

# The Silent Bard

Many a bard believes that at the base of everything, there is a music called the Allsong. It is said to be a symphony of harmonic notes upon which rests all that has existed, exists and will exist. From the mighty roar of volcanic eruptions to the soft flapping of butterfly wings, even in what most would consider to be the utmost silence, all of those are the direct manifestation of the Allsong. Sunshine, landscapes and other silent things are a more subtle and indirect result of the Allsong. It is also referred to as the Symphony.

There is one threat to the Allsong: Dissonance, which slowly corrupts it. In the end, if Dissonance overpowers the Allsong, it will fade out, and in its place there will be the Void, total absence of emotions, beauty and life.

The real signification of Dissonance encompasses all sounds produced by sentient creatures that result from perversion of the nature or of the soul. This could be the screams of someone being tortured, the buzzing a complex machinery which pollutes the environment or the eternal and meaningless babble of the superficial people. What is horrible is that anyone can cause Dissonance if they aren't careful enough.

Some bards take this belief to such an extreme that they try to limit the risks to create Dissonance as much as possible. For this reason, they rarely talk, sing or perform, and if they do, they have always carefully thought about what they will say. They despise those that talk without reason above everything.

These bards like to lead solitary lifestyles and spend much of their time in natural surroundings in hour-long contemplation, longing to come nearer to the Allsong, venturing into settled areas only to perform their latest masterworks and to try to convince people to leave the path of dissonance.

Ordinary people call these bards silent bards, since in comparison to more conventional bards, they are indeed very silent.

Silent bards hardly form an order of any sort at all, but their philosophy is roughly similar from one individual to another, and it is even shared by a few druids and renowned thinkers and sages. They will recognize each other as extremely respectful men and women, although they do not seek to organize special meetings or establish a hierarchy amongst themselves.

**Hit Die:** d6

## Requirements

To become a silent bard, a character must fulfil the following requirements:

### Alignment

Neutral Good, True Neutral or Neutral Evil.

### Skills

Perform: 10 ranks  
Knowledge (Arcana)\*: 7 ranks  
Knowledge (Nature): 4 ranks  
Listen: 10 ranks

Some DMs might find appropriate to replace this with Knowledge (The Planes/Cosmology)

### Feats

Skill Focus (Perform)

### Special

Must have the bardic music ability.  
Must be able to cast the *silence* spell.

## Class Skills

The silent bard's class skill (and the key ability for each of them) are: Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Read Lips (Int, exclusive skill), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language, Spellcraft (Int) and Wilderness Lore (Wis).

Skill points at each level: 4 + Int modifier

## Class Features

**Armor and Weapon Proficiency:** Silent bards gain no new proficiencies.

**Blend with the Symphony:** Silent bard levels count when determining the effects of bardic music and bardic knowledge. Furthermore, at all levels except first and last, they acquire a new bard spellcaster level (so they cast spells per day and know spells as bards one level higher would). To them, magic is the interpretation of specific parts of the

Allsong in a very true way. They consider a lot of arcane magic to be a perversion of the Allsong, thus contributing to the Dissonance.

**Respect the Allsong:** Each time the silent bard casts a spell or performs (bardic) music, she must, as part of the action; succeed at a perform check (DC 18 + silent bard levels). If she fails, she suffers a -2 morale penalty to all rolls except perform and a -1 morale penalty to spell DCs (or spellcaster level if not applicable) until she gets a chance to reconcile with the Allsong. This usually takes the form of a brief period of meditation followed by a successful performance (as by this class feature). If she fails a second time, she will resign not to play any music or say anything for the rest of the day. If she succeeds the perform check, she is satisfied with the result.

**Silence the dissonant (Sp):** The silent bard may cast a special version of the *silence* spell (choosing to do so when casting said spell), which only works against dissonant sounds. These include vocal spell components (except if the caster beats a DC of 10 + spell level with a perform (sing, poetry, ...) or charisma check, which the caster can attempt as part of the action if he is conscious that he must produce very carefully worded magical formulae), irrelevant small talk, the expression of perverted ideas, sounds produced by objects which exploit, destroy or otherwise pervert nature (and thus, the Allsong), etc. There are two options for the area of this version of the spell: either it targets a specific source comprised of up to [silent bard levels] individuals, or it forms an aura for the silent bard with an effect reaching 30ft around her in every direction. The DM's call will often be necessary to determine which sounds are dissonant.

**Contemplation (Ex):** After moons upon moons of meditation and observation in nature, one gets accustomed to notice details that inhabitants of the great cities would not. The silent bard gains a +1 insight bonus to Listen, Knowledge(Nature) and Spot.

**Experience the Symphony (Su):** Entering a trance that will let her catch a glimpse of the Truth behind everything (the Allsong), the silent bard gains insight on a particular subject. The silent bard must choose what domain she needs information about, and then enter a trance in a quiet area (natural environment is of course a choice location). This takes 10 minutes, after which she may make a Knowledge check about any subject at a +10 insight bonus. This is a supernatural ability.

**Listen to the dreams (Su):** Silent bards believe dreams to be connections to past and future parts of the Symphony, and thus, what one has dreamed may come to happen shortly. Once per day, if she had the possibility to dream, she may re-roll one roll just made as a free action, to represent the fact that she has already lived the specific action in her dream life, and thus might have drawn lessons from it. This is a supernatural ability.

**The silent world speaks (Su):** When in forests, on sea-sides, on mountains or any other natural environment a silent bard may take some time to listen to the environment. The silent bard rolls a Listen check against DCs similar to Bardic Knowledge. Depending on the degree of success, the silent bard understood some of the environment's whisper. Information is greatly up to the DM (sometimes there won't be any), but could be compared to information that the spell *Stone Tell* would give, only that it is the environment that speaks, not the silent bard who asks. This is a supernatural ability.

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1	+0	+0	+0	+2	Blend with the Symphony, Respect the Allsong, Contemplation	
2	+1	+0	+0	+3	Silence the dissonant	+1 level of bard spellcasting
3	+2	+1	+1	+3	Enter the Symphony	+1 level of bard spellcasting
4	+3	+1	+1	+4		+1 level of bard spellcasting
5	+3	+1	+1	+4	Listen to the dreams	+1 level of bard spellcasting
6	+4	+2	+2	+5		+1 level of bard spellcasting
7	+5	+2	+2	+5	The silent world speaks	