## **Tier 1 Water Aura – “Ocean’s Mercy”**

### **Origins of the Aura**

Ocean’s Mercy is believed to have originated near the Tranquil Rift, a vast undersea chasm said to be a sacred place untouched by war.  
 It was first discovered by a wandering healer who fell into the depths and survived without food, breath, or wounds—cradled by the current and healed by the sea itself. The Aura was said to form around her when she returned, glowing with soft blue light.

### **Nature and Influence**

Water is balance—neither passive nor aggressive, but always reactive and persistent.  
 Ocean’s Mercy manifests as ripples that swirl around the wielder, soothing wounds, dulling impacts, and washing away fatigue. It doesn’t dominate the battlefield but supports its allies with gentle yet meaningful effects.

### **Role in Battle**

This Aura offers **minor healing**, **debuff resistance**, and **stabilization** for teams lacking full support. It pairs well with damage-focused characters who need just enough sustain to push through longer fights.

## **Skills**

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

**Soothing Current** – (0.8x – 1.0x) Damage to (1) Target and heals the lowest HP Ally for (5% – 10%) of the Caster’s Max HP  
 *A soft wave crashes through the enemy and flows into an ally.*

* **Level 1:** 0.8x Damage, Heal 5%
* **Level 2:** Increase Heal to 7%
* **Level 3:** Increase Damage to 1.0x, Heal to 10%

**Cleansing Tide** – (0.7x – 0.9x) Damage to (1) Target and a (10% – 30%) chance to remove 1 Debuff from a Random Ally  
 *Water surges over the battlefield, sweeping away ailing effects.*

* **Level 1:** 0.7x Damage, 10% chance to cleanse 1 debuff
* **Level 2:** Increase damage to 0.8x, cleanse chance to 20%
* **Level 3:** Increase damage to 0.9x, cleanse chance to 30%