Sail

Exalted 3rd Edition Charm Cascades

Legend

Charm Name
Source Book(s) / Page Reference(s)
Short Description
This does not cover all the details, but it 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
- Prerequisite/Upgrade available
- Aspect/grief (see Miracles of the Solar Exalted)

Creation Publication
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Sailing Dog Method

Gain various bonuses to maritime situations, among them sending all 6s until they fail to appear, semi-perfect balancing and more. Please refer to the book.

Fathoms—Fed Spirit

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

Stamina is considered two higher when resisting suffocation, dehydration and starvation.

Sade Bearing Technique

Gain two bonus dice to navigating dangerous features the Solar is unfamiliar with, or two automatic successes if she is familiar. Refer the book.

Weather—Anticipating Intuition

By touching a body of water, the Solar can see through its eyes and may predict weather along her course. Only weather changing magic can make this forecast be in error.

Tide—Carried Omens

Become aware of danger to her, crew and self several minutes before it arrives, gripped by an intense sense of foreboding. Cannot be surprised by (ambushed). Please refer to the book.

Ship—Impelled Vigor

Gain +2 Strength for lifting.
When his ship has taken damage, the Solar gains bonus dice equal to the full penalty. These dice can be added to any action in any situation, but only 10s. Cannot be applied to Manacular rolls.

Sailing Dog Method on Immortal Mariner's Advantage

Indomitable Voyager's Perseverance

Recall any Sail based action, keeping successes and no rolling all non-successes, activating additional Charms if desired.

Ocean—Conquering Avatar

This Charm grants one automatic success and also allows the Solar to use a full Ref Sail Excellency (-2 dice due to the extra success). Unable once per scene.

Wind—Defying Course Technique

This Charm reduced wind-based penalties to a ship's speed by three for it's duration.

Current—Cutting Technique

Sail against the currents, reducing the ship's penalties by two. Also aids the ship to resist violent suction, such as vortex, and gives the ship a bonus against being broken rolls to pull the ship through the water.

Storm—Weathering Essence Infusion

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.

Ship—Claiming Stance

This Charm claims a ship. Everyone not formally welcomed aboard the vessel suffers a -1 penalty to all actions. When the Solar is aboard, the ship's Maneuvering Speed and Solar stop dice some motes from it once per day.

Skiff—to—Scow Method

Gain +2 Strength for lifting and carrying.
Disguise a vessel's lack slightly smaller or larger, going so far as to change the hull's construction to resemble a different vessel.
Please refer the book for this complex Charm.

Ship—Sleeking Technique

Increases the ship's speed rating by one for as long as the spent motes remain committed.

Tide—Cutting Essence Infusion

Increases the ship's speed for the duration of this Charm. Incompatible with Wave-Riding Discipline.

Wave—Riding Discipline

Increases the effectiveness of the ship's sails, doubling their contribution to speed. Also gains one point of speed for each Essence spent on maneuvering, up to twice the sea and the ship cannot be pulled by sea monsters. See book.

Oricihalcum Letters of Marque

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

Trigger after an impact, negating all damage to the hull and masts of the ship. Repeated construction uses waste the Willpower cost.

Hull—Taming Transfusion

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 abdsorbed so far.

Blood and Sail Bondage

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.

Burning Aroma Sails

Your wetna sufficate your ship, making it invulnerable to damage for an instant in a display that can be seen for miles around.
Please refer the book for this complex Charm.

Ship—Lengthening Meditation

Temporarily repair damage done to a ship by concentrating reserve mote into it's parts. Must be removed when the damage potually increases.

Ship—Sustaining Spirit

Trigger this Charm in response to an attack or impact that would destroy the the the Solar's vessel. This Charm holds the ship together for a day, during which it cannot be further damaged. Repairs damage the ship, unless the Solar reactivates this Charm.

Perfect Reckoning Technique

Immediately and unerringly know your direction and distance from the Pole of Earth and the Nexhitsus. Know exact latitude, longitude and bearing.

Mast of Everything Situation

Build a ship mast out of whatever is at hand, even if it would and could not support being a mast.

Immortal Mariner's Advantage

Use this Charm after any Sail based roll, granting either double 9s or to rend 7s until they fail to appear. Pre-increased cost, the Solar can use both effects.

Legendary Captain's Signature

Gain +2 Strength for lifting.
Supplement a naval maneuver, double the ship's maneuverability rating and increasing it's speed by one.

Sea Ambush Technique

Supplements a concealment action in which the Solar's vessel quickly hides behind scenery. Adds the ship's speed as bonus dice.

Deck—Sweeping Fusillade

Gain +2 Strength for lifting.
Supplements a broadside maneuver by adding bonus dice depending on your Essence rating.

Ship—Breaking Method

Gain +2 Strength for lifting.
Supplements a ram maneuver, causing the attack to do more damage. Automatically defeats a breakable maneuver.

Deadly Ichneumon Assault

When succeeding at a ram maneuver, the Solar may trigger this Charm to enact an automatically successful shock and board action.

Rail—Storming Fervor

Supplements a ram Battle roll, adding several bonus dice to the tall of her own and her crew. Bonuses do not count against the Solar's Dice Pool and can be combined with ram Battle bonuses of other abilities.

Superior Positioning Technique

Supplement a positioning maneuver, doubling momentum gained from extra successes on the roll.

Sea Serpent Flash

Supplement a positioning maneuver, doubling momentum gained from extra successes on the roll.

Implacable Sea Wolf Spirit

Gain +2 Strength for lifting.
Lowers the momentum cost of naval maneuvers by two for the rest of the scene.

Ship—Rolling Juggernaut Method

Upon launching a naval maneuver which incapacitates an enemy vessel, the Solar can use this Charm to keep her ship in motion, automatically incapacitating an equal or lesser vessel in the enemy captain's Essence.

Ship—Racing Renewal

Upon successfully incapacitating an enemy ship by ways of a naval maneuver, roll a free Sail Sail Excellency. Successes are added to the Solar's Dice Pool, allowing her to repair some of the required motes for Willpower.

Master and Commander Method

Gain +2 Strength for lifting.
Gather power from 5 and 2s rolled by an enemy captain in the scene and unleash a powerful stratagem once per day against that enemy captain.
Please refer to the book for this complex Charm.

Invisible Admiral Method

Gain +2 Strength for lifting.
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

Gain +2 Strength for lifting.
Train others with an enhanced sailing regimen, granting them specific bonuses for every month in training.

Ash and Storm Aegis

Gain +2 Strength for lifting.
Extend the protection of Hearthing Survival Method with Sail to a ship the Solar is on.

Chaos—Cutting Galing

Automatically once the Ship's approaching at least one round before passing into 3. Make the ship immune to the Wyld's effects and protect the ship. Please refer the Charm even while being asleep.

Death—Daring Maneuver

Gain +2 Strength for lifting.
Introduce a hazard that the Solar and his enemy must both sail through. The victor of a sail-off comes away with a bonus against the vanquished's Essence and Willpower. Please refer the book for this complex Charm.

Black Fathoms Blessed

For the rest of the scene, so long as the Solar remains on board, he gains several bonuses and can speak in an unknown tongue to communicate with the Fathoms Spirits. Please refer the book for this complex Charm.