# ASPECT OF BLIGHT

Whether by accident or design, some beings become so virulent as to almost embody everything toxic to normal life. The poisons these beings bear cause a steady corrosive decay to everyone and everything around them. More dangerous still, are the beings that have come to master their blighted form to the point that they can use it as a potent weapon.

**Aspect Attribute: Might**

**Aspect Skills: Close Combat**

Toxic Essence Passive Power

*You can turn the very air around you into poison and anathema for all but the hardiest of beings. With so many toxins running through your veins, the idea of being slowed down by something like a disease or infection seems trite.*

**Passive**

Covert Effect: You gain Poison Resistance and you are immune to the non-Impacting effects from poisons and diseases.

Manifest Effect: You gain an aura of 1 yard. Any creature that enters your aura suffers 4 Poison Impact. A creature only suffers from this aura once every round.

Virulent Corruption Covert Power

*With a little focus and tightening of muscles, your hands become slick with the corrosive venom that infuses your body. The dull, noxious fluid works quickly in breaking down objects and living tissue.*

**Complex Action** (Destructive, Poison)

Target: Any creature or object within your reach.

Modifier: +4 or Close Combat vs. Physical Defense

(Unattended objects require no roll)

Impact: *Escape Roll Ends:*

Target suffers ongoing [Might + 2] Poison Impact each round and is fatigued. Any creature injured by this power becomes afflicted with *Blight Taint*.

Special: Any creatures that touch or handle the target are affected as if Virulent Corruption originally targeted them. This effect wears off only after the target is rinsed or cleaned carefully.

Miasmic Spray Manifest Power

*Your body secretes its toxic payload in one dramatic, sickening burst all around you spreading decay and disease to anyone or anything unfortunate enough to be nearby.*

**Complex Action** (Controlling, Destructive, Poison)

Target: All creatures in an adjacent small blast.

Modifier: +4 or Close Combat vs. Physical Defense

Impact: Inflict [Might + 2] Poison Impact. Any creature injured by this power becomes afflicted with *Blight Taint*.

Until the End of Your Next Turn:

Targets are staggered.

Willpower: Escape Roll Ends:

Target suffers ongoing 4 Poison Impact and is fatigued.