From Lands Unknown

The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolf's fur white and make a vampire's fangs fall out.

To Times Undreamed of

They've had dealings with all the supernatural creatures, from the vampires in their fortress cities to the wraiths in the shadows and from the werewolves of the wild to the mages in their libraries. They know the one of reckoning is coming and they're ready.

A World A Darkness: Gypsies includes:

• Details on the Romani families of power who have traveled the Earth for millennia;

 Information on the role these nomads have played and continue to play in the World of Darkness; and

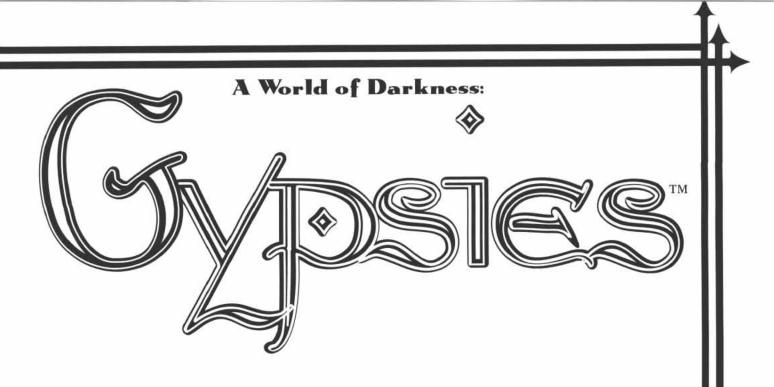
 Rules to create Gypsy characters, the special powers they have used throughout history and ways to use them in chronicles.



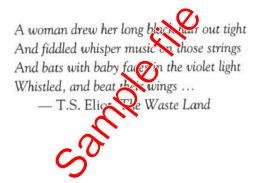
4598-B STONEGATE IND. BLVD. Stone Mtn., GA 30083







The Outsider Within



One group can survive slipping through the cities, riding through the country, and in all the worlds between. One group has appeared at all the turning points in history, playing its quiet, subtle role before slipping off once again. These are the Gypsies, a people never accepted anywhere, yet always found everywhere.

They have a unique story, these special people, and a unique voice to tell it. No group has seen what they have seen. No group has accomplished what they have. And no group can play the role the Gypsies will.



Credits:

Written By: Teeuwynn Edited By: Erin Kelly Developed By: Andrew Greenberg Art Director: Richard Thomas Layout and Typesetting: Aileen E. Miles Art: Tom Berg, Robert MacNeill, E. Allen Smith, Anthony Tabbold Full Page Art: Brian LeBlanc Front Cover Art: Drew Tucker Front & Back Cover Design: Robert Dixon



735 PARK NORTH BLVD. & Suite 128 Clarkston, GA 30021 USA

© 1997 White Wolf Publishing, Inc. All rights reserved. Reproduction without the written permitsion of the publisher is expressly forbidden, except for the purposes of reviews, and blank character sheets, which may be reproduced for personal use only. White Wolf, Vampire the Masqueres , Vampire the Dark Ages and Mage the Ascension are registered trademarks of White Wolf Publishing, Inc. All rights reserved. Æon, Werewolf the Apocalypse, Wraith the Oblivion, Changeling the Dreaming, Werewolf the Wild West, World of Darkness and World or Darkness Gypsies are trademarks of White Wolf Publishing, Inc. All rights reserved. All characters, names, places and text herein are copyrighted by White Wolf Publishing, Inc.

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

Check out White Wolf online at http://www.white-wolf.com; alt.games.whitewolf and rec.games.frp.storyteller PRINTED IN THE USA.

Special Thanks to:

Andrew "Keys Please" Greenberg, for ensuring that all White Wolf trips are as easy and painless as possible.

Ken "Bo" Cliffe, for turning his hair into a 10.

Bill "Graphically Yours" Bridges, for selflessly volunteering to work on the Werewolf graphic novel.

Phil "Slippery When Wet" Brucato, for telling us more about that chamber than we needed to know.

Mike "Ghost of a Gift" Tinney, for all the money he spent on Mike Chaney's birthday present.

Ian "Wyldling" Lemke, for actually volunteering to work on Changeling.

Jennifer "Dedication" Hartshorn, for what she wrote in Tinney's present to Chaney.

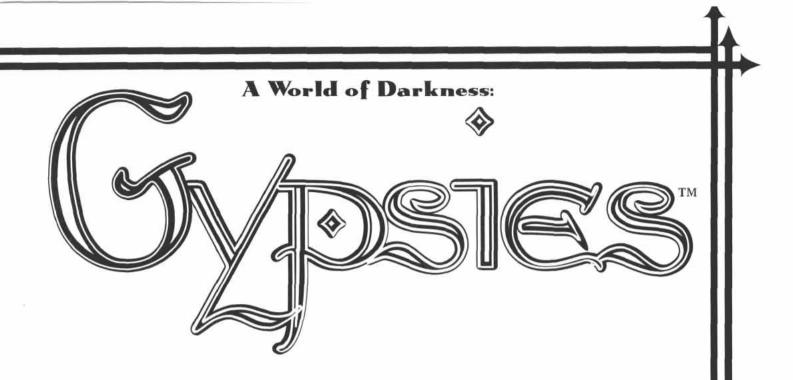
Cynthia "Driven From Ohio" **Summers**, for her tales about the Midwest S.C.A.

Erin "Slow Learner" Kelly, for still enjoying her work. She'll learn better.

Word from the White Wolf Game Studio

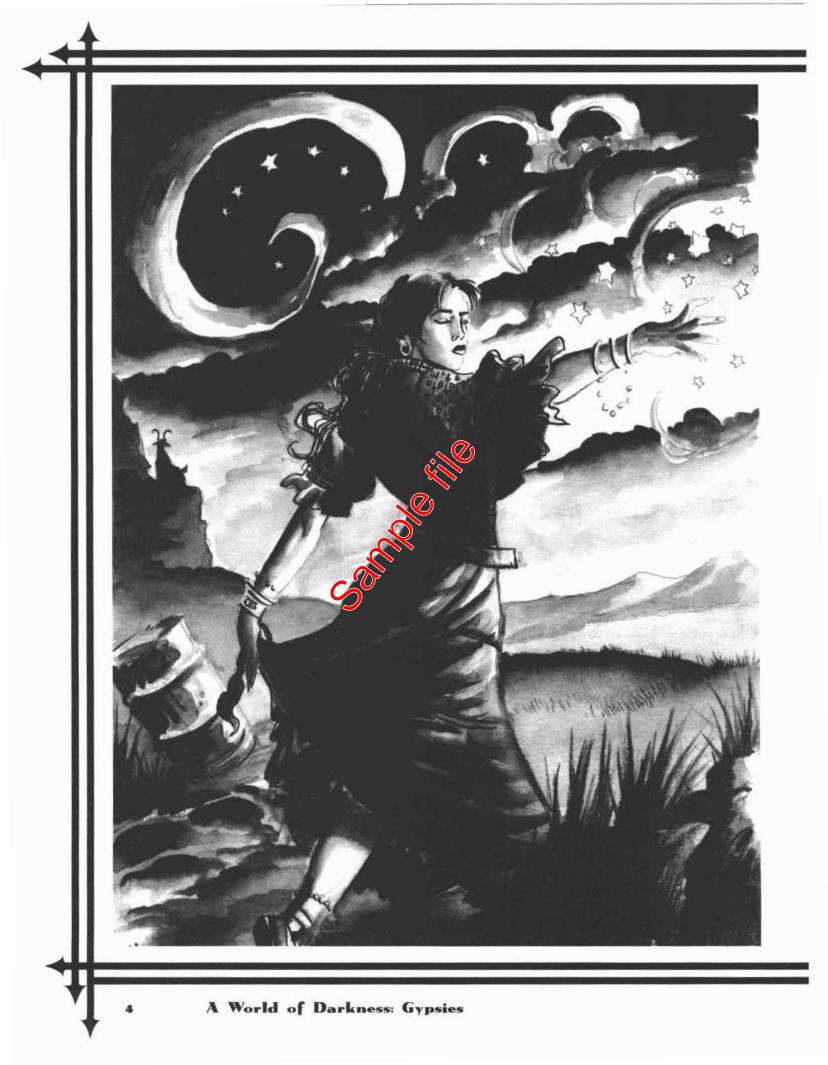
I have never written a solemn "Word from White Wolf" before, but this case is worth making an exception for. Robert Bloch, author of *Psycho*, *Mysteries of the Worm*, and other seminal works of horror and fantasy, has passed away at the age of 77. White Wolf will publish his last story, "Scent of Vinegar," in its first Dark Destiny anthology, *Dark Destiny: The World of Darkness*.

2



ContentsIntroduction4Chapter One: The History of Se Rom10Chapter Two: The People20Chapter Three: The Gype40Chapter Four: The Magic58Chapter Four: The Magic58Chapter Five: Families of Power82Chapter Six: Gypsy Chronicles104

3



Introduction

... people, even today, ten million years later, still say that Gypsies know everything. (20) it's true. They lived well in those days, and we live even better.

— Lazaros Harrians, Greek Gypsy (translated by Diane Tong) Oypsy Folk Tales

The vampires skulk in the looming shadows of heir undying world of politics and pain. The werewolves known as Garou battle desperately, and perhaps hopelessly, to save the world they call Gaia. The mages, and faeries too, work to shape the world for their own devices. But not the Rom, not the Gypsies.

Those of the Blood of Daenna know their place in the World of Darkness. The Gypsies recognize the plotting and battles behind the Masquerade of the vampires, the werewolves' Veil, the mages' intrigues, the Underworld of the wraiths, and even the faerie hills' whispers. Knowledge is both gift and curse to the Rom. Forever isolated from other humans by their Blood and ways, the Rom await with curiosity their role in the upcoming Convergence. Since the first Gypsy walked the earth, individual Romani have played critical roles at important points in history. As the wildcards at the Convergence, the Rom expect to put on a particularly impressive show.

World of Darkness: Gypsies provides full details on generating and playing Gypsy characters. It also gives the history of the Rom and information about the Gypsies' current role in the Gothic-Punk world. While the book itself is written with human Gypsy characters in mind, it also provides useful background information and new Abilities for those players who wish to run Ravnos Kindred or Silent Strider Garou.

By itself this book does not contain enough information to run a campaign world. Gypsies should be used in conjunction with one or more Storytelling games such as Vampire: The Masquerade, Werewolf: The Apocalypse, or Mage: The Ascension to add depth to the chronicle.

Theme

The theme of **World of Darkness: Gypsies** is the intimacy of the outsider. Gypsies are castaways, social outcasts in the World of Darkness. They are distrusted, hated, and even persecuted by the other inhabitants of the world. Most folks would probably just prefer to forget they exist at all. Yet, it is this same outcast status that

Introduction

5