Clan Ravnos

While the BAD chronicle uses V20 rules, the history of the Ravnos is based on the V5 version found in Vampire: The Masquerade Companion and the clan mechanics have been House Ruled. This has been done specifically to address cultural insensitivities and stereotyped misrepresentations present in the V20 version of the Ravnos.

> A clan almost annihilated, its embers are now growing brighter with each passing night. Others know them as
> message-bearers, wanderers, and mind-fuckers, but the Ravnos know their legacy to be far greater. They walk in the footsteps of Anansi, Coyote, Hanuman, Hermes, Rabbit, Loki, and their ilk, a flame of capricious divinity simmering in their Blood.

The Ravnos are a broken clan whose origins and history practically wiped out during a forgotten war. Those who remain are a disorganized and motley assortment of once-footsoldiers and the newly embraced. As a consequence, there are no Ravnos less than 11th generation.

Plural	Ravnos
Pronunciation	PAHV-nohs
Nicknames	Rogues
Antediluvian	Unknown / Forgotten
Sect	Independent
Disciplines	Animalism, Chimerstry, Fortitude
Weakness	The blood of every Ravnos burns with a need, a vice or virtuous trait that they must satisfy whenever circumstance demands. When a situation presents itself where the Ravnos can satisfy their compulsion, they must either act on the compulsion or spend one Willpower. Example compulsions: petty theft, gambling, charitable giving, protecting the meek, etc.
Other	A Ravnos cannot be less than 11th generation

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