OgreBot - Feature - New #1327

Cast while moving

2014-12-26 11:57 AM - KamphyChair

Status:	New	**Start date:**	2014-12-26
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

I would like the ability for characters to be able to cast while moving when certain effects exist.
Bard:
-Deadly Dance (Group)
-Quick Tempo (Group)

Not so important:
Channeler:
-Combat Focus (Self)
Mystics:
-Enhanced Concentration (Self, 2 spells)