# ASPECT OF VITALITY

**Aspect Attribute: Presence**

**Aspect Skill: Nature**

[WRITE UP]

Rejuvenating Essence Passive Power

**Passive**

Covert Effect: You can sustain 5 injuries before risking death. You still suffer the same penalties from each injury though.

Manifest Effect: Hurt allies that end their turn adjacent to you recover Health equal to your Presence. You count as your own ally for this purpose.

Regeneration Covert Power

**Complex Action** (Psychic)

Target: Self

Effect: You recover from one injury that you have sustained.

Special: This power requires Focus even when you are Manifest.

Curative Touch Manifest Power

**Simple Action** (Controlling, Psychic)

Target: One creature within your reach.

Effect: The target recovers Health equal to 1d10 + Presence. You suffer Psychic Impact equal to the result on the die.

If the result was 6 or more:

The target is cured of any Ongoing Effects.

Focus: The target heals one injury of your choice and you gain that injury in its stead.