

Gypsies

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 time of reckoning is coming — and they're ready.

A World of 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.

**THE WORLD OF
DARKNESS**

GAMES FOR MATURE MINDS

ISBN 1-56504-136-4

WW2223

\$15.00



4598-B STONEGATE IND. BLVD.
STONE MTN., CA 95083
U.S.A.



A World of Darkness:

◆

GYPSTIGS™

The Outsider Within

*A woman drew her long black hair out tight
And fiddled whisper music on those strings
And bats with baby faces in the violet light
Whistled, and beat their wings ...*

— T.S. Eliot, *The Waste Land*

Sample file

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.

by Teeuwynn

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 permission 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 Masquerade, Vampire the Dark Ages and Mage the Ascension are registered trademarks of White Wolf Publishing, Inc. All rights reserved. Aeon, Werewolf the Apocalypse, Wraith the Oblivion, Changeling the Dreaming, Werewolf the Wild West, World of Darkness and World of 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.com and rec.games.frp.storyteller.com
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*.

A World of Darkness:



GYPSTIES™

Contents

Introduction	4
Chapter One: The History of the Rom	10
Chapter Two: The People	20
Chapter Three: The Gypsies	40
Chapter Four: The Magic	58
Chapter Five: Families of Power	82
Chapter Six: Gypsy Chronicles	104



Sample file

Introduction

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

— Lazaros Hatzigeorgidis, Greek Gypsy (translated by Diane Tong, *Gypsy Folk Tales*)

The vampires skulk in the looming shadows of their 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 Gyp-

sies' 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