# ASPECT OF THE GLACIER

*Beings from frozen worlds have become attuned to ice and snow. Their skin is often pale and cool, and it’s said their blood is frozen and blue. As a creature attuned to the glacial frost, you can summon and shape elemental ice and you never feel the bite of winter winds.*

**Aspect Attribute: Intuition**

**Aspect Skills: Nature**

Glacial Essence Passive Power

*You feel no pain or discomfort from the winter winds. When you manifest the cold inside you is channeled through your breath and touch, covering everything in frost.*

**Passive**

Covert Effect: You gain Freezing Resistance and you can walk on ice without risk of slipping or breaking it.

Manifest Effect: You gain an Aura of 1 yard. Any enemy that moves into or begins its turn in your Aura becomes restrained until the end of its next turn. Any Burning Impact inflicted on a restrained enemy will immediately free it from this condition.

Frozen Artifice Covert Power

*Under your control ice can be as hard as steel or as supple as water. You summon and shape the ice to be just what you need.*

**Simple Action** (Freezing, Supportive)

Effect: In your palm you create a simple item or tool out of conjured water and ice. The item is supernaturally as hard as steel and this power can be used to create effective weapons such as knives and clubs. These items are considered masterwork or specialized (Rating 5) for most purposes. Items created by this power eventually melt like normal ice when left unattended.

Flash Freeze Manifest Power

**Complex Action** (Freezing, Controlling)

Target: Any nearby creature or object. (20 yd)

Modifier: +4 or Nature

Impact: Inflict 2 + Intuition Freezing Impact.

*Until the End of Your Next Turn:*

Target is restrained.

Willpower: *Escape Roll Ends:*

The target is restrained and immobilized.