

TEMPLE PERSONNEL GENERATOR:

RAP

These folks may be devout, they may be in it for the prestige, or they may want to bring about a radical change in direction or personnel. In any event, there will be a fair number of people involved in keeping a temple/religion running. Roll as indicated, or choose appropriately.

d10 Primary temple leader is *

- 1 The king/queen/emperor (political *and* religious leader)
- 2 A trusted sibling or close relative of the king/queen/emperor (trustworthy?)
- 3 A political appointee (devout or not?)
- 4 An elected high priest/ess
- 5 An hereditary high priest/ess
- 6 The survivor/winner of an ordeal
- 7 A child chosen by divine signs **
- 8 A well-meaning fool, appointed by the king, etc., to discredit the temple
- 9 A perceived fool appointed to discredit the temple, but who might be capable of surprising the plotters
- 10 An outsider who has convinced some that he/she is the latest incarnation of the god ***

* - *Patriarch, Matriarch, High Priest/Priestess, etc.*

** - *Will obviously be under the control of others, even while being groomed for the position*

*** - *Probably not, and not all will believe the claim; but there's always a chance it's true...*

d10 Leader's primary responsibility/ies *

- 1 Discern the god's will by d6
 - 1 observing birds in flight
 - 2 reading entrails of sacrificed animals
 - 3 observing the behaviour of domestic/wild animals
 - 4 burning special grass and inhaling the smoke
 - 5 throwing holy dice/bones/ etc.
 - 6 reading leaves off a holy vine
- 2 Preside over sacrifices
- 3 Begin political events with religious observances
- 4 Appoint other religious leaders
- 5 Insure, through delegation, the smooth running of the temple
- 6 Choose people/animals/ birds/plants, etc., to be sacrificed
- 7 Coordinate meetings of other religious leaders (same pantheon)

- 8 Participate in/publicly curse meetings with leaders of other pantheons
- 9 Serve as an oracle for the political leader(s)
- 10 Step down after a specified amount of time

* - *Multiple rolls possible*

d10 Leader's motivation

- 1 Serve the kingdom/king, etc.
- 2 Replace the political ruler
- 3 Get spending under control
- 4 Develop new sources of revenue
- 5 Serve the god/religious community faithfully
- 6 Expand influence through building program(s) *
- 7 Challenge the governing authorities to change policies **

8 Be seen presiding at large ceremonies

9 Gain government support for building programs *

10 Develop new ceremonies to teach/control the faithful

* - *Monasteries, chapels, shrines, temple expansion, schools, orphanages, hospitals*

** - *More of a justice orientation? More supportive of the temple?*

d10 Other traits

- 1 Organizationally inept, but completely devout
- 2 Skilled at healing
- 3 Brutal; enjoys the sacrifices rather too much
- 4 A brilliant organizer, religiously indifferent
- 5 Committed to praying regularly
- 6 More interested in studying scriptures than administration
- 7 Building a private collection of relics
- 8 Lives for the pomp and processions/ceremonies
- 9 Resents the lack of respect shown by the political leader(s)
- 10 Relates well to power/religious/normal people

d10 Other temple leader(s)

- 1 An elected/appointed committee of priests/clerics

- 2 An hereditary council of priests/clerics
- 3 A priest/ess/cleric appointed by the temple leader (e.g. a dean of a cathedral)
- 4 A priest/ess/cleric appointed by the political leadership
- 5 An appointed council of laity (advisory only)
- 6 An hereditary council of laity (advisory only)
- 7 Family members of the leader
- 8 A council of guild members appointed by the guilds
- 9 A large council with representatives from various "houses" (priests, merchants, royals, etc.)
- 10 A mysterious stranger who appears beside the leader whenever decisions need to be made

d10 Potential individual motivations

- 1 Replace the primary leader
- 2 Support primary leader against challengers
- 3 Change direction of the religion (become more/less political)
- 4 Spiritual renewal of the whole community
- 5 Change personal family fortune
- 6 Serve the god/religious community faithfully
- 7 Discover what happens behind the closed doors of the temple, sure that it's blasphemous
- 8 Learn what happened when grandparent served on this committee 40 years ago
- 9 Root out heretics, whoever they are
- 10 Make a mark on the religion, whatever it costs

d20 Other temple personnel *

- 1 Cantor (choir leader)
- 2 Monk/nun (acting as a servant?)
- 3 Sacristan (cares for relics and other accoutrements)
- 4 Priest/ess (serving as a minor bureaucrat)
- 5 Sexton (building caretaker)
- 6 Almoner (distributes charity; may actually be a fund raiser)
- 7 Chief of security (see below)
- 8 Security staff (see below) **
- 9 Chef/cook

- 10 Kitchen staff **
- 11 Serving staff **
- 12 Master woodcarver
(construction and repair)
- 13 Master stone mason
(construction and repair)
- 14 General labourer (serves under
the masters (12 and 13)) **
- 15 Chief gardner
- 16 Garden staff **
- 17 Acolyte ***
- 18 Head groom (horses)
- 19 Barn staff **
- 20 Exorcist

* - *Multiple rolls possible, even likely*

** - *May be employees/devout
volunteers/serving a penance/
etc.*

*** - *Anything to do with fire - e.g.
tending candles, lamps,
sacrificial fires, etc.*

d20 Personality traits *

- 1 Quiet and sullen
- 2 Introverted and intelligent
- 3 Deeply religious
- 4 Very talented musically
- 5 Wants to be doing another
job in the temple
administration
- 6 Insists that everything be
done "correctly"

- 7 Just wants the job to be
done
- 8 Impatient with others
- 9 Only does exactly what he/
she is told to do
- 10 Gregarious joker
- 11 Excellent listener and
counsellor
- 12 Conscientious to a fault
- 13 Wants to get out of the
temple administration
- 14 Constantly whistles under
his/her breath, even at
inopportune times
- 15 Easy going, comfortable in
his/her own skin
- 16 Terrified of doing something
"wrong", constantly
apologizing
- 17 Capable but arrogant toward
those under his/her station
- 18 Loud and boisterous, hiding
a lot of insecurity
- 19 A serious flirt, though self-
controlled about it (so far)
- 20 Dreams of taking over the
temple administration (even if
unlikely)

* - *These may or may not apply
to the position (but see # 5)*

d10 Security chief

- 1 A militant cleric
- 2 A devout fighter
- 3 A retired adventurer
- 4 A reformed thief
- 5 A suspicious former assassin
- 6 A bored former soldier
- 7 A legalistic bureaucrat
- 8 A spy from another religion
- 9 A convert from another
pantheon
- 10 None (they rely on the watch)

d10 Security staff

- 1 Inexperienced youth, but eager
to learn
- 2 Enjoys bossing people around
- 3 Retired soldier, resents taking
orders from civilians
- 4 Has done this before, and has
ideas about how it should be
done
- 5 Tries to convert everyone he/
she talks to
- 6 Surly youth, but attempting to
change attitude
- 7 Defrocked priest/ess, attempting
to work back into the system
- 8 Angry fighter performing a
penance
- 9 Quiet, observant, even sneaky,
but loyal
- 10 None (only the chief (if any))