# ASPECT OF THE PHANTOM

[WRITE UP]

**Aspect Attribute: Relate**

**Aspect Skills: Wits**

Glamorous Essence Passive Power

**Passive**

Covert Effect: Your voice can perfectly imitate any sound from memory, although the volume of the noise is still the same as your voice. You gain a Minor Advantage for any Relate or Command rolls to impersonate someone or something else.

Manifest Effect: You project a mirage that, from a distance, resembles any small, medium, or large creature. With this you gain Expertise to all Stealth, Relate, and Command rolls to disguise yourself as another creature. Any creature that interacts with you or moves adjacent to you suddenly sees your Manifest Form through the mirage.

Illusionary Prop Covert Power

**Simple Action** (Concealing, Psychic)

Effect: You create an inanimate illusion of a medium sized or smaller object. The illusion exists until the end of your next turn or you stop sustaining it. You can interact with the illusion as if it was real, but anyone else who interacts with the object finds that it is intangible.

Sustain: Simple Action

Living Nightmare Manifest Power

**Complex Action** (Concealing, Controlling, Psychic)

Effect: You create the animated illusion of a large or smaller creature from your imagination. You may inflict Wits +2 Psychic Impact against any creature that ends its turn adjacent to your Living Nightmare.

Sustain: Complex Action. When you sustain this power you can move the illusion up to five yards in any direction.

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

You may see from the location of the Living Nightmare and speak through it.