## **Tier 1 Fire Aura – “Inferno’s Embrace”**

### **Origins of the Aura**

The Fire Aura, known as Inferno’s Embrace, is said to have originated from the heart of the Everflame Cavern—a volcanic sanctuary where flames burn without end.  
 Legends tell of **Ignis**, the Pyreborn, a warrior who bathed in the Eternal Blaze and emerged as an avatar of fire itself. His spirit is said to linger in the aura, granting its wielder the relentless fury of an unquenchable inferno.

### **Nature and Influence**

Fire is unyielding destruction—consuming everything in its path with reckless abandon. Unlike Wind’s finesse or Earth’s resilience, Fire attacks without compromise.  
 Inferno’s Embrace appears as swirling embers that radiate aggression, igniting everything they touch and thriving in the chaos of battle.

### **Role in Battle**

Inferno’s Embrace specializes in **raw offense** and **burn-based attrition**. Its consistent burn effects apply pressure to enemies each turn, making it ideal for prolonged encounters where damage over time can tip the balance.  
 While lacking control or precision, it forces enemies to play reactively.

## **Skills**

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

**Ember** – (1.0x – 1.2x) Damage to (1) Target and a (10% – 25%) chance to apply (1–2) Stacks of Burn (5% Max HP / 2.5% vs Bosses) for (1–2) Turns  
 *A focused burst of flame latches onto the target, searing over time.*

* **Level 1:** 1.0x Damage, 10% chance to apply 1 Burn Stack for 1 Turn
* **Level 2:** Increase Burn chance to 15%, increase to 2 Turns
* **Level 3:** Increase damage to 1.2x, Burn chance to 25%, and apply 2 Stacks

**Wildfire** – (0.8x – 1.0x) Damage to (2–4) Random Targets and a (10% – 25%) chance to chain to (1–2) additional Targets  
 *Unpredictable flames leap across the battlefield in violent bursts.*

* **Level 1:** 0.8x Damage to 2–3 Random Targets, 10% chance to hit 1 more
* **Level 2:** Increase damage to 0.9x, increase chain chance to 15%
* **Level 3:** Increase damage to 1.0x, chain chance to 25%, and hit up to 2 extra targets