# ASPECT OF AETHER

Most common to beings made of energy such as Ephemera, the art of intangibility focuses on the ability to move in and out of sync with the physical world. Theories abound as to where intangible beings actually go; the most popular of which is that the place humans call “Sideways” actually extends throughout the universe forming a kind of “Intangible” or “Astral” realm. The fact that so many Ephemera are intangible yet seem to live in physical realms does nothing to clear up the issue.

**Aspect Attribute: Occult**

**Aspect Skills: Presence**

Ephemeral Essence Passive Power

*You have become attuned to the invisible place that ethereal beings live in. You see them fully and clearly and may even shift your body over to the ethereal realm, leaving your form faint and nearly invisible in the material world.*

**Passive**

Covert Effect: You can see invisible creatures and objects and distinguish between ethereal and solid matter.

Manifest Effect: You become ethereal. While you are ethereal you gain Physical Resistance and can travel through solid matter as hindering terrain. You can still interact with physical non-ethereal objects normally when you so choose.

Spiritual Vision Covert Power

*With a simple touch, you can shift someone’s perceptions into the ethereal realm and pull just enough of their physical form over to be able to touch and interact with its intangible residents.*

**Simple Action** (Supportive, Revealing)

Target: You or one creature within your reach

Effect: *Until the End of Your Next Turn:*   
The target gains the ability to see invisible creatures and objects and can interact with ethereal creatures as if they aren’t ethereal.

Spiritual Communion Manifest Power

*You reach out and pull someone or something as though pulling them up from underwater, bringing them into the ethereal realm for a short time before the weight of their mortal form pulls them back to their own world.*

**Simple Action**

Target: One creature within reach

Effect: *Until the End of Your Next Turn:*

The target becomes ethereal.

Willpower: You may target a second creature with this power.