

OgreBot - Feature - New #1327

Cast while moving

2014-12-26 11:57 AM - KamphyChair

<b>Status:</b>	New	<b>Start date:</b>	2014-12-26
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>vbulletin_issue_id:</b>			
<b>Description</b>			
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)			