

Busiris RPG – Citizens of Busiris

Introduction

The City and Province of has a wealth of people who will become the Adventurers' allies or their enemies, and sometimes both. This supplement gives the GM a range of people to use in their adventures. It will also be referred to from the various published adventures to save both time and space.

The Stat Block

This the standard method we shall use for listing people in the Busiris RPG:

Name
<i>Description</i>
Race: Profession:
STR [], DEX [], INT [], SPT [].
Agility [DEX x 2], Craft [DEX + INT], Fighting [STR + INT], Lore [INT x 2], Perception [INT + SPT], Persuasion [SPT x 2], Shooting [DEX + INT], Speed [STR + DEX], Stealth [DEX + SPT], Toughness [STR + SPT].
Special Abilities/Spells:
Weapons:
Armour:
Other Kit:

You will note that some people will have professions other than those listed in the core rules, such as Beggar or Merchant. They may even come from other races or species.

The Temples

Temple Priest
<i>Each of the Temples have their own distinct priesthoods. This stat block gives you a generic one you can adapt as you wish.</i>
Race: New Kingdom Profession: Priest
STR [2], DEX [2], INT [3], SPT [4].
Agility [4], Craft [5], Fighting [5], Lore [10], Perception [8], Persuasion [10], Shooting [5], Speed [4], Stealth [6], Toughness [6].
Special Abilities/Spells: Holy Light, Healing.
Weapons: Staff, Dagger or none.
Armour: None.
Other Kit: Priests Vestment's, Holy Symbol

Nubian Temple Guard
<i>All but one of the Empire's Temples use these formidable men and women as their primary guards, and enforcers of their God's will. They are fearless and loyal, and will die to accomplish their tasks. Only their Kesh (Captain) or a Priest of their Temple can stay their hands.</i>
Race: Nubian. Profession: Soldier
STR [6], DEX [3], INT [1], SPT [3].
Agility [6], Craft [4], Fighting [13], Lore [2], Perception [4], Persuasion [6], Shooting [8], Speed [9], Stealth [6], Toughness [10].
Special Abilities/Spells: Double Trouble
Weapons: Tulwar, Dagger
Armour: Brigandine, except Afeti Nubians who have Breastplates.
Other Kit: Clothing representative of their Temples.

Nubian Kesh
<i>A Kesh is a veteran Nubian Temple Guard who has been promoted to lead his or her fellow Guards.</i>
Race: Nubian. Profession: Soldier
STR [9], DEX [3], INT [2], SPT [4].
Agility [6], Craft [5], Fighting [15], Lore [4], Perception [6], Persuasion [8], Shooting [10], Speed [12], Stealth [7], Toughness [13].
Special Abilities/Spells: Double Trouble
Weapons: Tulwar, Dagger, Bow.
Armour: Brigandine, Shield.
Other Kit: Clothing representative of their Temples.

The Nobility

Noble from a Major House
<i>Powerful, devious, ambitious and arrogant these men that they alone run the Empire. They are above the law and answer only to the head of their House and the Emperor himself.</i>
Race: Old Kingdom Profession: Noble
STR [3], DEX [3], INT [5], SPT [4].
Agility [6], Craft [8], Fighting [11], Lore [12], Perception [9], Persuasion [12], Shooting [9], Speed [6], Stealth [7], Toughness [7].
Special Abilities/Spells: Air of Authority, Secret Knowledge
Weapons: Dagger [usually magic +2], Pistol.
Armour: Scarab [magic, equivalent of Light Armour]
Other Kit: Anything they want.

Noble from a Minor House
<i>Possibly more ambitious than those from major Houses. Often find themselves doing the dirty work of the major House that are their patrons.</i>
Race: Old Kingdom Profession: Noble
STR [3], DEX [3], INT [4], SPT [3].
Agility [6], Craft [7 Fighting [9], Lore [8], Perception [7], Persuasion [6], Shooting [8], Speed [6], Stealth [6], Toughness [6].
Special Abilities/Spells: Air of Authority
Weapons: Dagger, Pistol.
Armour: None or Brigandine
Other Kit: Anything they want, within reason.

Air of Authority [Persuasion]: Citizens of the Empire will do just about anything they are instructed by a Noble. Servants of other Houses and the Temples might resist.

Secret Knowledge [Lore]: Nobles of Major Houses often have compromising information about other nobles and citizens that they can use to coerce them into obedience.

Master of Assassins
<i>Every Noble House has such a man. He protects the house from the sinister actions of others, as well as gathering intelligence and plotting against the House's enemies. He is one of the most dangerous men in the Province.</i>
Race: New Kingdom Profession: Assassin
STR [3], DEX [5], INT [5], SPT [4].
Agility [10], Craft [10], Fighting [15], Lore [12], Perception [10], Persuasion [12], Shooting [15], Speed [10], Stealth [15], Toughness [12].
Special Abilities/Spells: Secret Knowledge, Martial Arts, Poisoner.
Weapons: Martial Arts [+2 to Fighting], Poisoned Darts, Pistol.
Armour: Martial Arts [equivalent of medium armour]
Other Kit: Anything he needs.

Noble's Retainers
<i>As most Noble Houses are in a constant and undeclared state of war, guards and bodyguards are completely necessary at all times.</i>
Race: New Kingdom Profession: Soldier
STR [4], DEX [3], INT [1], SPT [2].
Agility [6], Craft [4], Fighting [10], Lore [4], Perception [3], Persuasion [4], Shooting [8], Speed [7], Stealth [5], Toughness [8].
Special Abilities/Spells: Double Trouble.
Weapons: Tulwar or Lion Spear or Poleaxe, and Dagger.
Armour: Breast & Back, Shield
Other Kit: Healing Potion.

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The Streets

Trader

These men are the beating heart of Busiris. They are the ones that buy and sell the wealth that Busiris brings. The Souk is full of them, some independent, some part of cartels.

The Nobility call them 'jackals' and they are often not far wrong.

Race: New Kingdom Profession: Merchant

STR [1], DEX [3], INT [3], SPT [2].

Agility [6], Craft [6], Fighting [4], Lore [8], Perception [7], Persuasion [8], Shooting [6], Speed [4], Stealth [5], Toughness [3].

Special Abilities/Spells: Barter, Lore [Commerce]

Weapons: None, usually.

Armour: None, usually.

Other Kit: 50-200 Silver pieces. Gaudy Robes.

Barter: A Trader who is haggling for goods that he knows something about gets +2 to his Persuasion skill.

Lore [Commerce]: In relation to matters of Trade a Trader gets +2 to Lore.

Bodyguard

Many people employ bodyguards, especially traders. Some are hired by the day, others have long term relationships with their employers.

Race: New Kingdom Profession: Soldier

STR [4], DEX [3], INT [1], SPT [2].

Agility [6], Craft [4], Fighting [10], Lore [4], Perception [3], Persuasion [4], Shooting [8], Speed [7], Stealth [5], Toughness [8].

Special Abilities/Spells: Double Trouble.

Weapons: Tulwar and Dagger.

Armour: Brigandine, Shield

Other Kit: Healing Potion.

Beggar

On every street corner you will find members of the second oldest profession. They are often useful sources of local information.

Race: Any Profession: Beggar

STR [1], DEX [1], INT [2], SPT [2].

Agility [2], Craft [3], Fighting [3], Lore [6], Perception [8], Persuasion [4], Shooting [3], Speed [2], Stealth [6], Toughness [4].

Special Abilities/Spells: Local Knowledge, Invisibility.

Weapons: None.

Armour: None.

Other Kit: Rags and a bowl.

Local Knowledge [Lore]: They know the movements and rumours about everyone in their immediate neighbourhood, and will sell it.

Invisibility [Stealth]: Few notice beggars, and almost no-one can recognize one. They are all but invisible in the crowded streets.

Houri

Along the Street of Red Lanterns the members of the oldest profession sell their time and their bodies. Young men and women of all ages work alone or in the many brothels. The richest have their own bodyguards.

Race: Any Profession: Prostitute

STR [1], DEX [4], INT [2], SPT [2].

Agility [10], Craft [6], Fighting [3], Lore [4], Perception [6], Persuasion [8], Shooting [3], Speed [5], Stealth [6], Toughness [3]

Special Abilities/Spells: Local Knowledge, Seduction

Weapons: None.

Armour: None.

Other Kit: Diaphanous Robes.

Seduction [Persuasion]: Houris are very good at getting men's confidences. As such they often have access to important knowledge about their customers. This they may sell for a high price, and anonymity.

Cut-purse/Pick Pocket

Often young and dextrous orphans, controlled by an older, wiser thief. They work the crowds in the Souk and along the Street of red lanterns.

Race: Any Profession: Thief

STR [1], DEX [3], INT [1], SPT [2].

Agility [6], Craft [4], Fighting [2], Lore [2], Perception [5], Persuasion [4], Shooting [4], Speed [6], Stealth [8], Toughness [3].

Special Abilities/Spells: Pickpocketing [Stealth skill]

Weapons: None, or perhaps a Sling.

Armour: None

Other Kit: None

The Red Guard

Employed by the Governor to maintain order on the streets, they patrol in groups of 4-6 men night and day. They are not overly brave and know their limitations.

Race: New Kingdom Profession: Soldier

STR [3], DEX [2], INT [1], SPT [2].

Agility [4], Craft [3], Fighting [6], Lore [2], Perception [5], Persuasion [4], Shooting [4], Speed [5], Stealth [5], Toughness [6].

Special Abilities/Spells:

Weapons: Mace.

Armour: Brigandine & Shield

Other Kit: Red Guard robes & cloak

Kymeri Mercenaries

Although no Noble Houses will employ such savages others find them useful, especially in intimidating their enemies.

Race: Kymeri Profession: Soldier

STR [4], DEX [2], INT [1], SPT [3].

Agility [4], Craft [3], Fighting [10], Lore [2], Perception [4], Persuasion [6], Shooting [8], Speed [6], Stealth [5], Toughness [10].

Special Abilities/Spells: Double Trouble

Weapons: Poleaxe or Tulwar, Sling.

Armour: Buffcoat or Brigandine

Other Kit:

Bedu Tribesmen

These often enter the city to trade, or to carouse when a caravan they have guarded arrives and they have been paid. They are sharp-eyed and quick to anger.

Race: Bedu Profession: Hunter

STR [2], DEX [4], INT [1], SPT [3].

Agility [8], Craft [5], Fighting [8], Lore [INT x 2], Perception [6], Persuasion [6], Shooting [10], Speed [6], Stealth [9], Toughness [7].

Special Abilities/Spells: Survival

Weapons: Tulwar, Dagger, Bow [12 Arrows]

Armour: None.

Other Kit: None.

Innkeeper

These are often retired soldiers or adventurers. They are at the heart of their communities and know much of what goes on there.

Race: new Kingdom Profession: Soldier

STR [2], DEX [2], INT [3], SPT [2].

Agility [4], Craft [5], Fighting [7], Lore [8], Perception [6], Persuasion [6], Shooting [5], Speed [4], Stealth [4], Toughness [6].

Special Abilities/Spells: Local Knowledge.

Weapons: Club.

Armour: None.

Other Kit: An Inn...

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Specialists

The adventurers will often need the services of men and women that cannot be found on the Streets. People with special skills and knowledge.

Apothecary

Many people cannot afford the sacrifices a Temple demands and turn to these traditional physicians when they become sick or are wounded. Most run a service where there are no questions asked.

Race: New Kingdom Profession: Craftsman
 STR [1], DEX [3], INT [3], SPT [3].
 Agility [6], Craft [8], Fighting [4], Lore [8], Perception [6], Persuasion [6], Shooting [6], Speed [4], Stealth [6], Toughness [4].
 Special Abilities/Spells: Healing Touch, Lore [Healing]
 Weapons: None
 Armour: None
 Other Kit: Medical Case

Lore [Healing]: In relation to matters of Medicine an Apothecary gets +2 to Lore.

Alchemist

For those that can afford them, the potions, oils and elixirs of the Alchemists make a decent alternative to involving a temple in their affairs. Alchemists also mill black powder for firearms.

Race: New Kingdom Profession: Craftsman
 STR [1], DEX [3], INT [3], SPT [3].
 Agility [6], Craft [8], Fighting [4], Lore [8], Perception [6], Persuasion [6], Shooting [6], Speed [4], Stealth [6], Toughness [4].
 Special Abilities/Spells: Alchemy [Craft]
 Weapons: Pistol & Grenades.
 Armour: None.
 Other Kit: Alchemy Lab.

Armourer

A man who can make fine blades, strong armour and hardened bronze barrels for firearms will never go hungry.

Race: New Kingdom, Nubian. Profession: Craftsman
 STR [3], DEX [3], INT [2], SPT [2].
 Agility [6], Craft [10], Fighting [5], Lore [6], Perception [4], Persuasion [4], Shooting [5], Speed [6], Stealth [5], Toughness [8].
 Special Abilities/Spells: Smith [Craft]
 Weapons: Any.
 Armour: Any.
 Other Kit: Forge, Workshop, Tools & Staff.

Seer

These men and women have devoted their lives to the accumulation of knowledge. Some research, some teach and many will sell their wisdom to fund their work.

Race: New Kingdom Profession: Sorcerer
 STR [1], DEX [1], INT [5], SPT [2].
 Agility [2], Craft [6], Fighting [3], Lore [12], Perception [7], Persuasion [4], Shooting [3], Speed [2], Stealth [3], Toughness [3].
 Special Abilities/Spells: Area of Expertise.
 Weapons: None.
 Armour: None.
 Other Kit: Small library.

Area of Expertise: A Seer will have specialized in up to three of the following areas: History, Genealogy [Noble], Ancient Tongues, Legends, Flora, Fauna, Cartography, Law, Agriculture, Poisons, or Commerce.

When researching or answering

Language & Naming in Busiris

Alphabet.

Vowels: a, e, i, o, u

Consonants: b, d, f, g, h, j, k, l, m, n, p, r, s, t, w

Replacements:

c	s
q	Doesn't exist
v	f
ch	j
th	d or f
y	i
z	s

Names

Personal names are normally just two syllables containing two vowels and two consonants, such as 'amun'. Old Kingdom names tend to begin with a vowel, New Kingdom with a consonant.

Names - prefixes and suffixes:

Many names are extended with titular prefixes or suffixes. These are usually single syllables. Calling someone their name, without the appropriate titular syllable is considered very familiar and usually only family, close friends and equals may do so without causing offence.

Prefixes usually indicate rank or some well-known attribute, whereas suffixes often define a person's profession or caste.

Here are some typical examples:

Ur-	High, or Exalted.	Do-	Shamed
Ka-	Strong, or Captain.	Bu-	Lion.
Ki-	Officer (less than a Captain).	Wa-	Bedu.
El-	Noble family name.	Gh-	Ghola (contemptuous).
Po-	Adviser or Wise.	Nu-	Nubian.
La-	Brave.	Ja-	Subtle
Im-	Great or Powerful.	Da-	Dark
Am-	Royal.		
Al-	Holy or Revered.		

-eb	Priest.	-ok	Caravanner
-im	Soldier.	-ap	Seaman
-ar	Artisan.	-ep	Sea Captain
-el	Noble.	-ut	Charioteer
-ek	Official.	-an	Houri
-on	Freeman Farmer.	-ax	Sorcerer
-un	Merchant.		
-es	Messenger.		
-as	Assassin		

If we take the example of the man called Amun (which means 'blessed'). If he were a High Priest he would be named Ur-amun-eb. As a Noble Captain he would be named Ka-amun-el.

Thus the priest Kefu in the scenario Dark Exile has a full name of Ja-kefu-eb. The holy one who was slaughtered by the Fallen is referred to as the 'al-eb'. This is a titular reference. His actual name is Al-amja-eb. Note that the Sorcerer Mesret is being referred to by his ancient family name. His given name is Do-usaha-ax.

In the El-Karan household the players have met the Ghola Assassin, Gh-jena-as. Her master, the Obi Wan look-alike is a master of assassins known as Bu-gofa-as.