

Cleric kit (dwarf) : CHANTER Of THE STONE

CHANTER OF THE STONE: The chanter of the stone is a historian as well as a priest.

He is the guarantor of the clan's memory, and his divine mission is to galvanize the troops during major battles. His litany, which he sings in a powerful voice, tells everyone about the great deeds accomplished by the ancestors, inspiring each one with the necessary fervor to cover himself with honor and glory.

Advantage:

- He gains +4 knowledge per level.
- When in combat, he sings like a bard. His singing gives a +1 bonus to touch and damage to his allies (but not to himself). The benefits of his singing increase if the fight lasts a long time, so:
 - after 1 round, immunity to fear
 - after 2 rounds, +1 to all saving throws
 - after 3 rounds, immunity to confusion
 - after 5 rounds, immunity to charm
 - after 7 rounds, all the benefits of the berserk state, except for the extra hit points.

Disadvantage:

- One less spell per spell level.
- He does not use missile weapons.
- He cannot turn undead.