## **Tier 1 Wind Aura – “Zephyr’s Whisper”**

### **Origins of the Aura**

The Wind Aura, known as Zephyr’s Whisper, traces its origin to the ancient Skyborn Monastery—a floating sanctuary where monks studied the art of wind manipulation.  
 Legends speak of **Aerion**, the first Windcaller, who harnessed the Galeborn Crystals—relics infused with the breath of the upper skies. Zephyr’s Whisper is said to be a shard of that forgotten storm, passed down through generations.

### **Nature and Influence**

Wind is not brute force—it is patience, adaptation, and redirection. This Aura flows between combatants, interrupting timing, breaking rhythm, and softening engagements.  
 Its presence manifests as swirling mist, responding instinctively to the user’s movement and intent.

### **Role in Battle**

Zephyr’s Whisper disrupts tempo and order. It weakens frontline aggression by slowing initiative and preventing skill combos.  
 Ideal for long fights, it forces opponents into inefficient rotations and scattered turns, creating consistent control over time.

## **Skills**

### **Basic Skills *(Upgradeable to Level 3)***

**Gust** – (0.8x – 1.0x) Damage to (1) Target and a (10% – 30%) chance to apply Minor Slow (Speed -20%) for (1–2) Turns  
 *A sharp burst of wind knocks the enemy off balance.*

* **Level 1:** 0.8x Damage, 10% chance to apply Slow for 1 Turn
* **Level 2:** Increase chance to 20% and duration to 2 Turns
* **Level 3:** Increase damage to 1.0x and Slow chance to 30%

**Breeze** – (0.7x – 0.9x) Damage to (1) Target and a (10% – 25%) chance to reduce Turn Meter by (10% – 20%)  
 *A disruptive current slips beneath the target, breaking their momentum.*

* **Level 1:** 0.7x Damage, 10% chance to reduce Turn Meter by 10%
* **Level 2:** Increase chance to 15%, reduce by 15%
* **Level 3:** Increase damage to 0.9x, 25% chance to reduce by 20%