

Battle Chant

Gives allies a bonus to defense and offense:

Modification Point cost: 2

Area of Effect: All allies within eyesight of the bard.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: As long as the bard continues chanting. If wounded for more damage than the bard's constitution (in a single strike), the Battle Chant will be broken and will have to be re-cast. Example: If the bard has a 30 constitution, a strike for 31+ points of damage will end the chant.

Explanation: The bard will begin chanting a ballad from the Age of War. As this chant continues, all allies within visual sight of the bard will gain an adjustment to defense and offense as follows:

Bard's Defense/Offense

level: adjustment:

0	+1
1	+2
2	+3
3	+4
4	+5
5	+6

Effect time: Instant.

Hand movement: None. Chant this song continually to keep the defense and offense adjustments in effect.

Healing: None.

Immunities: None.

Maximum adjustment: +6 defense and offense.

Notes: None.

Range: All within sight of the bard.

Resting time: None.

Special: There will be a 1% chance x the bard's level that the current adjustments to defense and offense will double while the chant continues.

Song Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 600 white-gold / **Spell-rune:** 6 white-gold