

CHARACTER SHEET  
**THE SILT VERSES RPG**

**ABILITIES**

*At the beginning of the game, add 1 to a single ability*



**CONDITIONS**

**FIRST NAME**

*Pick one or make up your own.*  
 Adira, Bastion, Cleo, Deryn, Ezra, Felix, Forrest, Hew, Inda, Jasper, Kara, Wren, Kendel, Mercer, Nim, Noor, Opal, Pele, Piper, Rami, Sedna, Sibil, Theo, Trinity, Yara, Zeph

**SURNAME**

*Pick one or make up your own.*  
 Archer, Cooper, De Los Santos, Dyer, Finch, Fletcher, Grey, Harrow, Hurley, Issa, Kessel, Lohar, Morales, Oakes, Poole, Reznik, Rivera, Solomon, Spindler, Turner, Varga, Ward, Wright, Zuri

**STYLE** *Pick three or make up your own.*

Prayer-mark tattoo, iconographic jewelry, prayer beads, protection bracelets, faith charm, woven crown, ritual headband, faded bandana, prayer shawl, necktie, sunglasses, spectacles, silk headscarf, fisherman's knit cap, beekeeper's hat and veil, cattleman's hat, helmet, skullcap, anorak, windbreaker, biker's leather jacket, silk robes, hooded patrol cloak, hand-stitched leathers, worn military jacket, utility vest, floral button-down shirt, vintage blazer, vibrant silk kurta, layered shawls, tank top, gorget, battered pauldrons, tactical gloves, engineer's gloves, rugged hiking boots, faded sneakers, scuffed dress shoes, socks and sandals, forager's pouch, scholar's satchel, mountaineer's pack, leather briefcase

**PERSONAL RITUAL** *Pick one or make up your own.*

Skipping stones, wood carving, flute, scrimshaw, drawing landscapes, graffiti, birdwatching, reciting poetry, patchwork, memorizing plays, reading a thesaurus, local history, scanning the radio, traditional dance, card games, tracing maps, writing down old sayings, collecting songs

**THE VERSE OF HISTORY**

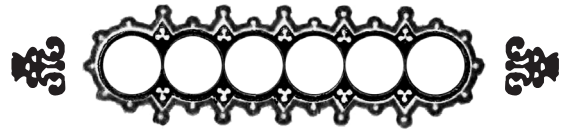
*When you write this verse, mark and narrate any you wish.*

- A flashback to your childhood showing your first direct encounter with a god.
- A flashback to your youth that shows your rebellious experimentation with illegal divinities.
- A flashback to a time you were confronted with the fact that sacrifices are necessary, for a god must feed.
- A flashback showing the power you felt when a god seemed to listen to you for the first time.
- A flashback to your adulthood showing the parts of your life you neglected in pursuit of miracles.
- A flashback to the event which made you step away from your faith.
- A flashback showing how you had no choice but to sign a contract as a Custodian.

**ALTAR**

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**XP TRACK**



**END OF SESSION QUESTIONS**

*The first two are always marked. At the beginning of a session, mark two more.*

- Did the Custodians complete an Assignment?
- Did you engage with a god, angel or other divine manifestation?
- Did you struggle with your personal faith?
- Were you vulnerable with someone?
- Did you go out of your way to connect with the local community?
- Did you undermine the orders of your superiors or use the Assignment to pursue personal interests?
- Did you deliver a monologue about any of the following: the nature of gods, the futility of individual choices in the face of indifferent powers, the horrors that society accepts as good and necessary?

**ADVANCEMENTS**

- Increase an ability by 1 (max 3).
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- Choose an additional faith sheet move.
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- Gain a Follower; write them as a custom Side Character. Once per session, when they may help you with a task, make the associated roll with Advantage.
- Write a custom faith move for your character.
- Write a custom Journey Scene about a pilgrimage to a hidden temple of your faith. From now on, you may return there after completing an Assignment and choose 1: unmark an item from your Altar, discover a Clue for any ongoing Assignment (tell the Keeper what it is), learn something useful about a Danger connected to an ongoing Assignment.

**FAITH**