

# 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