# ASPECT OF THE SKY

You were either born one of the sky’s chosen or have learned its secrets. The powers of air and its free and chilly properties are intimately familiar with you. In your manifest form you can lift off the ground and soar through the air. In any form your body still wears marks of the vast, windswept places you call home.

**Aspect Attribute: Agility**

**Aspect Skills: Nature**

Aerial Essence Passive Power

*You slip through the air with grace and ease, gliding and landing when others would merely fall. Your body shrugs off the cold of higher altitudes as a small price to pay for the glorious freedom of flight.*

**Passive**

Covert Effect: You gain Freezing Resistance and you fall at a much slower rate. You can always land on your feet and suffer no damage from falling.

Manifest Effect: You can fly at a speed equal to your sprint speed as a Complex Action.

Grasping Breeze Covert Power

*The very wind around you becomes an extension of your own body, performing any feat you could do on your own.*

**Simple Action** (Controlling)

Effect: You conjure an invisible hand of magical force anywhere nearby (20 yds). The invisible hand lasts until the end of your next turn or until you stop sustaining it. During your turn the hand can perform any simple action that you are capable of performing one-handed, including moving. If this action requires a roll, the hand uses your attributes and applicable modifiers. If the hand moves it does so at your speed but must remain near you (within 20 yds).

Sustain: Simple Action

Biting Winds Manifest Power

*With motion, a breath or just a moment of concentration, you call upon the wind to scatter and freeze anything threatening you, or to sweep away any obstacles in your path.*

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

Target: One nearby creature or object. (Range: 20 yd)

Modifier: +4 or Nature vs. Physical Defense

Impact: Inflict [Agility + 2] Freezing and Physical Impact. The target is pushed 5 yards in any direction.

Willpower: This power can be used as a **Simple Action** instead. You cannot use this power more than once in a turn.