

SOLAR CHARMS

Dawn

Archery	Cost	Minimum Essence	Duration	Type	Minimum Archery	Page
Wise Arrow	1 mote per die	1	Instant	Supplemental	1	154
Sight Without Eyes	1 mote	1	Instant	Supplemental	3	154
Accuracy Without Distance	1 mote, 1 Willpower	1	Instant	Supplemental	5	154
Trace of Unhesitating Speed	Varies	1	Instant	Extra Action	3	155
There Is No Wind	3 motes	1	Instant	Supplemental	4	155
Arrow Storm Technique	8 motes, 1 Willpower	1	Instant	Extra Action	5	155
Fiery Arrow Technique	2 motes	2	Instant	Supplemental	2	156
Dazzling Flare Attack	1 mote per 2 damage	2	Instant	Supplemental	3	156
Phantom Arrow Technique	1 mote per arrow	2	Instant	Supplemental	3	156
Solar Spike	1 mote per 2 dice of damage	2	Instant	Simple	4	157
Immaculate Golden Bow	5 motes, 1 Willpower	3	One scene	Simple	4	157
Rain of Feathered Death	3 motes per duplicate	3	Instant	Supplemental	4	157
Brawl	Cost	Minimum Essence	Duration	Type	Minimum Brawl	Page
Ferocious Jab	1 mote	1	Instant	Supplemental	1	157
Fist of Iron Technique	1 mote	1	Instant	Supplemental	3	157
Ox-Stunning Blow	1 mote per die	1	Instant	Simple	4	157
Thunderclap Rush Attack	3 motes	1	Instant	Reflexive	3	158
Dragon Coil Technique	3 motes per turn	1	Varies	Simple	4	158
Sledgehammer Fist Punch	3 motes	1	One turn	Simple	1	159
Crashing Wave Throw	2 motes	1	Instant	Simple	2	159
Hammer on Iron Technique	4 motes, 1 Willpower	2	Instant	Extra Action	4	159
Heaven Thunder Hammer	3 motes	1	Instant	Supplemental	3	160
Shockwave Technique	4 motes	1	Instant	Simple	4	160

Martial Arts	Cost	Minimum Essence	Duration	Type	Minimum Martial Arts	Page
Striking Cobra Technique	3 motes	1	Instant	Reflexive	2	160
Serpentine Evasion	3 motes	1	Instant	Reflexive	3	160
Snake Form	5 motes	2	One scene	Simple	4	160
Essence Fangs and Scales Technique	6 motes	2	Instant	Simple	4	160
Armor-Penetrating Fang Strike	5 motes, 1 Willpower	2	Instant	Supplemental	5	161
Snake Strikes The Heel	4 motes	2	Instant	Reflexive	5	161
Crippling Pressure-Point Strike	3 motes	2	Instant	Simple	5	161
Uncoiling Serpent Prana	3 motes	3	Instant	Simple	5	161
Striking Serpent Speed	6 motes, 1 Willpower	3	Instant	Extra Action	5	162
Essence Venom Strike	10 motes, 1 health level, 1 Willpower	3	Instant	Simple	5	162
Melee	Cost	Minimum Essence	Duration	Type	Minimum Melee	Page
Excellent Strike	1 mote per die	1	Instant	Supplemental	1	162
Retrieve Fallen Weapon	1 mote	1	Instant	Simple	1	163
Hungry Tiger Technique	1 mote	1	Instant	Supplemental	2	163
One Weapon, Two Blows	3 motes	1	Instant	Extra Action	2	163
Call the Blade	3 motes	2	Instant	Simple	2	163
Fire and Stones Strike	1 mote per health level	1	Instant	Supplemental	3	163
Peony Blossom Attack	Varies	1	Instant	Extra Action	3	163
Iron Whirlwind Attack	5 motes, 1 Willpower	2	Instant	Extra Action	5	163
Summoning Loyal Steel	1 mote to summon or banish	2	Instant	Reflexive	3	164
Glorious Solar Saber	5 motes, 1 Willpower	2	One scene	Simple	3	164
Iron Raptor Technique	2 motes	1	Instant	Simple	3	164
Sandstorm-Wind Attack	3 motes	2	Instant	Simple	4	165
Golden Essence Block	1 mote per 2 dice	1	Instant	Reflexive	1	166
Dipping Swallow Defense	2 motes	1	Instant	Reflexive	2	166
Bulwark Stance	5 motes	1	Until next action	Simple	3	166
Heavenly Guardian Defense	3 motes, 1 Willpower	2	Instant	Reflexive	4	166
Edge of Morning Sunlight	1 mote	2	Instant	Supplemental	5	166
Corona of Radiance	5 motes, 1 Willpower	2	One scene	Simple	5	166
Blazing Solar Bolt	3 motes, 1 Willpower	3	Instant	Simple	5	166

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Solar Counterattack	3 motes	1	Instant	Reflexive	4	167
Fivefold Bulwark Stance	5 motes, 1 Willpower	3	One scene	Reflexive	5	167
Ready in Eight Directions stance	5 motes	2	One turn	Reflexive	5	167
Thrown	Cost	Minimum Essence	Duration	Type	Minimum Thrown	Page
Precision of the Striking Raptor	1 mote per die	1	Instant	Supplemental	2	168
Joint-Wounding Attack	3 motes	1	Instant	Supplemental	3	168
Observer-Deceiving Attack	3 motes	2	Instant	Supplemental	3	168
Mist on Water Attack	3 motes per turn	2	Instant	Supplemental	4	168
Falling Icicle Strike	6 motes	3	Instant	Simple	5	168
Triple-Distance Attack Technique	3 motes	2	Instant	Supplemental	2	169
Cascade of Cutting Terror	5 motes	3	Instant	Supplemental	3	169
Shower of Deadly Blades	5 motes, 1 Willpower	2	Instant	Extra Action	5	169

Zenith

Endurance	Cost	Minimum Essence	Duration	Type	Minimum Endurance	Page
Ox-Body Technique	none	1	Permanent	Special	1	170
Armored Scout's Invigoration	5 motes	2	One day	Simple	2	170
Front-Line Warrior's Stamina	10 motes	2	One day	Simple	3	170
Essence-Gathering Temper	1 mote	2	Instant	Reflexive	1	171
Willpower-Enhancing Sporot	3 motes	2	Instant	Reflexive	3	171
Battle Fury Focus	5 motes	2	One scene	Simple	3	171
Tiger-Warrior's Endurance	15 motes	2	One day	Simple	4	171
Bloodthirsty Sword-Dancer Spirit	10 motes, 1 Willpower	2	One scene	Simple	4	172
Performance	Cost	Minimum Essence	Duration	Type	Minimum Performance	Page
Respect Commanding Attitude	5 motes	2	One scene	Simple	2	172
Unruly Mob Dispersing Rebuke	8 motes, 1 Willpower	3	Instant	Simple	3	172
Rout-Stemming Gesture	5 motes, 1 Willpower	3	Three turns	Simple	4	172
Fury Inciting Presence	8 motes, 1 Willpower	3	One scene	Simple	3	173
Heroism-Encouraging Presence	10 motes, 1 Willpower	3	One scene	Simple	4	173
Tiger-Warrior Training Technique	10 motes, 2 Willpower	3	One week	Simple	5	173
Masterful Performance Exercise	2 motes per success	1	Instant	Supplemental	1	174
Phantom-Conjuring Performance	5 motes	2	One scene	Supplemental	3	174
Hearth-Compelling Method	6 motes, 1 Willpower	2	One scene	Supplemental	4	174
Memory Rewieving Discipline	10 motes, 1 Willpower	3	One scene	Simple	5	175
Hypnotic Tongue Technique	10 motes, 1 Willpower	3	Special	Simple	5	175
Presence	Cost	Minimum Essence	Duration	Type	Minimum Presence	Page
Harmonious Presence Meditation	6 motes	1	One hour	Simple	3	175
Listener-Swaying Argument	2 motes per die, 1 Willpower	2	Instant	Supplemental	3	175
Majestic Radiant Presence	8 motes	3	One scene	Simple	4	175
Underling Promoting Touch	10 motes, 1 Willpower	3	One day	Simple	5	175
Terrifying Apparition of Glory	10 motes, 1 Willpower	3	One scene	Simple	5	176
Resistance	Cost	Minimum Essence	Duration	Type	Minimum Resistance	Page

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Durability of Oak Meditation	1 mote per die	1	One scene	Simple	1	176
Iron Skin Concentration	3 motes, 1 Willpower	1	Varies	Reflexive	2	176
Spirit Strengthens The Skin	3 motes per point	2	One scene	Simple	3	176
Unfailing Tortoise Technique	1 mote	1	Instant	Simple	3	177
Adamant Skin Technique	5 motes, 1 health level, 1 Willpower	3	Instant	Reflexive	5	177
Whirlwind Armor-Donning Prana	2 motes per turn	1	Special	Simple	1	178
Hauberk-Summoning Gesture	5 motes	3	Instant	Simple	3	178
Glorious Solar Plate	10 motes, 1 Willpower	3	One scene	Simple	4	178
Iron Kettle Body	3 motes	2	Instant	Reflexive	5	178
Poison-Resisting Meditation	4 motes	1	One scene	Reflexive	3	179
Illness-Resisting Meditation	6 motes	1	One day	Reflexive	3	179
Immunity to Everything Technique	6 motes, 1 Willpower	3	One scene	Simple	5	179
Survival	Cost	Minimum Essence	Duration	Type	Minimum Survival	Page
Friendship with Animals Approach	3 motes	1	One scene	Simple	1	179
Spirit-Tied Pet	10 motes, 1 experience point, 1 Willpower	2	Instant	Simple	3	179
Hardship-Surviving Mendicant Spirit	5 motes	1	One day	Simple	3	180
Bestial Traits Technique	8 motes	2	One scene	Simple	4	180
Trackless Region Navigation Charm	7 motes	2	One day	Simple	4	181
Food Gathering Exercise	3 motes per person	2	One hour	Simple	5	181
Unshakeable Bloodhound Technique	8 motes, 1 Willpower	2	One day	Simple	5	181
Eye-Deceiving Camouflage	6 motes	3	One day	Simple	5	182
Traceless Passage	5 motes per person, 1 Willpower	3	One day	Simple	5	182
Element-Resisting Prana	10 motes, 1 Willpower	3	One day	Simple	5	182

Twilight

Craft	Cost	Minimum Essence	Duration	Type	Minimum Craft	Page
Flawless Handiwork Method	3 motes per success	1	Instant	Supplemental	1	182
Object-Strengthening Touch	6 motes	1	One scene	Simple	2	183
Durability-Enhancing Technique	10 motes	2	Instant	Simple	3	183
Chaos-Resistance Preparation	10 motes, 1 Willpower	2	Instant	Simple	3	183
Crack-Mending Technique	10 motes, 1 health level, 1 Willpower	3	Instant	Simple	5	183
Shattering Grasp	5 motes	2	Instant	Simple	3	184
Craftsman Needs No Tools	7 motes, 1 Willpower	3	One scene	Simple	5	184
Investigation	Cost	Minimum Essence	Duration	Type	Minimum Investigation	Page
Ten Magistrate Eyes	3 motes	1	One scene	Supplemental	1	185
Judge's Ear Technique	6 motes	1	One scene	Reflexive	2	185
Crafty Observation Method	5 motes	1	Instant	Simple	3	185
Evidence-Discerning Method	6 motes, 1 Willpower	2	Instant	Simple	4	185
Irresistible Questioning Technique	5 motes	2	One scene	Simple	3	186
Unknown Wisdom Epiphany	10 motes, 1 Willpower	3	Instant	Simple	5	186
Lore	Cost	Minimum Essence	Duration	Type	Minimum Lore	Page
Integrity-Protecting Prana	5 motes, 1 Willpower	1	One day	Simple	1	186
Chaos-Repelling Pattern	10 motes, 1 Willpower	2	One hour	Simple	3	186
Wyld-Shaping Technique	20 motes, 1 Willpower	3	Instant	Simple	5	186
Essence-Lending Method	3 motes	1	Instant	Simple	1	187
Will-Bolstering Method	5 motes, 1 Willpower	2	Instant	Simple	2	187
Wound-Accepting Technique	3 motes per health level, 1 Willpower	2	Instant	Simple	3	188
Power-Awarding Prana	5 motes, 1 experience point, 1 Willpower	3	One day	Simple	5	188
Medecine	Cost	Minimum Essence	Duration	Type	Minimum Medecine	Page
Body-Mending Meditation	10 motes	1	One day	Reflexive	1	188
Flawless Diagnosis Technique	1 mote	1	Five minutes	Simple	1	188
Ailment-Rectifying Method	10 motes	1	Six hours	Simple	2	188
Touch of Blissful Release	5 motes	1	Six hours	Simple	2	189

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Contagion-Curing Touch	10 motes	2	One day	Simple	3	189
Grievous Injury Recovery Method	10 motes	2	One day	Simple	2	190
Wound-Mending Care Technique	10 motes	2	One day	Simple	3	190
Anointment of Miraculous Health	10 motes	3	Instant	Simple	4	190
Bodily Regeneration Prana	10 motes, 1 Willpower	2	One hour	Simple	5	191
Healing Trance Meditation	10 motes, 1 Willpower	3	One hour	Simple	5	191
Occult	Cost	Minimum Essence	Duration	Type	Minimum Occult	Page
Terrestrial Circle Sorcery	Spell's essence cost, 1 Willpower	3	Instant	Simple	3	191
Celestial Circle Sorcery	Spell's essence cost, 2 Willpower	4	Instant	Simple	4	191
Solar Circle Sorcery	Spell's essence cost, 3 Willpower	5	Instant	Simple	5	191
Spirit-Detecting Glance	3 motes	1	One scene	Simple	1	192
Spirit-Cutting Attack	2 motes	2	Instant	Supplemental	2	192
Ghost-Eating Technique	5 motes	3	Instant	Supplemental	4	192
Spirit-Repelling Diagram	10 motes	2	One scene	Simple	5	193
All-Encompassing Sorcerer's Sight	6 motes	2	One scene	Simple	5	193

Night

Athletics	Cost	Minimum Essence	Duration	Type	Minimum Athletics	Page
Graceful Crane Stance	3 motes	1	One scene	Reflexive	1	192
Monkey Leap Technique	1 mote	1	One turn	Reflexive	1	193
Lightning Speed	1 mote	1	One turn	Reflexive	2	193
Thunderbolt Attack Prana	5 motes, 1 Willpower	2	Instant	Supplemental	3	193
Spider-Foot Style	2 motes	2	Instant	Reflexive	3	194
Feather-Foot Style	3 motes	2	Instant	Reflexive	4	194
Leaping Tiger Attack	3 motes, 1 Willpower	2	Instant	Supplemental	4	194
Increasing Strength Exercise	3 motes per dot	2	One scene	Simple	3	195
Thunder's Might	2 motes per point	2	One scene	Simple	4	195
Racing Hare Method	5 motes, 1 Willpower	2	One hour	Simple	5	195
Ten Ox Meditation	1 mote per 2 point	3	Instant	Supplemental	5	196
Awareness	Cost	Minimum Essence	Duration	Type	Minimum Awareness	Page
Sensory Acuity Prana	5 motes	1	One scene	Simple	2	196
Keen (Sense) Technique	3 motes	2	One scene	Simple	3	196
Unsurpassed (Sense) Discipline	5 motes	2	One scene	Simple	5	196
Surprise Anticipation Method	1 mote	2	Instant	Reflexive	3	197
Dodge	Cost	Minimum Essence	Duration	Type	Minimum Dodge	Page
Reed in the Wind	1 mote per 2 dice	1	Instant	Reflexive	2	197
Shadow Over Water	2 motes	1	Instant	Reflexive	3	198
Reflex Sidestep Technique	2 motes	1	Instant	Reflexive	3	198
Seven Shadow Evasion	6 motes	1	Instant	Reflexive	5	198
Flow Like Blood	5 motes, 1 Willpower	3	One scene	Simple	5	198
Larceny	Cost	Minimum Essence	Duration	Type	Minimum Larceny	Page
Seasoned Criminal Method	10 motes	1	One day	Simple	3	199
Flawlessly Impenetrable Disguise	7 motes	2	One day	Simple	4	199
Perfect Mirror	10 motes, 1 Willpower	3	One hour	Simple	5	199
Flawless Pickpocketing Technique	3 motes	1	Instant	Simple	2	200

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Stealing From Plain Sight Spirit	6 motes	2	Instant	Simple	4	200
Magpie's Invisible Talon	10 motes, 1 Willpower	3	Instant	Simple	5	200
Lock-Opening Touch	5 motes	1	Instant	Simple	3	201
Door-Evading Technique	10 motes, 1 Willpower	3	Instant	Simple	5	201
Stealth	Cost	Minimum Essence	Duration	Type	Minimum Stealth	Page
Easily Overlooked Presence Method	3 motes	1	One scene	Simple	3	201
Mental Invisibility Technique	5 motes, 1 Willpower	2	One scene	Simple	4	201
Invisible Statue Spirit	5 motes	2	Until disturbed	Simple	3	202
Blurred From Style	8 motes, 1 Willpower	3	One scene	Simple	4	202
Vanishing from Mind's Eye Method	10 motes, 1 Willpower	3	One day	Simple	5	202
Sound and Scent Banishing Attitude	6 motes	3	One scene	Simple	4	203

Eclipse

Bureaucracy	Cost	Minimum Essence	Duration	Type	Minimum Bureaucracy	Page
Frugal Merchant Method	1 mote	1	Instant	Simple	1	203
Insightful Buyer Technique	3 motes	1	Instant	Simple	3	203
Consumer-Evaluating Glance	3 motes	1	Instant	Simple	3	203
Irresistable Salesman Spirit	5 motes, 1 Willpower	3	One scene	Simple	5	203
Deft Official's Way	6 motes	1	One task	Simple	1	204
Speed the Wheels	8 motes	2	One task	Simple	3	204
Indolent Official Charm	4 motes	2	One task	Simple	3	205
Bureau-Rectifying Method	8 motes	3	One investigation	Simple	5	205
Foul Air of Argument Technique	12 motes, 1 Willpower	3	One task	Simple	5	205
Linguistics	Cost	Minimum Essence	Duration	Type	Minimum Linguistics	Page
Whirling Brush Method	4 motes	1	One scene	Simple	1	205
Flawless Brush Discipline	6 motes	2	One day	Simple	3	205
Letter-Within-a-Letter Technique	6 motes	2	Instant	Simple	4	206
Discerning Savant's Eye	6 motes, 1 Willpower	2	One hour	Simple	5	206
Sagacious Reading of Intent	6 motes	1	Instant	Simple	1	207
Poetic Expression Style	3 motes	1	One scene	Simple	2	207
Twisted Words Technique	6 motes, 1 Willpower	2	One scene	Simple	4	207
Unbreakable Fascination Method	8 motes, 1 health level per hour	3	Special	Simple	5	207
Ride	Cost	Minimum Essence	Duration	Type	Minimum Ride	Page
Master Horseman's Eye	1 mote	1	Instant	Simple	1	207
Horse-Summoning Whistle	3 motes	2	Instant	Simple	3	207
Spirit-Steadying Assurance	3 motes	1	One scene	Simple	2	208
Phantom Steed	10 motes, 1 Willpower	3	One day	Simple	5	208
Steed-Sustaining Method	6 motes per mount	1	One day's march	Simple	5	208
Horse-Healing Technique	4 motes, 1 health level	3	Instant	Simple	5	209
Flawless Partnership Meditation	5 motes	3	One scene	Simple	5	209
Flashing Thunderbolt Steed	5 motes, 1 health level, 1 Willpower	3	One scene	Simple	5	209

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Sail	Cost	Minimum Essence	Duration	Type	Minimum Sail	Page
Salty Dog Method	3 motes	1	One day	Reflexive	2	209
Shipwreck-Surviving Stamina	5 motes	1	One day	Reflexive	3	209
Perfect Reckoning Technique	4 motes	1	Instant	Simple	3	210
Weather-Anticipating Intuition	6 motes	1	Instant	Simple	3	210
Wind-Defying Course Technique	6 motes	2	One scene	Simple	3	210
Depth-Plumbing Intuition	4 motes	1	One scene	Reflexive	4	210
Storm-Weathering Essence Infusion	6 motes, 1 Willpower	2	One day	Simple	4	211
Hull-Preserving Technique	8 motes, 1 health level, 1 Willpower	3	One turn	Simple	5	211
Socialize	Cost	Minimum Essence	Duration	Type	Minimum Socialize	Page
Wise-Eyed Courtier Method	3 motes	1	Instant	Simple	2	211
Mastery of Small Manners	3 motes	1	One scene	Reflexive	2	211
Motive-Discerning Technique	6 motes	2	Instant	Simple	4	211
Knowing the Soul's Price	10 motes, 1 Willpower	2	Instant	Simple	5	211
Understanding the Court	20 motes, 1 Willpower	2	Instant	Simple	5	212
Venomous Rumors Technique	10 motes, 1 Willpower	3	One day	Simple	5	212