# ASPECT OF THE MOUNTAIN

You are as solid and eternal as stone. In body and mind, you are hard, uncomplicated and enduring. Attuned to slow pulse of the ground, your senses can follow even the slightest movements. In your manifest form your body takes on a formidable hardness and preternatural stubbornness.

**Aspect Attribute: Might**

**Aspect Skills: Mechanics**

Monolithic Essence Passive Power

*You are so used to being still that you can feel any kind of disruption around you. When manifested your body takes on the qualities of heavy stone.*

**Passive**

Covert Effect: You can sense the location of all ground movements within 5 yards of you. This includes footsteps or dropped objects even if they are invisible and silent.

Manifest Effect: You gain armor 4. While standing on solid ground you are immune to all forced movement.

Shape the Land Covert Power

*Within minutes you can sculpt solid earth, metal and stone into anything you can imagine.*

**Complex Action** (Supportive)

Target: One object made predominantly of stone, brick, clay, or metal within your reach. When using this power on an object larger than one cubic yard you target only the material within one cubic yard.

Modifier: +4 or Mechanics vs. Physical Defense

Impact: Might +2 Innate Impact. You reshape the target into a new form as you imagine.

Earthquake Manifest Power

*You command the ground to crackle and shake, throwing creatures and objects around with sharp vibrations and the sound of deep rolling thunder.*

**Complex Action** (Controlling, Destructive)

Target: Everything standing in a nearby medium blast (5yd radius within 20 yd)

Modifier: +4 or Mechanics vs. Physical Defense

Impact: [Might + 2] Physical Impact. Creatures hit are knocked prone.

Willpower: The blasted area becomes hindering terrain.

*Until the End of Your Next Turn*

Creatures hit are immobilized.