ADDITIONAL CHARMS / COMBOS / SORCERY

	COST	TYPE	DURATION	SPEED / STEP	KEYWORDS / DESCRIPTION	PAGE

Solar Exalted may use only one Charm each action. Supplemental and Reflexive Charms may be used multiple times until the user's next action. Simple and Extra Action Charms cannot be included in mundane flurries. Permanent Charms permanently enhance a character's capabilities. Charms may never add more than the relevant Attribute + Ability in dice (or half that in successes) to any given roll