Bard's Songs

Rally Allies

Playing Time befor Battle : 3 rounds
Range of Music's Effect : 10' radius/level
Duration of Effect during Battle: 1 round/level

After effect wears off, another 3 rounds undisturbed hearing of the music within effect's range is required.

Archer's Tune
Missle Attack Adjustment +1

Badhr's Kilnfest
Armor Class -1 (Dex-Bonus)

Lucklaran
Counters spoken Magic (eg.: Command, Quest, Suggestion, Tongues, etc.)
Max. Range: 30' radius
No preparation time required, but a save vs. spell must succeed

Meele March
Attack Adjustment +1

Rhyme of Duotime
Initiative -1 (min. 1)

Sanctuary Score
Saving Throws +1

Wayland's Watch
Morale +2

Influence Reaction

Perform 1d10 rounds in front of audience
Audience saves vs. paralyzation -1/3 levels
Makes save: reaction adjusted to opposite direction

Falkentyne's Fury $\Longleftrightarrow$ Seeker's Ballad
1 level to hostile 1 level to friendly

Chanter Performance

Ability Check in Chanting (NWP) required

Range : Hearing Range
Duration: Performance (3 turns/level)

Traveller's Tune
Move 1/4 faster

Watchwood Melody

Surprise +1

Zandurar Curack

(*Anyone any idea about that one? Mail me: rriediger@aip.de*)