

Wanderers

Excerpt from rulebook

A nomadic race made up of many clans, or families, outlined below. They stick to their own, as family always comes first. Wanderers of the same clan consider each other brothers and sisters, and gypsies of different clans are their cousins. Each clan has a “Mamma” or “Papa” that are a leader of sorts of that clan. Each clan has different talents and specialties, and they take pride in what they do to help the other clans. Each clan lives by their motto:

Dragoste (Draw-go-stay) “We are the diplomats”

Trandafir (Tron-da-fear) “We are beautiful and deadly”

Naviga (Nav-i-ga) “We sail the seas”

Ticalos (Tea-KO-los) “We sell and trade everything”

Tabara (Taa-baa-raa) “We cultivate the fields to make medicine”

Nicovala (Knee-KO-va-la) “We make the weapons”

Erudit (Air-oo-deet) “We keep the records of our people”

Otrava (O-tra-va) “We find and use the poisons that harm the family”

Quirks

Wanders are loud and fun. Their traits can vary as wildly as humans, but most of all they are a family.

Origins and culture

Every year, no matter where the winds have taken them, each Wanderer feels drawn to the Great Meet. The location is never the same, but each Wanderer knows the way and has enough time to arrive and set up camp before the festivities begin. Every year at the Great Meet, the Wanderers celebrate. They celebrate family, they celebrated births; the lives of those

they've lost, and marriages. They celebrate new ventures, adventures, and their history and connection to each other.

The culmination of the Great Meet is the telling of what the Wanderers know simply as "The Story." The Clans take turns telling The Story, going in the same order as they have for as long as any can remember. Then, the Clan whose turn it is chooses the order in which the First Papa's Gifts are given. Most often, the Clan telling the story places their clan's Gift first, but it is not uncommon for a Clan to honor another Clan by starting with their Gift. They do not know which Gift came first, and the First Mama has never answered when asked.

Umma, the mother of all Wanderers, came to our world countless years ago. No one knows from where, but no other world captured her heart the way ours has. Her first years amongst us was what shaped the Wanderers. A man, Appa, taught her the gifts of our world. Appa gave the gifts he had mastered, and most of all his heart. From those gifts she gave him eight children. His legacy lives on as those eight children formed the eight clans. His gifts immortalized the way each clan lives their lives.

Every Wanderer is defined by the particular gifts of their clan, but all Wanderers love the road. That feeling of joy when they move from place to place is said to be the heart of Umma living within them. They are people of action. When others are happy, a Wanderer would be ecstatic. When others would be mad, a Wanderer would be enraged. It can be said that they are a divisive people. Most either love them or hate them. The joy and laughter they bring to every moment is contagious to people who enjoy their companionship, and a constant bother to those who don't understand them. It's believed that if a Wanderer ever settled down, they would cease to be a child of Umma. Action defines them, and even if they didn't care about a problem, they would consider helping simply for the excuse to get up and move.