage ablated so far.
    - **Blood and Salt Bondage** — Cost: 2 (Mote)
      After a month aboard the ship, the Solar and her crew gain additional health levels so long as their ship remains undamaged. Please refer the book.
  - **Ship—Leavening Meditation** — Cost: 2 (Mote) — Duration: Indefinite
    Temporarily negate damage done to a ship by concentrating essence into its parts. Must be renewed when the damage penalty increases.
    - **Ship—Sustaining Spirit** — Cost: 2 (Mote)
      Trigger this Charm in response to an attack or impact that would destroy the the Solar's vessel. This Charm holds the ship together as long as the Solar remains aboard. Additional damage destroys the ship, unless the Solar reactivates this Charm.
      - **Burning Anima Sails** — Cost: 2 (Mote)
        Your anima surfaces your ship, making it invulnerable to damage for an instant in a display that can be seen for many miles.
        Please refer the book for this complex Charm.
  - **Chaos—Cutting Galley** — Cost: 2 (Mote)
    Automatically serve the Wyld approaching at least one round before passing into it. Make the ship immune to the Wyld's shaping influence. The Solar can activate this Charm even while being asleep.

Sailing Dog Method or Immortal Mariner's Advantage
Cost: 5 (Mote)

- **Indomitable Voyager's Perseverance** — Cost: 2 (Mote)
  Reroll any Sail-based action, keeping successes and re-rolling all non-successes, activating additional Charms if desired.
  - **Ocean—Conquering Avatar** — Cost: 2 (Mote)
    This Charm grants one automatic success and also allows the Solar to reroll 1s on the Sail roll, keeping 1s (due to the auto-success). Useable once per scene.
- **Wind—Defying Course Technique** — Cost: 2 (Mote)
  This Charm reduced wind-based penalties to a ship's speed by three for it's duration.
  - **Current—Cutting Technique** — Cost: 2 (Mote)
    Sail against the currents, reducing the ship's penalties by three for its duration. Also allows the ship to be pulled by or employed by sea monsters, subtracting successes from rolls to pull the ship through the water.
    - **Storm—Weathering Essence Infusion** — Cost: 2 (Mote)
      While this Charm is active, the Solar can protect a ship no larger than a trireme, adding several automatic successes to each Sail roll to avoid storm-related damage.

Immortal Mariner's Advantage
Cost: 5 (Mote)
Use this Charm after any Sail-based roll, granting either double 9s or to reroll 1s until they fail to appear. For increased cost, the Solar can use both effects.

- **Legendary Captain's Signature** — Cost: 5 (Mote)
  Supplement a naval maneuver, double the ship's maneuverability rating and increasing it's speed by one.
  - **Sea Ambush Technique** — Cost: 2 (Mote)
    Supplements a combat-movement action in which the Solar's vessel quickly hides behind scenery. Adds the ship's speed as bonus dice.
  - **Deck—Sweeping Fusillade** — Cost: 2 (Mote)
    Supplements a broadside maneuver by adding Bonus dice depending on your Essence rating.
  - **Ship—Breaker Method** — Cost: 2 (Mote)
    Supplements a ram maneuver, causing the attack to do more damage. Automatically defeats a broadside maneuver.
    - **Deadly Ichnemon Assault** — Cost: 2 (Mote)
      When succeeding at a ram maneuver, the Solar may trigger this Charm to ensure an automatically successful shock and board action.
      - **Rail—Storming Fervor** — Cost: 2 (Mote)
        Supplements a Join Battle roll, adding several bonus dice to the roll of her own and her crew. Bonuses do not count as Charm-added. Expressly allowed to be combined with Join Battle bonuses of other abilities.
  - **Superior Positioning Technique** — Cost: 2 (Mote)
    Supplement a positioning maneuver, treating all 1s on the opponent's roll as 10s for your own roll. Automatically evades a ram maneuver.
    - **Sea Serpent Flash** — Cost: 2 (Mote)
      Supplement a positioning maneuver, doubling momentum gained from extra successes on the roll.
  - **Implacable Sea Wolf Spirit** — Cost: 2 (Mote)
    Lowers the momentum cost of naval maneuvers by two for the rest of the scene.
    - **Ship—Rolling Juggernaut Method** — Cost: 2 (Mote)
      Upon launching a naval maneuver which incapacitates an enemy vessel, the Solar can use this Charm to keep her ship's full momentum and add additional momentum equal to the enemy captain's Essence.
      - **Ship—Razing Renewal** — Cost: 2 (Mote)
        Upon successfully incapacitating an enemy ship by ways of a naval maneuver, roll a free full Sail (Seafaring) Successes on this roll restore motes. Additionally the Solar may spend some of the regained motes for Willpower.
  - **Invincible Admiral Method** — Cost: 2 (Mote)
    Give bonuses to an entire fleet if they following commands you signalled them.
    Please refer the book for this complex Charm.
    - **Sea Devil Training Technique** — Cost: 2 (Mote)
      Train others with an enhanced training regimen, granting them specific bonuses for every month in training.

Any Sea Sail Charms

- **Black Fathoms Blessed** — Cost: 2 (Mote)
  For the rest of the scene, as long as the Solar remains on the water, she may communicate with any of the ancient maritime tongue-understood by all aquatic beings. Please refer the book for this complex Charm.