

# The Rom in the Old World

by Rev. Garrett Lepper

The colorful wagons of Gypsies are a common sight in the Old, although a not entirely welcome one. This itinerant people wander about in large extended families, living on the margins of society. On the surface they are very outgoing and flamboyant people, viewed as entertainers, or worse, rogues, thieves, scoundrels, and mountebanks. But despite this façade, they are an insular and secretive group, very jealous of keeping their culture safe from intrusion. Most of the Old Worlders know them as "gypsies" or the "Strigani", they however, call themselves the "Rom".

They Rom travel about as they will, showing an aversion for local authorities and local customs. Each band of Rom is usually a large extended family, although some groups may be two or more families. They move about in large covered wagons, or box-like wagons with walls and roofs made of wood. A few groups along the river travel along on riverboats. They usually encamp just outside of a community, setting up their brightly patterned tents. Although Old Worlders view these gypsies with alarm, the arrival of gypsies breaks the monotony of their everyday life. These gypsy encampments provide all manner of entertainment, and the Rom will often set up performances or organize a circus, which local townsfolk will flock to for the diversion. While staying in communities, they are fairly well behaved. The Rom are less concerned about maintaining good relations when passing through. A few smaller and more conservative gypsy bands are traveling artisans or handymen who look on their entertainer kindred as reckless children.

## The People

The Rom have always lived a semi-nomadic existence, and they identify themselves as a people because of their dialect known as "Roma". The Roma-speaking people are believed by many scholars to have originated in the area between Kislev and the Empire, stretching all the way down to the Border Princes. This knowledge is disputed by some who claim that the Roma-speaking peoples came from a country in the far south near Araby. However as far as traditional scholars claim, at one time there was an area ruled over by the Rom south of the Border Princes, beyond the Skull River. As the Dwarven citadels gradually succumbed to goblinoids, the goblinoids poured forth from the World's Edge Mountains and scattered the Rom peoples about. It is this homeland that the Rom claim as their own, and speak one day of returning to their homeland. Today they roam from Kislev to Estalia. Intermarriage between the Rom clans have resulted in a huge and secret community that spreads between the countries. The compositions of these clans is always changing as Rom leave to marry, or bring in new spouses, or leave for months or years to visit relatives in other clans or just to travel about with some other group for a change. This constant interaction and marrying makes nearly all Rom groups closely related.

Each Rom community is led by a group of elders, although a capable and energetic male of middle-age is usually chosen to lead the everyday clan activities, and he is known as "Uncle" by everybody regardless of his real relationship. There is also the "Matriarch" of the clan, who is the center of Clan life and serves as the most important person in the clan, whose word has powerful influence on the elders and the "Uncle".

## The Secret History of the Rom

The Rom originated from the area of Nehekara in the fertile valley there but quickly moved beyond that region northwards, taking with them some of the dark secret knowledge that would prove the downfall of Nehekara. From here this group of people, sharing a common language and traditions spread about, living a partly nomadic existence and intermarrying between families. Some wandered over the World's Edge mountains to the west that would later be known as the Far Side, but most stayed in the region known now as the Badlands and the

Border Princes. A handful settled around an inland sea, and the fate that befell this group is both dark and terrible.

This area was constantly destabilized by an influx of refugees from the turmoil in Nehekhara, many of these immigrants people with dark histories and evil motives. Death cults formed amongst the communities of nomads and over time the traditions of many of the nomads became twisted to serve these evil intentions.

Those that had settled in the mountain valleys surrounding the inland sea were visited by a refugee from that area. Unbeknownst to the people living there, the water in the region was polluted, warping their minds and making them susceptible to the influence of darkness. Over time a great necromancer appeared in the region, to be worshipped as a god, and through ghastly ritual most of the populace became cannibals, devolving into ghouls. By the time the transformation was complete, the other nomads had severed all ties from their wretched kin.

For the other families of nomads to the west, settling down would prove their undoing. A close association of families known as the Lodringen settled a region whose capital was Morgheim. It was prophesied by the shaman of the Lodringen that this would be their empire. The Rom known as the Strigani of the Old World today are descendants of these ill-fated people. This shaman, known as Kadon created the Empire and ruled over it wielding great necromantic energies. Kadon wrote great and terrible necromantic tomes, and his prophesies were proven correct when his "god" appeared before him. When the great war against the Vampire infested city of Lahmia ended, the area around Morgheim was flooded by those fleeing this war, many of them fleeing with secret and blasphemous knowledge. One of these new immigrants was a great and powerful vampire, Ushoran, Lord of the Masks. He appeared before Kadon and proclaimed himself a god.

To honor the new living god, the area was renamed "Strigany" and the capital renamed Striga. Human necromancers led by Kadon united with the Empires on a war of expansion, for the Vampires, under edict from Ushoran chose not to feed upon their followers, but on prisoners of war. The other families fled the region in fear, never to return. Soon their empire spread. The union of living and dead resulted in a rebirth of necromantic knowledge and many necromantic tomes originated from this era. This constant campaign for captives to feed the dead proved their undoing. Spreading further and further from their region, they pushed into areas controlled by goblinoids. The goblinoids responded to this intrusion by invading en masse. The armies of Kadon were used to pursuing nomads about and were unprepared for the sheer savagery of the orcs and goblins. The land of Strigany was put to the torch and the final battle waged at the gates of Striga where Ushoran and his vampires were destroyed by the goblinoid forces. The people of Striga fled, many of them concealing vampires in their midst. The land was razed and became the Bad Lands, a place where almost no humans inhabit. Those people who fled became known as the Strigani. Ironically, they became rootless travelers like those they had pursued, and to this day, the Strigani still maintain a distinct identity.

The Strigani are the largest of the Rom clans. The term Strigani is used for those clans that fled the destruction of Strigany. The Rom is the overarching term used to describe all the nomadic people of the Old World. Traditionally this term meant those early migrants from Nehekhara, although now the term includes those other nomadic peoples such as the Dolgans and others who through marriage are now related to the Rom.

### **Distinctions among the Rom**

Anyone who is considered Rom is a person who speaks the Rom dialect of Old Worlder. This dialect is the most distant of all the dialects, having linguistic survivals of the old Nehekhara language, loan words from other Old Worlder dialects, and words and phrases from non-Old World languages, such as the Dolgan tongue, a linguistic cousin to the language spoken by the Ungols of Cathay. Even within the dialect there are dramatic differences, for example the Rom of

the Irrana mountains speak a different Rom dialect than those roaming in Kislev. However with a bit of patience both groups can communicate.

There are not just linguistic differences, there are broad cultural differences, and the Rom of each area tend to adopt some cultural elements of their host culture. Clothing, sport, and cooking can vary from region to region, and differences vary between those Rom who take to the waterways and those who travel traditionally by wagon caravan.

The greatest differences though are historical. The close-knit collection of clans known as the Strigani are avoided by nearly all the other Rom clans due to their dark history and their ancient wars for prisoners against the other clans. While the Strigani are still feared, they are accepted as Rom, and even despite old animosities, a fellow Rom clan is still a part of the Rom, and in this world the Rom must stick together. Loyalties to the Rom are paramount in the face of perpetual persecution that the Rom must suffer.

The Strigani have made great efforts to come to remedy ancient wrongs, and now the Strigani are known for their great power and influence. Their magical abilities are superior to all other clans and their seers are known as the most effective at divining the future. It is reputed that if a secret has been whispered anywhere in the world, that the wind itself betrays that confidence by carrying those whispers to the ear of a Strigani witch or warlock. When a clan is in trouble, they often turn to the Strigani for assistance, both magical and spiritual. Due to their dark history, the Strigani are privy to all sorts of knowledge, and they know how to both invoke and dispel curses. Some whisper that the more secretive clans within the Strigani still serve their vampiric overlords, although the Strigani clans vehemently deny these claims. The Strigani dream one day of returning to their homeland, although no serious attempt has been made to resettle there.

The Rom of Estalia are quite sedentary, rarely leaving the borders of Estalia. These Rom have over the centuries interacted with the Estalian mountain clans and now act as traders throughout the region, relying upon their large kin networks to distribute goods and capitals. During the Crusades against Araby, many of the defeated Arabians fled into the highlands and were absorbed into Rom clans there and their language and traditions have borrowed many aspects of the culture of Araby. This adoption of foreign customs has often resulted in religious persecution of the Rom in Estalia.

The Rom of Bretonnia, the Empire, and Tilea all interact and it is not uncommon for them to emigrate from one region to another over a few years. All these clans are closely interrelated and constantly interact with one another. In this way, information and rumors pass quickly through the communities and the Rom often have an excellent idea of what is going on in other parts of the Old World. Most of these groups travel broadly offering services. Some work as groups of pedlars, others work as entertainers or as traveling circuses. Those who ply the rivers often act as legitimate mercantile concerns and among the most accepted of the Rom people's in the Old World. Although they are viewed with suspicion, they are less persecuted than in Estalia. However violence between communities and the Rom are not unknown or infrequent. In the area of the Empire known as Sylvania, the Rom have a particularly dark reputation, and it is said that most Rom families avoid those that call Sylvania their home.

The Rom of Kislev have close associations with the Dolgans of Kislev and other nomadic peoples. For centuries the Rom have been tied by mutual interests and experiences with these people and marriages between the groups are common. The Rom often travel alongside these groups, and the Rom in Kislev rely less upon wagons and more upon horses. In Kislev many of the Rom have taken up herding alongside the Dolgans, an uncommon practice among the Rom. The Rom are generally outside the tyrannical laws that rule the peasantry in Kislev and as a consequence the nobility of Kislev have great animosity towards the Rom, this has often resulted in persecutions and even massacres. Their close associations with the nomadic peoples to the east do little to improve relations. Still despite the dangers the Rom still wander about Kislev, although they are among the more insular of clans.

The Rom of the Border Princes see themselves as the inheritors of Rom tradition. Their close proximity to their lands south of the Border Princes and their relative freedom in the region allows them to practice their way of life with little interference. The Rom of the Border Princes view themselves as superior to their kindred throughout the world, an attitude that sometimes causes animosity between the Rom of the Border Princes and their kin elsewhere.

### **Rom Culture and Traditions**

The Rom culture is best described as close-knit. Although the Rom are wide-spread people, their loyalty is first and foremost with their kin; they will trust a Rom whom they have never met over a non-Rom whom they have known for twenty years, for the Rom are all linked by a common heritage and language. For the Rom, the connections are even closer than shared blood and history, for they share rich cultural traditions and have a lifestyle unique to the Rom.

For the Rom, respect is one of the most important shared cultural traits. Anyone that is Rom deserves respect as their birthright, but for the non-Rom, respect must be grudgingly earned. Within the Rom community there are levels of respect, and the most highly respected are the elderly whose wisdom leads the clans. Beyond that, respect is contingent upon age, experience, intelligence, and skill. The non-Rom must constantly struggle to be accepted by the Rom, and only after years of traveling and working with them will one be accepted as a Rom and finally given respect.

The Rom prize wit and intelligence. Someone who can think fast and take advantage of a situation is highly praised, for the Rom survive by making instantaneous decisions. Thinking quickly is nurtured in the Rom by the constant games they play, when fathers and mothers perform magic tricks by making coins disappear and the children must find the coins. Two of their time honored traditions reinforce this, story telling and word games. Rom culture is an oral culture where nearly all knowledge is passed down by oral retelling. The Rom most common tale is about how the Rom outsmart non-Rom by cunning stratagems, and thus the Rom children are constantly being instructed in innovative techniques to fool others. The word game is a game learned as children yet played throughout life among the Rom. Their word games are nearly countless, with hundreds of variations. Some are competitive stories, others games on word play or metaphors, to games where the opponents creatively curse one another, directly or indirectly. The common feature is that at least two people compete against one another in a lightning quick game where one tries to outwit the other as onlookers applaud.

The lives of the Rom are difficult and the Rom are firm believers in not having to work harder when necessary. For the Rom, it is wiser to let others do the work and expend their energies. Thus the Rom value those who take advantage of a situation; a Rom who is taken advantage of is mercilessly ridiculed by their friends and family. The Rom believe in acting only when absolutely necessary, and feel that the most effective time to act is when the opportunity arises. Exerting oneself when not necessary means that one may be too tired to act later when it finally proves essential to act. There is a Rom saying that "Working one's oxen to death is not going to make Winter pass by sooner". This relaxed approach to work often earns the disapproval of those who value hard work and the Rom have earned a reputation as lazy and hedonistic.

Despite their clannishness, the Rom are surprisingly willing to adopt outsiders into their midst, particularly if they are children. The Rom have long accepted nearly any child into their company as long as that child has the potential to prove profitable for the Rom. There are accounts that the Rom often steal babies, but usually children are given away or run away from home, and the hue and cry is only raised after the Rom have left and the family has some explaining to do to the community.

The Rom have elaborate rules and customs regarding death. Due to their history with death and their knowledge of death magic, they go to elaborate measures to ensure that the dead rest peacefully. Treatment of the dead is carefully monitored. Only children may clean the body

and only ritually purified men may place the body in the ground. Elaborate rituals are performed to ensure that the dead rest peacefully and a gold coin is hidden on the body to ensure that they have the coin in the afterlife should they need to pay for any of their past sins. Theft of this coin from a corpse is considered a most grievous sin and condemns one to be haunted by the offended soul thereafter. Upon the death of a family member the whole family or caravan grieve. The men drink and sing mourning songs while the women cry and scream. These acts of mourning are loud and prolonged, with the belief that they will reach into the afterworld to ensure the dead that they are sorely missed. The men's songs are also advice to the dead who haven't left on how to leave the world of the living and the women's cries are designed to scare the restless soul into the afterlife. After three days of riotous grieving, the family leaves the area and grieves silently. By moving on, they hope to avoid being haunted should the soul not pass on to the afterlife. They are silent to not only show their respect for the dead, but they also wait for any of the telltale signs that the soul of the recently departed is following them.

However a Rom murdered by another Rom cannot be buried until their murder is discovered. Divinations are performed to see if the death was by curse, poison, or some other instrument. If after three days the dead person is not avenged and the murderer discovered, the dead is buried and the family fractures to join various other families. It is believed that the ghost of the murdered will eventually haunt the murderer, and the other family members seek to avoid sharing the murderer's fate.

The Rom have long been associated by outsiders with a number of criminal activities. Their collective sense of ownership, combined with their own self-image of carefree rogues and their disdain for sedentary folk have provided them with a very ambiguous view on private ownership. For the Rom, there is nothing wrong with acquiring something through one's wiles. All townsfolk are rich, and therefore can afford to share their wealth with the Rom. Of all the crimes that the Rom are accused of, petty theft is the most commonly practiced by the Rom. Many young Rom males will often see theft as a means of showing their abilities, and relish the risks involved. If passing through a community, the Rom may take a livestock here and there, and perhaps pick some pockets.

Those Rom caught in town of crimes are usually fined or held for a few days, but the authorities are loathe to keep them for longer for fear that if their families will stay in the area, increasing the likelihood of further crimes! The local magistrate is usually happy to fine them and order them to move along immediately. If a Rom flees to their encampment, then it's usually impossible to find them or the stolen item. Rom in trouble with the local authorities can also flee to a neighboring clan and travel with them until the community outrage subsides.

One of the more serious of crimes they are suspected of is smuggling. Due to their nomadic existence, and their contacts throughout the world, the Rom are very effective smugglers, and most Rom groups do some smuggling to make ends meet. In some parts of the Old World, groups of Rom smugglers monopolize the trade in the area and become large criminal organizations, which blights the name of other Rom not involved in these affairs.

As mentioned before, there is one crime the Rom are suspected of that they are quite undeserving: baby thieves. When the Rom arrive at a community, there have been instances of mothers giving unwanted children to the Rom to care for, whom they happily accept. The Rom's lifestyle also appeals to the disaffected and Rom often find orphans and mistreated children eager to join the warmth and experiences of a Rom clan. So when the Rom leave a community, those that have left voluntarily are often suspected of being abducted, since the townsfolk can not understand why anybody would want to leave the safety of their communities.

Since the Rom are outsiders, they have an affinity for those sharing similar positions, and as such they are less aggressive about signs of mutation. Those people with a small and easily concealed mutation may travel with the Rom, although those with an evil or dangerous disposition are quietly taken care of. Those whose condition worsens or develop more mutations are asked

to leave or killed. This lax approach to mutations has brought the suspicions of Witch-hunters onto the Rom, more attention that they can do without. It should be noted that Rom clans are not hotbeds of chaos worshippers, simply that they are maybe more compassionate towards those who like them are persecuted by society.

Although most Rom clans indulge in some sort of petty theft or smuggling, their intention is to not physically harm anybody. They have no qualms about parting someone from their money through a con job or the like, but using physical violence will only compromise their safety, since they rely so much on the grudging good will of the communities they stay at. There are a few Rom communities that are violent and dangerous, but these wayward brethren are kept at a distant. There are a few clans, mostly the artisans and tinkers who refuse to take any part of crime, and their less scrupulous relatives consider them stuffy and conservative.

### **Magic and Religion**

The Rom are a very superstitious people, with a culture rich in belief, folk-lore, and traditions, many brought from the lands of Nehekara. They themselves are viewed with superstition by the communities through which they travel, having some sort of magical power of beguiling people into joining their wandering families, and the ability to curse whole communities that wrong them. It is said to dance past midnight with the gypsies means that one can never return to their communities, and to mistreat a gypsy is to ensure that the wheat will blight and your cows' milk will sour. The Rom practice some magic, mostly illusions, but one of their favored spells is the curse, since evidence pointing at the perpetrator is difficult to find. A few of the clans, particularly Strigani clans practice the same ancient and powerful necromancy of Nehekara.

The center of any Rom community is the Matriarch, the oldest and wisest of the Rom, who acts as a seer, guiding the community. When the Rom reach a community, the Matriarch, who is referred to as "Grandmother" by all the Rom, will usually provide some readings and divination for the community. It is said that the Matriarch has an uncanny ability to foresee the future and speak with the dead.

The Rom originally worshipped of the older pantheon, but their nomadic existence has created a dramatic change of faith. Some families became devout followers of the Old Faith and enjoy a closeness to the earth that few people have. Most Rom revere a few gods, Taal, Rhya, and those river clans: Manann, but one god is held above all others: Ranald, the Trickster. The Rom are very devout in their worship of Ranald as god of luck and thievery, and the Rom are known throughout the Old World as the "Ranald's Children". This close relationship with Ranald may help fuel suspicions about the Rom's integrity. One god is rarely mentioned but is deeply revered: Morr. The Rom worship Morr in their own way when death happens, and they hope that the patronage of Morr will stave off the dark history that many of the Rom clans have.

Should the dark history of the Rom haunt them, they call upon Ghost Finders, the Rom version of an exorcist. The only devotees to Morr in the community, they seek out those ghosts that torment the living. They are also experts at dispelling curses, and a handful even hunt down those vampires that still hide among the more treacherous of the Rom clans. The Ghost Finders also have a long tradition hunting down ghouls, despising them for their ancient deviations from the Rom traditions.

The Rom not only call upon their priests and druids to assist them, but they have a whole host of other resources. Many Rom caravans have mystical secret societies among them that carry on the ancient traditions of the land they long ago lost. As mentioned before the Rom also draw upon witches with their ability to curse and seers with their powers to see into the future. What is different about all these traditions is that the Rom do not trust the written language and all their magical, mystical, and religious traditions are passed down orally. This keeps the knowledge from being shared with outsiders and builds strong relationships between tutor and student.

## **Rom Relations with Others**

All Rom experience some prejudice and persecution in their lives from the people whom they travel amongst. In desperate times, Old Worlders will often accuse the Rom of being responsible for the Old Worlder's current problems, and violence against the Rom is not unknown. There have been massacres in the past by outraged and terrified citizens, and the Rom are often without the legal protection and privileges that the locals enjoy. In Kislev, the Border Princes, and the Empire they are tolerated. They are probably on their best behavior in the Empire, and a little more reckless in Kislev and the Border Princes. In Bretonnia they tend to become a little more immersed in criminal activities due to the lax environment and the corrupt and negligent authorities. In Tilea the Rom take an outright criminal role in many cases. The Rom in Estalia are very clannish and introverted, since they face considerable hostility from the rural populations who view them as little better than witches.

The Rom have their closest relationships with Gnomes! Many Gnomes wander about the Old World before settling down, doing artisan work and the like, or a bit of entertaining, and they are readily accepted by the Rom, and the Rom are always welcome in Gnome communities, where the Rom are remarkably well-behaved. When the Rom are being persecuted by locals, or face the threat of violence, they often flee to Gnome communities for assistance, and the Gnomes will always intervene to mediate. This is particularly true in Tilea. The Rom also help out Gnomes, and Gnome merchants are notorious for selling cheap goods that were smuggled in by the Rom. There are also a number of Gnome circuses and entertainers that travel about like the Rom, and have close ties with Rom clans, and Gnome circuses and Rom clans often travel about from festival to festival entertaining and delighting. It is said that when the Rom were driven from their ancient homeland, that a magpie sent to them by Ranald led them to safety at a Gnome community, where the Gnomes taught them illusionist magic, and to this day the two groups have had close relations.

The Rom also are on good terms with Halflings, and it is not uncommon for the carefree halfling to join the Rom as well. When the Rom arrive in Mootland, it is said that the Halfling cooking and the Rom entertainment makes for a festival unparalleled anywhere in the Old World!

## **Rom PCs**

A Rom PC uses the human chart for determining their starter profile.

All Rom speak "Roma", which is a dialect of Old Worlder that can be unintelligible to others if they so desire. The Rom use the following "Rom Skill Chart", regardless of their Career Class:

### **Rom Skill Chart**

| d100  | Skill              |
|-------|--------------------|
| 01-05 | Acrobatics         |
| 06-10 | Acute Hearing      |
| 11-15 | Ambidextrous       |
| 16-17 | Astrology          |
| 18-22 | Blather            |
| 23-29 | Dance              |
| 30    | Divination         |
| 31-40 | Drive Cart         |
| 41-45 | Excellent Vision   |
| 46-47 | Flee!              |
| 48-50 | Fleet-footed       |
| 51-55 | Lightning Reflexes |
| 56-65 | Luck               |
| 66-67 | Muscianship        |
| 68-70 | Palm Object        |

71-75 Ride (or Sailing if a River Clan)  
76-80 Sing  
81-85 Sixth Sense  
86-90 Speak Additional Language  
91-93 Street fight  
94-95 Very Resilient  
96-100 Wit

#### **Rom Warrior Career Chart**

01-20 Bodyguard  
21-40 Labourer  
41-60 Outlaw  
61-80 Protagonist  
81-00 Ruffian

#### **Rom Ranger Career Chart**

01-20 Boatman  
21-25 Coachman  
26-40 Fisherman  
41-60 Herdsman  
61-70 Hunter  
71-85 Muleskinner  
86-95 Outrider  
96-00 Trapper

#### **Rom Rogue Career Chart**

01-05 Beggar  
06-30 Entertainer  
31-35 Footpad  
36-40 Gambler  
41-45 Grave Robber  
45-50 Minstrel  
51-60 Pedlar  
61-65 Raconteur  
66-70 Rustler  
71-75 Sensitive  
76-85 Smuggler  
86-95 Thief  
96-00 Tomb Robber

#### **Rom Academic Chart**

01-25 Artisan's Apprentice  
26-50 Herbalist  
51-55 Hypnotist  
56-65 Initiate (of Ranald)  
65-85 Seer  
86-90 Sensitive  
91-00 Wizard's Apprentice (or Hedge Wizard's Apprentice)

Trappings for the Rom: Rom, due to their impoverishment, usually start off with only 2d6 GCs rather than 3d6, but they will have an additional d3 daggers concealed on their person. They are adorned



in brightly patterned clothing (woman more-so), have scarves over their hair, and will have d6 pieces of cheap jewelry on their hands, ears, nose, or tied into their hair. Each piece is worth d10 shillings.

### **Gypsy Caravan Generator**

First determine the number of wagons in a family caravan. For large gatherings of a family, you can multiply the number of wagons by d3, to replicate the gathering of a clan multiply the number of wagons by d6. To determine the base number of wagons in a family roll d6.

To determine the number of Rom in a caravan roll one d6 per wagon.

Then roll to determine the number of horses, rolling d4 horses per wagon.

A Rom caravan usually has a number of guard and hunting dogs, multiply the number of wagons by d3 to come up with the number of horses.

Consider the means of livelihood for those in the caravan. Its not uncommon for the Rom to pursue multiple means of income. They could trap, train, and sell wildlife, peddle small goods, raise horses, train falcons, act as merchants, produce textiles or other trade goods, herd, brew alcohol, run games of chance, and run circuses or perform as entertainers.

10% chance of secret

#### 01-60 Criminal Activity

- 01-20 Concealing Fugitives
- 21-30 Concealing Mutants
- 31-40 Fixed Gambling
- 41-50 Involved in Organized Crime
- 51-75 Petty Crimes/Crimes of Opportunity
- 76-00 Smuggling Goods

#### 61-75 Occult Activity

- 01-15 Agents of Necromancers
- 16-34 Agents of Vampires
- 35 Cannibals/Ghouls
- 36-45 Exorcists/Ghost Finders
- 46-60 Guardians of Occult Artifact/Occult Knowledge
- 61-70 Hunting Vampires or Ghouls
- 71-75 Practice Proscribed Religion (Khaine, Stromfels, Nagash, Ushoran)
- 75-88 Practicing Necromancy
- 88-90 Serve Chaos
- 91-100 Smuggling Unholy Tomes or artifacts

76-80 Cursed – The family or clan is laboring under a curse placed on them by another Rom family. The type of curse and the reason for the curse are to be determined by the GM

81-85 Haunted – Perhaps the traditions of the Rom weren't closely followed or the dead were not satisfied or crave vengeance, but the family or clan is haunted by their ancestors. By custom they cannot exorcise them and are seeking to find a way to appease the dead.

86-90 Hunted – Roll again on the table to see why this family or clan is hunted. They may be hunted by the authorities for suspected crimes, by crime syndicates for shady dealings, by religious persecutors, angry communities, or even vampires.

91-95 Part of Secret Society – The Rom have long traditions and custom, and many families or clans formed secret societies within their network. Some were political, others magical or religious, many date back to ancient Nehekharan societies. The GM is free to decide which kind of society this is.

96-100 Stigmatized – The family or clan is believed guilty of some horrible crime in the past and have not been forgiven by the other Rom people. They may be unwilling or unable to fulfill the

tasks for redemption. The nature and extent of the crime is to be determined by the GM and the members of this family or clan are avoided and feared by all other clans and families.

### **New Careers**

## **RUFFIAN (ROM)**

### **Basic Warrior Career**

The cities and towns of the Old World are littered with people who scrape by without real means of employment. Some of these, known as Ruffians, rely on small petty crime or odd jobs for a means of finding money to drink. Ruffians spend most of their time in taverns or at local sports events drinking and fighting. Many form into gangs of disenchanting youths, and terrorize local communities. A few turn to more serious criminal pursuits or adventuring, but many simply die in drunken brawls or gang fights, or caught for a minor crime and being imprisoned.

Among the Rom however, "Ruffian" is considered a slang term for any adult male, for the Rom revel in their role of outsiders. The "Ruffians" in a Rom caravan are considered the "muscle" of the caravan and when caravans meet there is usually feats of strength, skill and wits between the Ruffians of the two caravans.

|          |           |           |          |          |          |          |          |            |           |            |           |           |            |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| <b>M</b> | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Dex</b> | <b>Ld</b> | <b>Int</b> | <b>Cl</b> | <b>WP</b> | <b>Fel</b> |
| -        | +10       | +10       | +1       | -        | +2       | +10      | -        | -          | -         | -          | -         | -         | -          |

### **Skills**

Consume Alcohol  
SW-Fist  
SW-Thrown  
Street Fighting  
Strike Mighty Blow  
50% chance of Gamble  
25% chance of Very Resilient  
25% chance of Very Strong

### **Trappings**

Club  
d6 Daggers  
Knuckle-dusters

### **Career Entries**

Labourer

### **Career Exits**

Bawd  
Protagonist  
Racketeer  
Thief (General)

## **SENSITIVE**

A little seed of Chaos is in every human. That little seed can twist and alter people's shapes and form, create mutations, and scar and disfigure. However, sometimes, the taint of chaos doesn't always come in physical form. For some it can be a curse, for others, a blessing.

A Sensitive is a person tainted by Chaos, and as a result receives some time of precognitive types of power. They don't start off with a career, because up until this point in their lives, they relied on their "gifts" to get them through life.

The Rom, due to their ancient past and their dabbling in things arcane, seem more prone to producing Sensitives, and their gifts are highly treasured among the Rom.

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| <b>M</b> | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Dex</b> | <b>Ld</b> | <b>Int</b> | <b>CI</b> | <b>WP</b> | <b>Fel</b> |
| -        | +10       | -         | -        | -        | +2       | +10      | -        | -          | -         | +10        | +10       | +20       | -          |

### **Skills**

Roll once:

01-15 Clairaudience

16-40 Clairvoyance

41-65 Empathy

66-100 Psychometry

Magical Awareness

Sixth Sense

50% chance of Meditation

### **Career Entries**

None. This career should only be used when the GM gives it to a player as a starting career for a specific campaign. If you are given this career by the GM, it means you're probably an exceptional player, and can handle the responsibility! Don't disappoint your GM!

### **Career Exits**

Could be anything. Since the Sensitive has relied on his/her abilities, it is really up to the players' role-playing abilities and the GM kindness to both determine exits. Exits in the academic field are most likely, e.g. Wizard's Apprentice.

Note: Before the character could control their gift, they often experienced random and painful experiences. For example, a Clairaudient or voyant seeing their father beat their mother senseless in the next room. The gifts also occur in their dreams, so sometimes others' nightmares creep into theirs. All this uncontrolled mayhem has played havoc with the Sensitive's mind, and therefore, they have start with one mental disorder. This can be determined by the GM, or rolled randomly

### Sensitive's Gifts

#### Clairaudience

The sensitive can hear things beyond their range of hearing. A sensitive sitting in their room in the inn, could possibly hear all the activity happening in the inn. They rarely hear whole conversations, but usually just hear fragments. If a sensitive wishes to use this ability, they must roll under their WP. If successful, they may (GM's allowance) be able to hear what's going on in a nearby area. The range for this ability is the WP characteristic in yards. WP=30, the Sensitive can pick up a specific conversation within 90 yards.

#### Clairvoyance

The sensitive can see things beyond their range of vision. They often get flashes of imagery, for a few seconds, faces, clothing, but they can't understand what is being said. Even with read lips, the sight is ethereal, and such a skill could not normally be used. The possible range and use for this skill is the same as Clairaudience.

#### Empathy

The sensitive is particularly aware of the emotional state of a person nearby. Usually, this is a fairly passive skill. A person's mental state is usually visible from their body language. And Empathy just confirms what the Sensitive's other perceptions tell him. But in cases of extreme mental distress, insanity, or emotional intensity, the Empath will become more aware, and can look through people's image management. If the Empath thinks somebody is lying to them, they can use Empathy to sense guilt. If when questioning the person, and they feel guilty, it still might concern something else. Maybe the fellow slept with his friend's wife. If the person is a sociopath, no guilt would be detected.

The emotions that can be picked up would be like exuberance, happiness, contentment, anger, hatred, rage, sadness, loneliness, apathy, guilt, frustration, and other extremes. To find the effective range for this skill, it is one tenth of the Empath's WP in feet. WP of 40, effective range of four feet. To use this skill to probe someone's mental state, a test against WP is needed. If successful, the Sensitive has discovered only the person's mental state, not the reasons for it.

### Psychometry

The sensitive is particularly aware of the latent experiences stored in objects. By touching an object, and successfully testing against WP, the psychometrist can pick up fleeting images attached to the object. A weapon might conceal glimpses of its maker, its bearers, or its victims. But which are which, the sensitive might not know. It could be very dangerous, picking up strange objects, or Chaos artifacts! Problems using the bedpans and garderobes as well.

The range for this ability is touch. How much of these fleeting images is understood by the psychometrist is determined by the GM and the success of the dice roll.

Note: each intentional use of a Sensitive's gift by the PC, whether successful or not, reduces the Sensitive's Will Power by ten. There is a cost for exerting oneself! This is not recovered until the Sensitive has slept. If the GM uses the Sensitive's gift to advance the game along, the GM decides whether or not to subtract from Will Power.

Also, if a Sensitive, when testing against Will Power, rolls a double (e.g. 66, 88, 100), and that double is above their Will Power, they're ability has worked, but in a horrible way. A Clairvoyant or Clairaudient may have peered into the Chaos realms, an Empath may have looked into places in a person's heart that shouldn't be viewed! And a Psychometrist might have almost lost their personality in the object they were examining.

When this happens, the Sensitive must immediately make a WP roll based on the new reduced level. If they succeed, they gain 1 Insanity Point, and can avoid the worst of it. If they fail, they gain 1d6 insanity points, as the horror of it alters their minds! Looking places you shouldn't SHOULD BE RISKY! This is not a Psionic character class. This is a person tainted with Chaos, (but not Chaotic), and it's both a curse and a blessing!!! This brings that taint in humanity into play in the game. Chaos is in every human! By the way, this is for humans only!

Notes: Most rolls for the initial use of the "gifts" should be done by the GM. A success, may give vague clues. Give cryptic or obscure answers. Don't answer, "Yeah, she feels guilt. The type of guilt that only a high Priestess of the Golden Phallus of Slaanesh should feel!" No, more like "You sense a dark and turbulent past about this woman. You feel a shiver up your spine." A person who relies only on their "gift" should get set up by the GM to humble the player!

A failed non-critical use may produce nothing, or a false or an irrelevant image decided by the GM. That's why the roll should be done in secret. Whether or not successful, the GM should make sure that the WP drops. This increases the chance of the exhausted and weary Sensitive of making a mistake... Also, the GM can use passive (GM induced effects, as opposed to active use, chosen by the PC.) effects to move the game along. The characters are going nowhere, the GM passes the sensitive a note, with a vision. They neglected to get the power word necessary for the artifact, the GM gives the Sensitive a note. Since it's not the Player using the ability actively, more a plot device of the GM, WP should not drop, since it's a perk compared to the other disadvantages. This also gives the GM a constant plot device, and the ability to pass lots of secret little notes!

## Witch (Warlock)-Basic Academic Career

Under the tutelage of their wisest and most innovative wizards, humanity has seen their knowledge of magic increase dramatically. In earlier periods humanity's control of magic was far less powerful, even amateurish by the standards of elves. This early practice of magic was steeped in superstition and folk traditions, and in many rural areas this tradition is still continued today. This inferior and tradition is known as witchcraft, and its practitioners witches and warlocks. Although their power is rarely as great as those of wizards, they are greatly feared and respected in the backward and rural areas where such people practice.

Although Witches and Warlocks have a smattering of magical knowledge, they often rely upon folk remedies made of herbs and the fabrication of charms to inspire awe and assist themselves or their clients with their needs, and the efficacy of their traditions is partly rooted in their own abilities, and the rest in the superstition of those requesting their assistance.

In the imagination of the public, there are two images of witches, one of unscrupulous old crones who wish ill on those that offend them, and the other of wise women (or men) whose knowledge and aid can be purchased with the gifts and offerings to the spirits. Either may be turned to in times of need, but in dire times witches are as likely to be persecuted as their assistance sought after.

Over time, a few witches may gain further experience and power through their research and studies, but the great majority of them continue to wield trivial powers that they cloak under a veil of deception and notoriety.

However among the Rom Witches and their male counterparts are highly regarded, and often the "Matriarch" of the community spent some time as a "Witch" or "Seer". The suspicions of non-Rom still manage to put the Rom Witch or Warlock in danger should some ill befall a nearby community.

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| -        | +10       | -         | -        | -        | +2       | +10      | -        | +10        | -         | +10        | -         | -         | +10        |

### Skills

Arcane Language Magick  
Cast Spells-Petty Magic only  
Herb Lore  
Identify Plant  
Palmistry

### Trappings

Cauldron or Small Pot  
Dagger  
Mortar and Pestle  
d6 Vials filled with Herbs

### Career Entries

Druid  
Herbalist

### Career Exits

Druid  
Herbalist  
Seer  
Wizard's Apprentice

Social Level: +0/ C 3d4 (r)