

## Gypsy Race Package

### THE GYPSY LAWS

1. The leader of the Gypsy nation (either the Gypsy King or Gypsy Queen) has the final word in all decisions or instructions among the tribe. Members of all tribes whether born or "initiated" owe their loyalty and allegiance to the Gypsy King/Queen's wishes and decisions firstly; to those of their "Bandoleer" (the leader of their own tribe, who in the absence of the Gypsy King/Queen, has all the powers of the Gypsy King/Queen) secondly; thirdly to the well-being and safety of all other Gypsies; and lastly to any other group with which the Gypsy becomes associated. A Gypsy may not place loyalty to any group or person above that which the Gypsy owes to the tribe. If any conflicts of loyalty arise, the Gypsy must stand on the side of the Gypsies or face the Kris.
2. The Kris is the court of the Gypsies and has the sole authority to remove a person from the tribe. Anyone found guilty by the Kris loses all Gypsy blood, including the accent and the ability to cast a Gypsy curse.
3. Only the Gypsy King/Queen may appoint or choose from among the tribe: a) The head of the Kris, or b) Bandoleers.
4. No Gypsy, without good and provable cause, may cause harm or danger to another Gypsy. To do so will result in facing the Kris.
5. Gypsies are blood family. In order to become a Gypsy, a person must adventure with a band of Gypsies for a time as a Gypsy, or be sponsored by a member of the band. The band will vote whether to accept the candidate into the tribe, and if accepted, the candidate must successfully undergo the initiation ceremony which changes their blood to Gypsy blood.
6. The truth is expressed in Romani. No Gypsy lies - it is not our fault if we inadvertently get things "wrong" while speaking the Gaje (the Gypsy term for any non-Gypsy) tongue! If we have to speak their language, they'll have to be patient if we make "mistakes".
7. Any traveling Gypsy is welcome to the hospitality of any Gypsy camp whenever there is need.
8. Any Gaje who is named a "Gypsy Friend" by the Gypsy leader or tribe is considered an honorary Gypsy (without Gypsy powers) and is welcome to hospitality of the gypsy camp and the loyalty and protection of the tribe.

### THE KRIS

The Kris is the legal body of the Gypsy nation. It is not a permanent group, but is assembled as the need arises. The Kris is made up of 5 respected members of the tribe. Only the head of the Kris is a permanent position, the other four are rotating positions. The Gypsy King/Queen appoints the head of the Kris, who in turn chooses 4 other Gypsies to sit in judgement when a Kris is called.

### RULES OF THE KRIS

1. To be called before the Kris is a serious accusation before the entire Gypsy Nations. This is usually the result of having done something equivalent to a sin or criminal act, as in the following examples (a partial list only):
  - \* Wrongfully cursing a Gaje or another Gypsy when they've not directly insulted, threatened, or harmed you or your family
  - \* Stealing from or lying to another Gypsy
  - \* Direct disobedience of the Gypsy King/Queen without good cause
  - \* Breaking faith or revealing secrets of the Gypsy nation to Gaje.
2. A Gypsy found guilty in the eyes of the Kris is then considered "marhime." This means "unclean" and that person's blood is changed to Gaje blood and they are outcast - exiled- from the tribe. They are no longer part of the Gypsy nation, shall receive no protection or hospitality, and lose their accent and their Gypsy curse ability.

3. The Bandoleer or the head of the Kris may be removed from the position only if :

a) They resign.

b) They are accused of being unfair, biased, or of committing another act which requires them to stand before the Kris, and they are found guilty.

At such time, the Gypsy King/Queen will call a Kris and appoint the 4 to sit in judgement with him/her over the previous seat holder. If not found guilty, the Gypsy King/Queen may restore the seat holder.

4. If necessary, the Gypsy King/Queen may call the head of the Kris before the Kris, and vice versa. If the need for a Kris arises, the duty of calling the Kris falls in the following order:

a) The Gypsy King/Queen

b) The head of the Kris

c) The Bandoleer of the nearest tribe

d) The Bandoleer of the nearest Dutchy, etc.

To be put in the rules manual:

#### GYPSY INITIATION CEREMONY

This is a ceremony held to create new Gypsies and/or Gypsy leaders. The Gypsy Queen (or highest ranking Gypsy woman) prepares a special cup of drink from a secret Gypsy recipe which must be "touched" by each Gypsy present. The candidates sit facing the tribe and each in turn stands before the tribe and is given a drink from the cup by the Gypsy who is their sponsor. If the candidate is fated to become a Gypsy, they will survive the drink and their blood will change to Gypsy blood as they see and speak a powerful vision! (supplied by the plot committee) If the candidate is unworthy or fals-hearted, then the drink will act as a powerful poison, causing them to fall in convulsions and die. After each candidate has drunk from the cup, the new Gypsies are welcomed into the tribe with wild rejoicing and great celebration. Gaje friends of the Gypsy tribe are invited to watch the ceremony and join in the revels afterwards.

#### THE GYPSY CURSE

1. Gypsy curses are role-playing curses which shall not stop a victim from fighting, casting spells, or using their other game skills. The victim, not the gypsy caster, decides how to role-play a Gypsy curse correctly. A victim may refuse any curse for safety or comfort reasons such as: the victim feels a mask is too tight or has eyeholes too small, the victim is allergic to make-up, the victim cannot hop because of back trouble, etc. If a victim refuses a Gypsy curse for safety or medical reasons, then the gypsy may cast a different curse to replace it. (Clarification credit to Randy Pierce)

2. A Gypsy curse is a rare action-it may only be cast with provocation. A Gypsy never curses another Gypsy or a Gypsy friend, and curses may be cast only on those who have (insulted,) harmed, or threatened the Gypsy and/or the Gypsy's family.

3. A Gypsy may cast as many curses per day as he/she has bought the curse skill: up to 4 times per day. A Gypsy may choose which curse to cast at the time of cursing. Gypsy curse is an innate ability, and not affected by spell defenses. [A Gypsy may have only one curse active on a particular person at a time, but may curse several different people at the same time (up to a maximum of 4 per day).] (Clarification credit to Russ Manzer)

4. A curse remains in effect upon the person against whom it was cast until it is removed by either the caster or by the Gypsy King/Queen or the Bandoleer in the absence of the King/Queen (whichever one is currently the Gypsy leader), or until the victim is resurrected (not through a Life spell).

5. If anyone feels that they have been wrongly cursed, they should bring their case to the attention of the Gypsy King/Queen or the local Bandoleer. If they

have been wrongfully cursed, the curse will be removed, and the Gypsy who cast the curse will stand before the Kris.

#### WORDING OF THE CURSE

Each Gypsy has a particular prefix, or beginning statement to their curse that they are known by much like a signature. They often use this in everyday speech to emphasize a point. For example, "May my favorite horse break his legs if...", "May I be poor and my wagon burn to ashes if...", "May I die the long and painful death if..." The reason for the calamity being turned on one's self derives from the ancient legend which holds that if the statement following is wrongly made, then the person making it deserves the fate they called upon themselves. Often when inviting another Gypsy to share food or drink, this would be used; "May I bring shame and disaster upon all my family if you do not share my meal with me!" The other Gypsy would always be quick to accept to as not to cause them to hurt their family. This is NOT used with the Gaje, except when a real curse is laid against one.

#### THE ACTUAL CURSES USED ARE AS FOLLOWS:

##### 1. Uncontrollable Actions:

"(Individual Prefix) if you do not \_\_\_\_\_ with everything you do or say!"

Examples: rhyme, bark, laugh, jump, sing, sneeze, skip, cough, whistle, scream, burp, baa, limp, trip, spin, cry, etc.

EFFECT OF CURSE: Player must rhyme with every sentence (spells may still be cast, but should be rhymed with the sentence after or the sentence before each spell verbal). Player must bark, laugh, jump, sneeze, cough, whistle, scream, cry, etc. with every sentence and action.

\*[Player must act out this curse as often and completely as possible-it should be a LARGE NUISANCE, but the player must still be able to fight, cast spells, and use their other game skills.]

##### 2. Deformities:

"(Individual prefix) if you do not -----!"

Examples: wear a pig's tail, grow black warts upon your face, become humpbacked, grow a pig's snout, grow donkey's ears, wear a lion's mane, see blue circles under your eyes, etc.

EFFECT: Cursed player must wear the appropriate makeup or appendage (supplied by the gypsy who cursed them). \*[The Gypsy may not curse a player to have elf ears, a dwarf's beard, or any specifically listed physical characteristic that is required of an established NERO race. (Characteristics chosen by players to indicate Scaven, Sarr, etc. but which are not required by NERO rules are OK for Gypsy curses.)] \*(Rules clarification for above credited to Mark Ginnety)

##### 3. Character Changes:

a.) "(Individual prefix) if you do not give all you own to strangers."

EFFECT: Cursed player must start giving all their money and possessions to each stranger they encounter who is not hostile to them until they own nothing more.

b.) "(Individual prefix) if you do not help those less fortunate than yourself!"

EFFECT: Cursed player must aid any non-hostile player they see in trouble or anyone who asks for help.

c.) "(Individual prefix) if you do not become the opposite of yourself!"

EFFECT: Cursed player must act completely out of character to their normal self.; i.e., sneaky and suspicious if normally open and friendly, lying and stealing if normally honest and good, or peaceful and gentle if normally violent

and warlike, etc. \*[The victim, not the Gypsy, decides how to role-play the curse correctly.]