Charm Slots

General Slots: /

Dedicated Slots: /

Charms

Use	Charm	Cost	Duration	Type	Keywords	Effect
O	FIRST STRENGTH AUGMENTATION	1m per die	Instant	Reflexive (Step 1 and 2)	Combo-OK	houserule. add dice to any Attribute-based action. max number of dice = Str (usually 4)
O	FIRST CHARISMA AUGMENTATION	1m per die	Instant	Reflexive (Step 1 and 2)	Combo-OK	houserule. add dice to any Attribute-based action. max number of dice = Cha (usually 3)
O	FIRST APPEARANCE AUGMENTATION	1m per die	Instant	Reflexive (Step 1 and 2)	Combo-OK	houserule. add dice to any Attribute-based action. max number of dice = App (3-4)
O	FIRST PERCEPTION AUGMENTATION	1m per die	Instant	Reflexive (Step 1 and 2)	Combo-OK	houserule. add dice to any Attribute-based action. max number of dice = Perc (usually 3)
O	FIRST WITS AUGMENTATION	1m per die	Instant	Reflexive (Step 1 and 2)	Combo-OK	houserule. add dice to any Attribute-based action. max number of dice = Wits (usually 5)
O	AUXILIARY ESSENCE STORAGE UNIT *2	— [1m]	Permanent	Permanent	Internal, Stackable	adds 10 motes of Peripheral Essence per installation (to a maximum number of times equal to the Alchemical's Essence rating).
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						
O						