



Gypsies: Blood of the Rom



The Gypsies (or Rom) are a closely-knit group of families and clans, the two main social structures. A traveling people, more recent years have seen specialization and lifestyle adjustment due to the onset of technology. The unique creative abilities of the Gypsies have allowed for adaptation of new technologies to their own advantage and it is not unusual to see traveling Gypsy caravans consisting of such things as motor homes and Cadillacs. The portable technologies such as laptops have become particularly useful tools among the families, using modems to satisfy their roaming nature by traveling the highways of cyberspace.

History has seen the Gypsies persecuted for many reasons. Their roaming lifestyle causes them to be always the outsiders, belonging to no country, as well as vagabonds roaming the countryside to make a quick buck. Additionally, their unusual racial powers and close-knit, secretive aspect causes fear and confusion in those not of the Rom. Generations of Gypsies have endured persecution by the *gaje* (not of the Rom) as a result of their aura of strangeness. Religious and political leaders have historically branded Gypsies as undesirables, making them scapegoats of *gaje* problems. More recently an international organization, Magadon, Inc., has been rumored to be secretly hunting Gypsies to extermination.

The many Gypsy families throughout the world have their own unique traditions and ways, passed down to them generation by generation through the telling of Gypsy lore. Each family has its own Gypsy King or Queen to arbitrate disputes and maintain family traditions, though there is no single ruler of all the Gypsy clans. Despite the whittling away of Gypsy culture by encroaching cultures, a few families remain pure of blood and are much more in tune with their heritage. The five main families maintaining the true Gypsy traditions include the Ravnos, the Lupines, the Phuri Dae and the Tsurara.

Gypsy legend explains the special nature of their bloodline in a tale of Daenna, mother of the Rom, and her brother, Sarrath. It was Daenna's love for Dracian, her husband, that caused Sarrath to break off from the family. Sarrath was unable to accept the *shilmulo*, Dracian, as a brother though, at that time, vampires and mortals were able to live together in peace. Understanding Dracian's true nature, Daenna allowed Dracian to drink her blood but never would partake of his. Dracian's passion for his bride inspired him to create the Tree of Life, whose single fruit he hoped would enable him to gain release from the thirst for blood.

Dracian's plans were foiled, however, when a daylight raid was made on his home by a group of mortal fanatics bent on the destruction of all *S*. With Dracian unable to help her protect the tree and its powerful fruit from the attackers, Daenna ate the fruit and hid the seeds, burning the tree to keep it from the mortal scourge. It was Sarrath who appeared after being absent for a decade to save Daenna from the mob. But during his absence, Daenna discovered, her brother had become something more than mortal and was now one of the first of the tribe of Silent Striders. This knowledge/kinship with the Werewolves have also enabled the Gypsies to build a friendship with the Gangrel.

 *Athens by Night Gypsy Rules* 

Rules by JoAnn and Matthew Blake and Jay Travis from those in WOD: Gypsies and MET: Masquerade.

Character Creation

Attributes: Beginning players receive 6 primary, 4 secondary, 3 tertiary to be assigned in player-determined order to Social, Physical and Mental Attributes.

Abilities: Beginning players receive 5 abilities to be chosen from human characteristics according to the MET: Masquerade books in addition to those contained herein as distilled from WOD: Gypsies.

Willpower: All gypsies begin the game with 2 willpower

Blood Purity: Beginning players start with 1 Blood Purity point. Rom can only buy Affinities according to Blood Purity level.
 One Blood Purity..... Basic Affinities only
 Three Blood Purity..... Basic and Intermediate Affinities
 Five Blood Purity..... Basic, Intermediate and Advanced Affinities.

Affinities: Beginning players start with 3 basic affinities to be used according to family and element. Any out-of-family Affinity purchased will cost an additional experience point at every level (4 for basic, 7 for intermediate, 10 for advanced).

Freebie Points: Players begin with 10 freebie points and may obtain one freebie per derangement, to be spent as indicated below.

Freebie Point Cost:

Affinity	3 for each basic Family Affinity
Willpower	3 for each Willpower Point
Blood Purity	2 for each point of Blood Purity
Influences	1 for each Influence
Attributes	1 for each Attribute point raised
Abilities	1 for each Ability
Elements	1 freebie; to be claimed by beginning characters only.

Elements: Only at character creation can beginning players decide to spend their freebie points to claim the Element of their choice. PCs may only claim ONE Element.

Blood Foci: Gypsies can combine blood to increase their abilities in Affinities of one of their family members. Participants in this ceremony must spend one willpower and one blood point (causing them to take one wound level.) The combined Blood Purity of all participants can then be used to temporarily increase the Affinity level of an already present Affinity of the target Rom for one use only (or one scene) as indicated:

From 1A to 1B.....	5 points
From 1B to 2A.....	5 points
From 2A to 2B.....	5 points
From 2B to 3A.....	5 points

(ex: in order to go from 1A to 2B, it would take 15 total Blood Purity)

The Gypsy Family

Lupine

ADVANTAGES..... All Gypsies are Kinfolk, and are thus immune to the Veil and Delirium.

Family Affinities..... Force of Will; Spirit of the Wolf

Ravnos

ADVANTAGES..... *Ravnos* Gypsies cannot be bloodbound by *Shilmulo*.

Family Affinities..... Luck; Empathy

Dhuri Dae

ADVANTAGES..... *Dhuri Dae* Gypsies begin with 2 Blood Purity points. They may still spend their freebies to purchase additional Blood Purity points.

Family Affinities..... Evil Eye; Mediumship

Tsurara

ADVANTAGES..... Every point of blood that a Vampire drinks from a *Tsurara* causes the *Shilmulo* to take one point of aggravated damage and they receive no nourishment from the blood point. (The Vampire will be fully aware of this after drinking the first point of blood.)

Family Affinities..... Dance of Knives; Instinct

If a Vampire drinks the blood of a particular Rom on three separate occasions, that Shilmulo becomes addicted to the Rom's blood.

If a Gypsy is embraced, they lose all of their Affinities and family powers.

Elements

When a Gypsy is born into this world, a "birth reading" is given. Only one in three readings give a positive result showing that the child has been claimed by one of the four Elements. If a child is chosen, that particular Element grants certain gifts as listed below. Essentially, a Rom choosing to spend their freebie points on character creation to purchase an Element will be able to learn the chosen Element's Affinity without a teacher and without the extra cost for an out of family Affinity.

Fire Affinity: Dance of Knives

Earth..... *Affinity:* Force of Will

Air *Affinity:* Luck

Spirit..... *Affinity:* Draba

Affinities

Dance of Knives To invoke the Dance of Knives, a Gypsy must actually have knives (duh!)

- 1A *Dancer's Grace*+4 Traits
- 1B *Spinning Fury*+8 Traits
- 2A *Kuyan Frenzy*.....+16 Traits
- 3A *Blade Mastery*.....+28 Traits

Note: Dance of Knives does not give the user additional speed, movement or actions.

Draba

Artifacts containing Draba magic may only be activated within 24 hours of their creation.

In addition, they may only be used by Rom.

- 1A Allows the Rom to learn and create Basic Level Draba Talismans.
- 2A Allows the Rom to learn and create Intermediate Level Draba Talismans.
- 3A Allows the Rom to learn and create Advanced Level Draba Talismans.

BASIC *Amulet of Mechanical Aptitude*

Ring or bracelet of computer chips enhancing hacking abilities. Grants the wearer two additional computer ability

Whuzo Ointment

Removes impure taint from Gypsy including non-magical poisons and diseases.

Mystic Veil

Does not actually have to be a veil (maybe sunglasses or bandana etc.) making the Gypsy difficult to perceive (similar to Obfuscate/Unseen Presence). This effectively gives the Rom the power of Obfuscate 1A but lasts for only one night at which point the veil is useless.

Shadow Brew

This is a dark brown liquid enabling the loosening of ties to the physical plane, thereby allowing entrance into the Umbra for 10 minutes. When the owner drinks the liquid their body slowly disappears (over about two minutes of time as they slowly slide into the Umbra, and as the brew weakens after about 8 minutes they will slowly appear back into the real world.

Healing Balm

Can heal one wound level (not aggravated). One use per Healing Balm. Also can only be used on things that are alive (basically anything but a Vampire).

Snake Oil

Light green in color, this liquid grants a temporary +3 to either Physical traits (if rubbed on the hands) or Social traits (if rubbed on the face) for 24 hours.

INTERMEDIATE *Disk of Bedevilments*

This item may be used only during downtime. It is a computer disk with a magic aura and allows a +5 Bureaucracy Influence to conceal a downtime action.

Mule-Vi

Created from glass, this is generally a lens which enables the user to perceive the true nature of anyone within sight of the lens. This effectively gives the user Auspex 1B for the duration of the night, at which point the lens is useless.

Cat's Paw

This is a temporary sigil/tattoo on the skin in the form of a cat's paw. When activated by one Willpower, the sigil will disappear and the wearer will obtain Celerity 1B for the next ten minutes, or for the scene.

Deitumnimos

A beverage which, when consumed, will allow the entrance into the umbra for one hour (see Shadow Brew).

Earring of Earthly Grounding

Wearer may ignore one magical challenge (Thaumaturgy, Necromancy, Garou Gifts) per night.

Dragon Oil

Dark green in color, this liquid grants a temporary +6 to either Physical traits (if rubbed on the hands) or Social traits (if rubbed on the face) for 24 hours.

ADVANCED *Sarrath's Claw*

This dagger is engraved with Sarrath's symbol and can do aggravated damage to all beings. Wielder also gains +3 Physical traits when using the dagger.

Needle of the Mind's Eye

At the cost of 1 Willpower, this object will allow the spirit of a Rom to be maintain connected to the physical plane while traveling through the Astral Realm for up to one hour. There is no limit to the amount of times that the needle can be used.

Suspended Blood Focus

To create this object the Rom must have some item which is personal to the Rom with this Draba ritual. It takes two or more Rom to create this object (though only one need know the ritual to create this item). Each participant contributes one blood point (causing each to take a wound level) and one willpower. The blood is then absorbed by the object. The combined Blood Purity of all of the contributors is then stored in the vessel as Willpower. The focus can store up to 20 points and may be used only by the possessor (who must also be one of the creators). When all of the Willpower has been used the focus is useless, but the ritual to create the blood focus can be used again and again on it.

Empathy

- 1A *Eyes of Wrath*.....See Dread Gaze
- 1B *Enthrall*.....See Entrancement
- 2A *Siren's Call*.....See Summoning
- 3A *Jastima's Charm*.....See Majesty

Evil Eye

- 1A *Baba Gaje*
Subject loses 3 Social traits for one scene (or 10 minutes). Will only have effect if no other Evil Eye curse is present. Must win challenge of Mental + Occult.
- 1B *Buffo Gaje*
Subject loses 3 Physical traits for one scene (or 10 minutes). Will only have effect if no other Evil Eye curse is present. Must win challenge of Mental + Occult.
- 1C *Dilo Gaje*
Subject loses 3 Mental traits for one scene (or 10 minutes). Will only have effect if no other Evil Eye curse is present. Must win challenge of Mental + Occult.
- 2A *Ahmira*
Subject at half traits for one hour in either Physical, Mental or Social (Gypsy's choice) after one Willpower is spent and success in a Mental + Occult Challenge. Will only have effect if no other curse is present.
- 3A *Daenna's Curse*
In order for a Rom to use Daenna's curse on someone, the Rom must give some sort of a verbal warning which the victim must violate. Subject is at half traits for all challenges (Physical, Mental, and Social) for entire night. Will only have effect if no other curse is present. The Rom must spend a Willpower point and win a Mental + Occult challenge.

In order to use any Evil Eye Affinity, the Rom must make eye contact with the target. The victim will be aware that "something" has occurred, but not the exact nature of the curse.

Force of Will 1A *Coma*

This Affinity allows for a “coma” level to replace “dead” (similar to Torpor) unless aggravated damage is incurred. To be revived from “coma” status, a Rom must be magically healed (ex: Mother’s Touch, Healing Balm).

1B *Toughness*

This Affinity gives the Rom the ability to ignore all wound penalties, including that of incapacitated.

2A *Stalwart*

This Affinity gives the Rom two additional wound levels, one Healthy and one Wounded.

3A *Heart of Dhatime*

A Rom with this Affinity automatically soaks one wound level every time they are damaged (for both normal and aggravated damage).

Instinct

1A *Intuition*

By winning a Mental + Investigation challenge, the Rom may determine that there are Obfuscated or Umbral creatures near. Only allows knowledge of presence and location (does not let the Rom actually see the creatures). Note, may be used even if the target’s are not moving.

1B *Awareness*

See Aura Perception.

2A *Inquiry*

The Rom may ask three “yes” or “no” questions of any object by winning a simple test for each question.

2B *Danger Sense*

Whenever the Rom with *Danger Sense* is surprised, the level of surprise is reduced by one.

3A *Whispers of Jhanaki*

The Rom may see through Obfuscation of moving targets with no test. Allows a Mental + Investigation test to see Obfuscated targets who are not moving. Also allows the Rom to determine the creature type with no test. Does not break through Soul Mask.

Luck

- 1A *Smile of the Rom*.....May retest once per 24 hours for any challenge.
- 1B *Laughter of the Rom*..... May retest for a challenge on two separate occasions in a 24 hour period.
- 2A *Joy of the Rom*.....May retest for a challenge on four separate occasions in a 24 hour period.
- 3A *Delight of the Rom*..... May retest once in every single challenge.

Luck Cards will be issued to Rom with the Luck Affinity which must be destroyed when this Affinity is invoked, unless the Rom has Luck at 3A.

Mediumship

- 1A *Mulé Vie*
May sense presence and general location of spirits in the Umbra. The Rom cannot actually see into the Umbra.
- 1B *Prikaza*
May banish presence of spirit in the Umbra for one hour after successful Mental + Occult challenge. If the spirit runs into the same Rom in the next hour it must run away in fear.
- 2A *Beckoning*
The Gypsy who invokes *Beckoning* will be able to summon and converse with a spirit in the umbra when winning a challenge of Mental + Occult. After winning the test, the Rom may ask three questions or speak for one minute. Note: the Spirit must answer the questions (not necessarily truthfully).
- 3A *Spiritual Suppression*
This Affinity can only be done over downtime. The Rom must have physical control over over a body (gaje, *Shilmulo*, etc.) for the entire downtime. When this Affinity is invoked, the Rom implants a spirit into the body which gains complete physical control of the body for the next Gathering (see Possession).

Spirit of the Wolf

- 1A *Wolf Claws*
Same as Protean 1A
- 1B *Language of the Beasts*
Allows the Rom to speak and understand the languages of all animals, including Garou and Vampires in wolf form.
- 2A *Howl of the Wolf*
When a Rom invokes this Affinity, he/she produces a terrifying howl, frightening those who hear upon winning a Social + Survival test against each person (See Dread Gaze). Note, only those in your immediate vicinity are affected.
- 2B *Lupine Possession*
This Affinity allows the Rom to possess a natural wolf (see Possession). While in the body of the wolf, the Rom has +3 Investigation and +3 Physical traits.
- 3A *Side - Step*
The Rom with this Affinity is actually able to sidestep into the Umbra at will. The Rom may also take one willing target with him/her. The use of this affinity does not require a reflective surface, and only takes about two seconds.