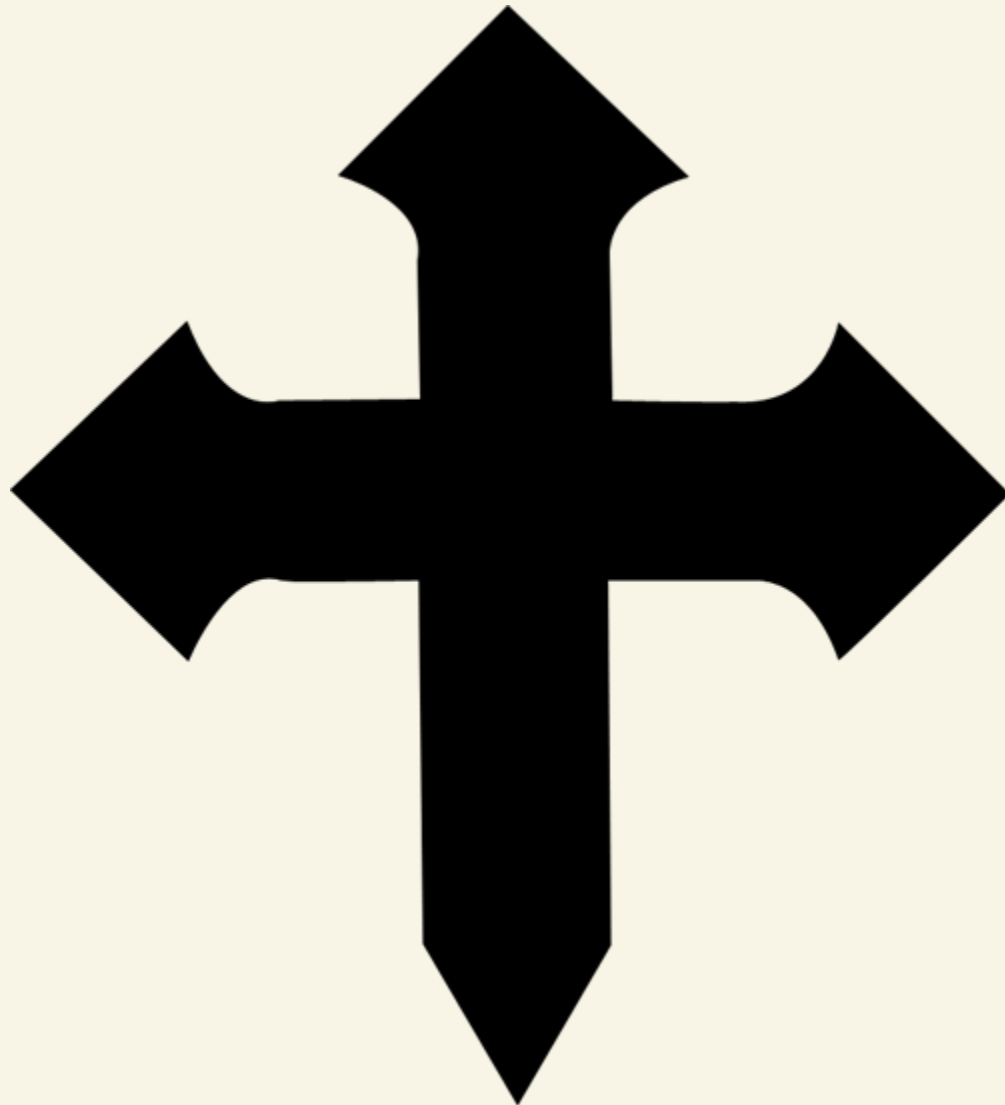


Deceivers, Rogues and Seekers



An OWbN Guide to Clan Ravnos

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Section I: The Ravnos

This Genre Packet for One World by Night was written to lay a better foundation of who the Ravnos are as a clan and their origins. This packet will go over a few general rules and guidelines to playing a Ravnos in OWbN. This will cover much of the Ravnos genre as it relates to the rules in OWbN, but for a more complete understanding of Ravnos and their history, please see the Revised Ravnos Clanbook and other supplemental books. Any content or information in this packet that contradicts past coordinator approvals may be grandfathered in after local storyteller approval and coordinator notification.

Types of Ravnos

Instead of adding detailed information on each section and group of the Ravnos I have instead added links to the books to gather more information, and general disclaimers. Why? Because the Ravnos are a R&U clan, and before playing one I want players and STs to read the source material for full and detailed information. This genre packet is not meant to replace the information from these books, and please read these sources before attempting to make a Ravnos.

The exception to this is the American Ravnos. These have limited information per source material, and have evolved a good deal over their time in OWBN.

The Jati

Please Read The 3rd Edition Ravnos Clanbook, and Blood Sacrifice for more detailed information

Information on the castes and names are in the Glossary section

The Rom

Please read the 3rd Edition Ravnos Clanbook, and World of Darkness: Gypsies for more information

Information on the families and names are in the Glossary section

Any Vampire that is from a Rom Vampire Family is Coordinator Approval

- Any Vampire with the merit Pharmulo comes from the mortal lines of the Rom, and are not Coordinator Approval. Due to this fact they are not able to purchase any power that is Rom only per this packet.

The Ravnos Antitribu

Please read the 3rd Edition Ravnos Clanbook, and Laws of the Night: Sabbat Guide for more information

The Antitribu can come the Rom, or Jati lines of the Ravnos. Regardless of their membership to either of these groups they are still Antitribu, and hold allegiance to the Sabbat. It is unwise to ignore their sect Allegiance to favor their Bloodlines.

- To be an Antitribu who is not Jati or Rom, and embraced after the Week of Nightmares, is ST approval
- If you attempt to be either a Jati or Rom bloodline that is an Antitribu the character is still Coordinator Approval.

- The Sadhu are also a small group of Ravnos Antitribu who seek out other Ravnos in the Sabbat as well as high ranking priests of the sect in order to spread the teachings of The Eastern Path of Paradox. Not only do these Ravnos Antitribu spread their teachings and recruit priests of the sect in hopes of gaining more influence, they also practice the art of Sadhana. For more information please consult Chaining the Beast. To join the Sadhu of the Sabbat also requires Ravnos Coordinator Approval. For a PC to join the Sadhu (either in the Sabbat or otherwise) they must be on the Eastern Path of Paradox, and have the appropriate Code of Honor (Hinduism, Buddhism, or Jainism).
- The Dakini are a similar group to the Sadhu, except they are all female. Dedicated to Kali and Shiva this group is more militant than the Sadhu, and hail primarily from Ravnos Anti and Assamite Anti. Instead of being strictly Eastern Paradox they also openly accept the Path of Caine. Due to their nature, and being large practitioners of Sadhana, membership in the Dakini is Ravnos coordinator approval
- There are close ties to the Anarch Members to that of the New Age Anarch group. For more information of the New Age please look at the most recent Anarch Magic Packet
- In addition to the New Age there is a group of Jati who sought out peace in the Anarch movement. They are known as The Court of the Eagle, and are primarily Brahmin Ravnos. They seek to create a future where the old Castes of the Ravnos move forward as one clan.
- In exclusion to the Antitribu the American Ravnos are the most common Ravnos in the world after the Week of Nightmares.

The American

The majority of this group are Ravnos who were randomly embraced, and are not part of either the Jati or Rom bloodlines

The majority of this group is apart of the Anarch sect

- These Ravnos are Coordinator Notify
- To be a Camarilla Ravnos requires Ravnos and Camarilla Approval

SECTION II : Ways of Enlightenment

The Path of Paradox (Western)

The Path of Paradox is derived from the Path of Mayaparisata, but is a more selfish adaptation that the Western Ravnos twisted for their own needs and vices. Many of the Ravnos Gypsy families took this view of paradox with them as they traveled west, granting them a legitimate reason for disliking other Cainites and helping distance them more from Cainite society. Since the week of Nightmares and the return of the “true” path, very few Ravnos follow its tenants. The Western Path of Paradox, Like Mayaparisatya, teaches Conviction and Self-Control. (test)

The Path of Mayaparisatya (Eastern)

There are multiple versions of this path now. The one supported in this packet is the old version from Chaining the Beast. The version in V20 can be chosen by your game, but NPCs will act/react per the old version

Followers of this path believe that all vampires are locked out of the Great Cycle, or Samsara, and this path allows them the opportunity to find enlightenment within the one single truth to this world; It’s all a lie, an Illusion. Within paradox, one finds definition. Though locked out of the cycle of birth and death, vampires on this path view themselves as agents of fate and destiny, their actions a reflection of their svadharma which they must find or interpret themselves. Once they determine their purpose, it is up to them to fulfill it no matter the consequences. Practitioners who advance in this path do so themselves, since each individual has to choose their own way, but must start studying it from a suitable teacher. This path teaches Conviction and

Self Control, for more information see Chaining the Beast and Laws of the Night.

In addition there is a new path in V20 Lore of the Clans named Samsara. Where it is not added in this section STs and players are allowed to use it at their discretion.

Hinduism and the Path of Mayaparisata/Samsara

The Path of Mayaparisata has adopted many Hindu principles over the years, but is not a reflection of Hindu culture or concepts. Many tenets and teachings may be attractive to a vampire who was a Hindu in life, but many lessons are also monstrous and wicked, intended to show the student the ultimate lie. Hindus might say that their Dharma is one of peace and compassion, while followers of Mayaparisata may urge it’s followers to indulge in their inhumanity and to slay others of their kind depending on their svadharma. Kindred who practice Hinduism typically fall into three categories; Krishnati, Dakini and Brahmanists. For more information on Hinduism please refer to State of Grace.

Section III : Lore

Ravnos Lore 1

*You know that the primary Ravnos Disciplines are Animalism, Chimerstry, and Fortitude. Chimerstry is unique to their Clan and is used to create illusions.

*You know that Ravnos are traditionally prone to thievery and vice, to the point where such actions have become innately compulsive and are not to be trusted.

* You know that the Ravnos do not ally themselves as a whole with any sect in Vampire society. They are wanderers, much like the Gangrel.

*You are familiar with the Karavalanisha Vrana (Wounds of the Night's Sword), an ancient Indian epic regarding the history of the Ravnos Clan.

*You know that the Clan's Antediluvian is either: A) according to Noddist traditions, a man named Dracian; B) according to Karavalanisha Vrana, a creature known as Zapathasura, who was charged by the gods with hunting down a race of demonic entities; or C) according to some folklore, a Rroma named Ravnos.

*You know that the Clan has strong ties with India and with the Rroma (Gypsies) and that several lines of Ravnos were entirely Rroma descended.

*You know that many Indian Ravnos follow the Path of Paradox, a Path of Enlightenment which espouses loyalty to one's jati, or caste, and fulfillment of Svadharma, or purpose.

*You know that during 2001, a disaster known as the Week of Nightmares struck

the entire Clan, causing the Ravnos to frenzy and devour each other, except for a bunch of survivors. You know that many claim it was sparked by the rising of the Ravnos Antediluvian.

*You know if you shut the Ravnos out of a city, they will return in greater numbers and trash it.

Ravnos Lore 2

*You have heard that in Noddist mythology, Dracian was Embraced by Irad, a member of the Second Generation, when he was caught stealing from his home. After the fall of the Second City, it is said that Caine cursed him with a insatiable need to sin.

*You have heard that in the Karavalanisha Vrana, Zapathasura was a dead man wronged by great demonic beings known as the asuratizayya. You heard about the Gods granting Zapathasura immortality and power for him to pursue them to the ends of the Earth.

*You have heard that in the Story of Ravnos, Ravnos was the son of Tshurka, a wandering Rroma who took Caine (called Kaen in the legends) into his kumpaniya as an act of kindness after they had both left Cainite society. Kaen later Embraced Ravnos after Tshurka was killed by wandering Cainites, and he in turn Embraced many of his kumpaniya.

*You know that in every legend of the Ravnos progenitor, he is said to have made an eternal enemy of Ennoia, the Gangrel Antediluvian.

*You know that the Path of Paradox focuses on attaining understanding of the Maya, the

grand illusion of life. It claims that all Kindred are locked eternally outside of the cycle of life and death (Samsara), and hence must realign their purpose in life according to their jati and Svadharma (their True Purpose). You know the term Shilmulo refers to adherents of this Path.

*You know that the Rroma-descended Ravnos practiced a bastardized version of the Path of Paradox, which espoused debauchery and general mayhem, and that Indian elders have, in recent nights, made attempt to revive the old Path.

*You are familiar with the basic jati (or castes) of the Indian Shilmulo.

*You know that it was the European Rroma-descended Ravnos who were hit hardest by the Week of Nightmares, possibly because they had a tendency to travel in kumpaniya.

*You are familiar with the Medieval tradition of "The Treatment", in which mobs of Ravnos gang up on a Domain that has been unkind to them and attempt to spread chaos therein.

*You have heard of legendary Ravnos such as Durga Syn, an ancient Methuselah who has an ongoing feud with the Nosferatu Baba Yaga, and whose brood was one of the only notable European groups to survive the Week of Nightmares.

*You know that honor between Ravnos and freedom are both highly valued.

*You know of the Right to Challenge when your honor is questioned.

*You probably know a handful of Ravnos related Rom words, such as: Kumpaniya, Gaje, Phralmulo, Kris, etc.

*You know that the groups the Gypsy Ravnos travel in are led by a Baro. You know the local Baro, if there is one in your area, and suspect he may be ruled by others.

Ravnos Lore 3

*You have heard that in Noddist mythology, Ennoia blamed Dracian for tempting her into slaying the Second Generation, and that they have feuded ever since.

*You have heard that, in the Karavalanisha Vrana, the Gods both blessed and cursed Zapathasura. You hear that Kali, goddess of war and bloodshed, gave him a thirst for vengeance; that Indra, the god of storms and crops, gave him the gift of fertility in order to make other men to fight for him; that Hanuman, the monkey king, gave him the power to speak to animals; that Devi, the core form of femininity, gave him power over the Maya; and that Himuvaat, god of mountains, gave him the durability of stone. You know, on the other hand, that other gods refused to bless him, saying he was an unclean and polluted thing - being dead. These were Surya, the God of the Sun; Agni, the God of fire; and Brahma, the God of Creation - who left him prone to fire and sunlight, sterile and starving.

*You have heard that in the Karavalanisha Vrana, the Asuratizayya were once known as the Siddhi, beings who were charged with tending to and protecting humanity. According to the epic, they eventually trafficked with the true demons, and were cast into their fallen state as punishment. You are aware, at this point, that these myths seem to correspond with those of the Cathayans.

*You have heard that in the Karavalanisha Vrana, Ennoia once, like Zapathasura, was charged with combating the Asuratizayya,

but was cursed by the gods because she rejected them after learning the price of her power. As a result Gangrel are thought to be forever barred from fulfilling their proper destiny.

*You have heard that in the Story of Ravnos, Ennoia was the lover of Ravnos, and the daughter of Lilith, and that she betrayed Ravnos unto death in the hopes of being taken back into the Second City, from which she had been exiled. In the story, Kaen returned after Ravnos' destruction and cursed Ennoia for her treason. You have also heard mention of the figure of Laetshi, Ravnos' sister who was able to see into the future and predict Ennoia's treachery.

*You know that the cosmology of Path of Paradox is tied in some ways to the Discipline of Chimerstry, and that Shilmulo claim that the power is a way of altering the Maya, or the world.

*You are familiar with the five alleged childer of Zapathasura from which the major Ravnos Jati evolved. They are: The Black Mother, an old crone from which the Brahman Jati descends; Rakshasa, the great deceiver, who allegedly fled to Africa; Chandraputra, a great warrior from whom the Kshatriyas Jati descends; Ravana, who apparently made pacts with demons and later disappeared; and Ramessu, from which the Vaisya Jati descends.

*You know that the Brahman develop the Discipline of Auspex rather than Fortitude.

*You know that the Roma-descended Ravnos are also known as the Phuri Dae to the Indian Ravnos, and that they originally were said to have come from the Brahman Jati. Within the group however, they call themselves the Phralmulo and use the term Phuri Dae to refer to those who are able to

use Auspex (unbeknownst to them, in the manner of the Brahman). The Phuri Dae also reportedly call their Indian brethren the Brahman.

*You are familiar with the Phuri Dae tradition of the Kris, in which Roma-born Ravnos hold communal judgement over one another; and the tradition of Patshiv, in which Roma-born Ravnos gather to celebrate.

*You are aware that the Ravnos have been credited with embracing such historical figures as Mata Hari (although this is disputed by the Assamites).

*You have heard of legendary Ravnos such as Bramaparush and Gayal, two great Ravnos elders credited with the foundation of the Path of Paradox and for siring several of the largest broods of the Clan in Sri Lanka and South Asia; Ivan Krenyenko, who was simultaneously hunted by the Sabbat, Camarilla, Society of Leopold and the KGB due to his exploits; and Esmerelda, a Roma woman (or series of women) who is said to bear a the crescent shaped birthmark that forebodes Gehenna.

*You know the Krisnatori who keeps watch over your Kumpaniya and more or less where they are

The below knowledge is considered a killable offense if known by members of another Clan

Ravnos Lore 4 (Coordinator Approval)

*You have at some point read a copy of the Karavalanisha Vrana. You are very cognizant of the fact that it refers to deities that did not come into existence until 4,000 years after it was alleged to be written, and

that it is probably the work of a collection of Ravnos and not the writing of Zapathasura alone, as is claimed.

*You have heard legends of the diaspora, in which the Rakshasa, Ramessu, Ravana and the Black Mother all left Zapathasura in turn, leaving Chandraputra as his one loyal Childe. You hear that Ravana gained terrible power from demons at some point and returned to taunt Zapathasura. You know that the Black Mother eventually created the lineages known as the Alexandrites and later the Sybarites, who founded the false Path of Paradox and were both renowned as pirates and brigands. You have also heard of the Phaedymites, a small group of honor-bound Ravnos who served as couriers during the Middle Ages.

*You have heard of Bashir, and the heretical Christian Paradox cult he founded known as the Bashirites, who sought to bring about the Biblical Apocalypse in the Middle Ages.

*You hear that it is possible on the true Path of Paradox for some Gangrel to reclaim their Svadharma, and that this belief is known as "The Gangrel Heresy" among the Shilmulo.

*You have heard of the Sadhu, a scant few Ravnos Antitribu and Elder Indian Ravnos who serve as teachers for the Path of Paradox in its uncorrupted form. You hear that they are capable of performing great acts of blood sorcery known as Sadhana and are to be respected and feared.

*You have heard of Ravnos Neve, Ravnos that appear to have been native to North America at the time when Europeans first arrived.

*You have heard of the Wuzho, fanatical Phuri Dae descended from the Roma bloodline known as the Tsurara who vow to eradicate all the undead from the Earth.

*You have heard of some of the now mostly extinct Phuri Dae Ravnos families of Europe, including the Spanish Gitano, the English Juna and the German Sinti.

* You know of the Kris - the Ravnos court.

*You probably believe in the Kaen's Favored Son legend, as you now have heard much more about it

*You are fully knowledgeable about the Path of Paradox, and capable of teaching it with some skill.

*You are familiar with many Ravnos legends, including the Hok-Kanu Baro, the Seeds of Power and families of Vampire hunters among the Rom.

*You have heard the other two origin tales of the Ravnos and have a view on which one is correct (depending on one's Path and background- Rom likely believe the Rom-based tale, followers of Paradox likely believe the Indian origins, others likely still believe the Cainite version).

*You know at least one other Baro and more or less where they are.

*You've heard of most of the Ravnos (you may make a Static Mental Challenge against 7 Traits to recognize the name of an Elder, 9 to recognize Ancillae , and 12 to recognize

Neonates or those Embraced for at least 5 years).

*There was a time very long ago when the Ravnos and some werewolves fought together to protect Rom from harm at the hands of some corrupting force.

Ravnos Lore 5 (Coordinator Approval)

*You know that Bashir made claims to have had personal contact with Christ and that the Bashirite movement specifically attempted to bring about the end of times by plunging the world into sufficient sin to give cause for Christ's second coming, and as such heavily contributed to the Western bastardization of the Path of Paradox.

*You have heard of the Yoryari, a small splinter group of the Sybarites who founded a number of now forgotten philosophical variants on the false Path of Paradox.

*You are aware that the arts of Chimerstry can deal lethal harm to fairies.

*You may have some idea of the identity of others with as much knowledge as you.

*You know of the Samadji and the true power of the Amria.

*You recognize the signs of the passing of a Kumpaniya and can track one. You are familiar with the general travel patterns of the major Kumpaniya.

*You understand that Phralmulo who feed on their mortal cousins absorb their power, and know of incidents in which kindred

have slaughtered their Rom kin out of blood lust.

*You know most of the Krisnatori and many of the Baros, as well as the region they are currently in.

*You are familiar with every major decision of any Kris that has transpired.

*You know the legends of some of the artifacts of Power and possibly the region or area they might be located.

*You know of the actual words Kaen spoke to Ravnos (or at least the summary).


*You know more or less where to find the Ravnos in any city.

*You know what caused the week of nightmares, and what resulted from it.

*All other information in the Clanbook (2nd Edition and Revised), with the key understanding that some of it is composed of half-truths, or flat-out wrong -- you simply don't know which parts.

Gypsy Lore

This represents the knowledge of Rroma history, culture, and lore. It's most useful when dealing with the Rroma and their culture, which is filled with superstition and puzzlement to outsiders, so you don't offend them while interacting. You can also get information on Samadji, powerful artifacts of the shimulo past down through the generations and which families may carry



them. More information can be found in, A World of Darkness: Gypsies.

- You have sat through a few of grandma's stories
- You know the mundane history of the Rom.
- You have heard of the Seeds of Knowledge and Daenna.
- (Coordinator Approval) You know the true power of the Blood of Rom.
- (Coordinator Approval) You have heard all the tales and understand the Rom's role in history.

Section IV : The Ravnos Arts

New Abilities

Diversion

You have learned the art of directing the attention of others to where you wish it to be! With a social challenge you can divert your opponents attention to where you like, defender may retest with Empathy. Sample use: Trying to distract an individual just long enough so you can Obfuscate from them without an Obfuscate test (especially useful if you do not possess 'Vanish From Minds Eye').

Escapology

The fine art of escaping! In any situation where you are tied up, manacled, chained or handcuffed, Escapology will be able to assist! Difficulty of test should be equivalent to the type of binding used, storytellers discretion. Escapology may not be used in any situation where the Ravnos is being grappled.

Legerdemain

Clanbook: Ravnos (1st Edition)

Legerdemain is the art of using misdirection to fool and trick your opponent.

Legerdemain requires a mental versus physical challenge retest with Legerdemain, defender may retest with Awareness. The Ravnos uses his cunning and crafty ways of deceit to fool a victim when having to touch him or and clothing/equipment they are carrying/wearing. Sample uses: Trying to steal something from someone; like a passport in their coat pocket, or a wallet in their back pants pocket. Planting contraband on an unsuspecting victim.

Sleight of Hand

Clanbook: Ravnos (1st Edition)

Sleight of Hand is the art of using nimble fingers and dexterity to trick others. Sleight of Hand requires a physical versus mental challenge retest with Sleight of Hand, defender may retest with Awareness.

Sample uses: Basic street magic; making coins dance on your fingers, flipping things through your hands unseen, picking up objects from tables right under someone's nose without them noticing.

Merits and Flaws

(Some merits are regulated next to their name. Always check the bylaws for the most up to date regulations.)

Brahmin (1 point Merit)

Lore of the Clans

Mechanics; Once per session, you gain a free retest on a single Academics, Expression, or Ravnos Lore test. You do not have to purchase this Merit to be a member of the Brahmin jati, but only members of the Brahmin jati may have this Merit.

Kshatriya (1 point merit)

Lore of the Clans

Mechanics; Once per session, you regain a Willpower when you successfully use a plan through the Tactics ability (see V20, pp. 274-278). You do not have to purchase this Merit to be a member of the Kshatriya jati, but only members of the Kshatriya jati may have this Merit.

Vaishya (1 point merit)
Lore of the Clans

Mechanics; Once per session, you may call on one of your Backgrounds as if you had an extra

dot in that Background (up to the normal maximum of 5). You do not have to purchase this Merit to be a member of the Vaishya jati, but only members of the Vaishya jati may have this Merit.

Antitoxin Blood (1-5 point Merit)
Lore of the Clans (Coordinator Approval)

Addition from the original write up: Any person who has this merit has one of the two drawbacks. If taken at 5 points the user is immune to all said abilities, but may not use the powers themselves. Their blood immunities stop them from being able to use it for themselves.

If taken as a variable point merit the player may choose one power per level they are immune to. Examples are scorpions touch, not all of Quietus. They have the same restrictions as above for usage.

Legerdemain (1 point Merit)
Lore of the Clans

Mechanics; You are up 2 traits when using Subterfuge for physical trickery, shell games, card tricks, and so forth.

Mute Devotion (1 point Merit)
Lore of the Clans

Mechanics; When someone else attempts to command a creature you have previously controlled with Animalism, they are down 2 traits.

Critters (2 point Merit)
Lore of the Clans

See Lore of the Clans

Heart of Needles (3 point Merit)
Lore of the Clans

You are up 2 traits against all powers and Social challenges that attempt to manipulate you emotionally

Phralmulo (1 point Merit)
Clanbook: Ravnos (1st Edition)

Phralmulo represents your Gypsy family prior to Embrace. With Phralmulo, you are from mortal Gypsy blood (your sire does not necessarily need to have Phralmulo for you to purchase this Merit as it only represents your mortal bloodline). Ravnos with this Merit do not need to choose a 'signature crime' as they show a general lack of respect for all laws of the Gaje. Note: Phralmulo may only be taken at character creation.

This represents your lineage PRIOR to the embrace. This does not carry over to your post embrace bloodlines.

Truth of Rom (3 point Merit) Clanbook:
Ravnos (1st Edition)

You either have a knack for hiding the truth or are truly a very sincere person. Either way lies are believable coming forth from your mouth. You are granted a free retest whenever someone uses an ability or supernatural power against you that would cause them to determine if you are telling the truth..

Note: this Merit has no effect on a Bone of Lies; any other magical items are at the Storytellers' discretion.

Honeyed Tongue (2 point Merit)

Lies pass thru your lips as if it were the absolute truth. People tend to believe your lies no matter how insane or made-up they may sound. This merit gives you a two trait bonus when subterfuge is the retest and receive a free retest once per night on any such challenge. These traits and retests do not apply to any power/discipline based challenge.

Clear Sighted (5 point Merit)
Clanbook: Ravnos (1st Edition)

Illusions do not fool you. This vision may be a supernatural gift, an inborn insight or practiced skill. Vampiric Obfuscation, Chimerstry and other Disciplines or gifts that deceive most observers won't work as well as they should with you. You have an additional three traits when trying to pierce through any Chimerical Illusions or Obfuscation and receive a free retest on such attempts. Any other powers are at the discretion of a Storyteller.

Charmed Samadji (1 - 6 point Merit or Flaw)

Coordinator Approval. Clanbook: Ravnos (1st Edition)

Your family or sire has gifted you with a item of power. You are expected to carry this powerful draba until you sire your own progeny, then pass the gift on to her. Power levels of samadji vary greatly ; a item may give bonus traits on certain actions, or provide the user the benefit of some basic or intermediate power's. A samadji is activated by spending a Blood Trait or a Willpower trait with a static Willpower test vs. 7 traits, the effect's last for an hour or a scene, whichever comes first. You should work with a Storyteller to determine the power and the final value of the object, after gaining Coord approval.

Note: Only Ravnos may activate this item, as it is attuned to the blood. The flaw version of this, if taken, is a cursed item that is extremely hard to get rid of and is considered to always be active. It may subtract traits or retests on certain actions, or hinder the user's powers they already possess, at storyteller discretion.

Chandala (1 point flaw)
Lore of the Clans

Mechanics; You are down 2 traits in Social Tests versus other Ravnos. You do not have to take this Flaw to be a member of the Chandala jati, but only members of the Chandala jati may have this Flaw.

Family Enmity (2 point Flaw)
Clanbook: Ravnos (1st Edition)

This Flaw is run in the same manner as the Flaw Clan Enmity except the storyteller must choose one of the Gypies families or Indian Jati of Ravnos. Just because they are a smaller group does not mean they are less deadly.

Marhime (3 point Flaw)
Clanbook: Ravnos (1st Edition)

Something happened in your past that grievously upset or infuriated one of the Gypsy families. They will not actively seek you out to cause you discomfort, but should you get wind of them coming into town, it may be best for you to leave until they have passed through. Any Ravnos with Gypsy Lore (appropriate level determined by Storyteller) can tell that you have this Flaw and should act accordingly depending on the family you have enraged.

Renascut (4 point Merit)
Coordinator Approval

These are those who have been awoken by the blood of life and turned into a Ravnos. They are referred to as Renascut Ravnos, but are of the Gypsy Lineages. This process must take place at the fountain of life.

System: This merit alters many things, but the main systems are;

- The character mechanically becomes a Renascut Ravnos (bloodline)
- They choose between their old clans in-clans, and the Ravnos in-clans (max of 3)
- They retain their old clan flaw, and gain the Ravnos clan flaw
- Any power/combination power/lore/etc from their old clan that becomes a higher rarity due to this process becomes notify to their previous clan coord
- Any child created becomes a mechanical Gypsy Ravnos

Dances with Knives (3 or 5 point merit)

This merit represents the character's connection to the blood affinity Dances with Knives. Due to this fact it can only be taken at character creation, and only by a Ravnos. It is possible for someone with the Phralmulo merit to purchase this merit, but at **coordinator approval**. At 3 points this merit allows the character to replace one of their in-clan disciplines with Celerity. For 5 points they gain Celerity as a 4th in-clan.

True Rom (4 point merit)
Coordinator Approval

You were a supernatural Rom prior to the embrace. Some of the innate magic to your blood has remained with you through the embrace, and has had positive and negative effects upon you. Mechanically you are considered Gypsy/Rom Ravnos for any

regulation purposes within this packet. You gain the Ravnos clan flaw, and due to the inherent nature of this merit it may only be taken at character creation.

Note: Due to this being a custom merit, and coming into play so late in some PCs lifespan some may take this after character creation to cover that gap.

Weapons of the Ravnos

The Talith

The Talith is a large heavy scarf worn around the shoulders. In the hem of the scarf are woven hundreds of small metal or glass shards and is traditionally used to entangle or disarm their opponents. The Talith is wielded by using many spinning dancing techniques. You must have had appropriate training to properly use the Talith. Without the training, the weapon is considered Clumsy x2, and only has one bonus trait. You must have performance x3 with a specialization in Talith to be considered properly trained in the use of this weapon.

Bonus Traits: +2

Negative Traits: Clumsy

Conceal: NA, Can be disguised as a scarf

Damage: 2 Health Levels

Rate: 3 (using elder levels of speed will ruin the Talith)

Availability: Must be Custom Made by an individual with Craft: Talith to be balanced and sewn appropriately. Additional rules regarding crafting are left at Storyteller discretion.

The Katara

The katara is a type of punch dagger from India, traditionally used in pairs, it ranges from one to three feet in length, and is designed so the blade sits over the users

knuckles as an extension of the hand. The hilt secures it in place horizontally so the grip sits inside the wielders hand, protecting it and ensuring that disarming would prove very difficult. The triangle blade is a common characteristic in it's many variants, and allows it to puncture even the toughest hides and armors, making it all the more deadly. Typically wielded by one of the Kshatria caste, they are sometimes worn by other Indian castes as a symbol of power or wealth.

Bonus Traits: +2

Negative Traits: Short

Conceal: Jacket

Damage: 2 Health Levels

Special: Armor Piercing

New Derangements

Dissociative Perceptions Syndrome

Clanbook: Ravnos (Revised)

At first the vampire suffers as if from the Dementation power, The Haunting. If the vampire continues to overuse Chimerstry then she starts to experience full sensory hallucinations. These hallucinations can happen at any time, especially moments of great stress. They can range from seeing a friend as an enemy (or vice versa) to seeing a busy street as completely empty. The hallucinations start at relatively low scale and build up over time until they become potentially threatening to the vampires existence. If the vampire realizes she's experiencing hallucinations, the player can spend a temporary willpower trait to negate the hallucination for one scene. Storytellers should be advised that this derangement should not be used as a punishment for a Ravnos overusing Chimerstry unless it is severely warranted

Illusion Addiction

Clanbook: Ravnos (1st Edition)

Having the ability to create any image or sensation you want with a mere thought has it's price to those of weak will. Often time wielders become lost in their own illusions, succumbing to their own dark desires all the while becoming more obsessed with the fantasy world they live in. When this derangement is active, the ravnos will sit hours on end subjecting themselves to illusions of all manner, sometimes trapping themselves in these fantasy worlds of pleasure.

Section V : Ravnos and Power Information.

Week of Nightmares

The Week of Nightmares was a horrible, horrible event. It should strike fear, sadness, hatred and in the hearts of all Ravnos when reminded of this fateful week. When writing a background for a Ravnos, never forget to include a description of this week. Your story about this occurrence can be some of the best roleplay you have while playing your Ravnos. Please take note that in OWbN the Week of Nightmares happened in July 2001, not in July 1999. For additional information on what happened during the Week of Nightmares, see the Revised Ravnos Clanbook pages 34-37 and the Laws of the Night Storytellers Guide pages 77-79.

Secrets and teaching them to outsiders

The Ravnos have abilities and powers that are not available to others (with the exception of being taught to them by a Ravnos). Having these secrets gives them a leg up on those seeking their destruction. So why would any Ravnos teach others these secrets? The few Elders of the clan that have survived the Week of Nightmares are watching those that are teaching these secrets and are becoming more and more jealous of all non-Ravnos that are taught the Clan's special powers. The number of Ravnos has greatly diminished since the Week of Nightmares and if the clan has nothing more to offer the Kindred population as a whole, we will have our secrets used against us, and destroyed by those that seek our destruction.

The Treatment

The treatment holds less weight then it once held. Once, even the thought of the Ravnos uniting as a clan and reeking havoc on a city was enough to cause the opinions of a Prince to sway. With the depletion of numbers and the fright of being around a group of other Ravnos (thanks to the Week of Nightmares), the Treatment has become less of an option and more of an empty threat. Can the clan unite enough in these dark nights, gather strength and prove that they are still a force in Kindred society that should not be pushed around? Only time can tell...

Clan Prestige & Organization

Currently, the Ravnos are not unified or numerous enough to agree on or have a system of Prestige, and even if they were they would most likely not have one. They are in agreement on one thing however, there are some that need to be either avoided or not treated as equals within the family. These individuals are Chandalas. They are low ranking Ravnos and are to be considered Caitiff. They are not allowed to Embrace and are looked down on by all Ravnos and even hunted by others. Most Chandalas are those Ravnos that follow the Path of Paradox and have been caught violating the tenants. But some have been given this moniker by teaching clan secrets to those not of true Ravnos blood.

Horrid Reality & other Advanced-level Chimerstry power

According to OWBN bylaws these powers can only be learned from a tutor that is at least 8th Generation with Elder level

Chimerstry or better. After the Week of Nightmares there were very few Ravnos Elders left in the world, & most of those that are left only survived because they didn't develop their Chimerstry to a level that was able to destroy them. The others survived by being distant enough from their brethren when the Ravnos Antedilvuan's death cry forced them to seek out each other, in a crazed frenzy bent on their own destruction. Although it has been nearly a decade since that week, the clan hasn't had enough time to rebuild itself enough. Because of this, all PC's learning Horrid Reality Out of Clan, need Ravnos Coord approval before any such power is learned.

Disbelief

This is a tough one - just because a vampire knows that a Ravnos can create illusions is not sufficient reason for a vampire to disbelieve everything a Ravnos does. If the Ravnos draws a coin from her purse, it very well could be a real coin. Belief is not like a water faucet; Characters can't simply turn it on or off at will. In that sense, the simple activation of Auspex isn't reason enough to allow someone to disbelieve every illusion in the room; the player must have a good reason to be sceptical and then declare a specific attempt to pierce the target illusion. Auspex helps to defeat Chimerstry in that it gives the user bonus traits against the Chimerstry. It does not give entitlement to a free 'disbelief' retest. Either way, the fact that someone has a good reason to disbelieve a Ravnos' Chimerstry-created images does not mean those images will vanish. The false nature of such images is obvious to any who can penetrate the illusion, it will remain until confronted by someone with enough presence of mind (e.g. passing her hand through the illusion) or until its nature is otherwise evident by the lack of interaction of the illusion with the

environment (e.g. a permanent illusion that keeps dry under a downpour, or crossed by a car, etc.). ST's should question players on their motivations when trying to establish disbelief.

Suggested rules for Chimerstry

As a guideline for chronicle use, the following suggestions are available as optional rules at storyteller discretion.

- Chimerstry and cameras - As noted in the revised clanbook, Chimerstry does affect modern machinery such as cameras, motion detectors and other sensory devices, but will not trigger spring loaded traps or trip lines.

- Permanency - As stated in the name and description of the power Permanency, all illusions you imbue are permanent until you choose to end them or someone successfully disbelieves it.

- As a guideline a Ravnos can never have more permanent illusions active than his total number of permanent willpower. - Effects made with Horrid Reality cannot be made Permanent.

- Vampires will react to illusions as they will react to the actual thing. Blood may cause hunger, fire or sunlight may cause Röttschreck, suffering your first damage of the evening may cause Frenzy, etc.

- Chimerstry may add but not subtract. Chimerstry may add a wall or shadow for the character to hide in or behind, but cannot make the character obfuscate.

Ravnos Combination Discipline

Common Combination Powers (ST approval for Ravnos, Coordinator Approval for Non-Ravnos)

Beast's Vigor

Player's Guide to the Low Clans, Page 159

Required: Intermediate Animalism (Quell the Beast), Intermediate Fortitude (Resilience),

Cost: 10 XP

System: This power is an Intermediate outgrowth of Fortitude and is employed in the same way as the typical Intermediate Fortitude powers. The test made for this power is made after all other Intermediate Fortitude powers have been used to resist the damage, so if those powers negate the damage entirely there is nothing left to transfer.

The character spends a Blood Trait(which is spent reflexively, and may be spent in excess of your generational limit), and engages in an extended Static Physical Challenge (difficulty 8), with Survival as his retest. Each success transfers one level of any damage to any of their ghoul animal Retainers within the Ravnos's line of site. The extended challenge ends when the Ravnos loses a challenge, or all damage has been transferred. Should the Retainer survive, healing causes scarring and whitening of fur.

Heart's Desire

Revised Ravnos Clanbook, Page 68

Required: Intermediate Auspex (Telepathy), Basic Chimerstry (Fata Morgana)

Cost: 10 XP

System: Use as written in the Clanbook: Ravnos (Revised), retests are made with Empathy.

Mind of the Wilds

Libellus Sanguinis 4, Page 33

Required: Intermediate Auspex (Telepathy), Basic Animalism (Feral Whispers),

Cost: 7 XP

System: This Combination Discipline permits a vampire to reach out with their consciousness, sweeping an area to quickly scout local conditions. The information gained from this act is general, not specific

Storytellers are reminded that, the character cannot determine if the beings in the scanned area are supernatural, only that they are there and if they are dangerous or not. This power is most useful for finding out what kind of animals could be called using Beckoning, for avoiding enemies while in the wilderness, or for finding a place the character can hide from the sun while they sleep. The Challenge to successfully use this power is a Static Mental Challenge against a difficulty of eight Traits. The Ability Animal Ken may be used to retest the Challenge. If used successfully, the character learns about an area about an acre in size. To learn more they must spend Mental Traits as shown on the following chart:

1. The character scans an area about four acres in size (about the size of a suburban school).
2. The character scans an area about sixteen acres in size (about the size of a city block in a major city).
3. The character scans an entire mountain pass, an entire small forest, or an entire neighborhood.

Scourge the Thrall

Player's Guide to the Low Clans, Page 159

Required: Intermediate Animalism (Subsume the Spirit), Intermediate Fortitude (Resistance),

Cost: 14 XP

System: This power functions exactly like Beast's Vigor, except that the recipient of the transferred damage may be a human ghoul. This power may not be used in conjunction with Beast's Vigor to gain extra "soak" actions on the same damage source.

Sympathetic Agony

Revised Ravnos Clanbook, Page 67

Required: Basic Chimerstry (Fata Morgana), Intermediate Fortitude (Resistance),

Cost: 10 XP

This Combination Discipline functions in all ways as described in the original text. It should be noted that this power gives phantom wound penalty's upon its target based off the amount of actual damage the user receives. This phantom damage is always placed after the real damage suffered by the target and Endurance does not block the pain inflicted by this power. Activating Sympathetic Agony is a reflexive action.

Coordination Approval for Everyone

Craft Ephemera

Player's Guide to the Low Clans, Page 159 - 160

Required: Advanced Chimerstry, Intermediate Fortitude (Resistance),

Cost: 15 XP

System: This Combination Discipline functions in all ways as described in text, however the following conversions to the MET system are required. The Challenge to activate this power is a Static Willpower Challenge against a difficulty of eight Traits then expending a number of Mental traits equal to the size and complexity of the object on the chart below. The created object follows the limitations in the original text, but Storytellers should restrict attempts to create complicated modern devices in the

same way they restrict making the same devices when players use the Path of Conjuring in their game. If successfully created, the object is for all intents & purposes real, & cannot be seen through or disbelieved unless a character with Elder Auspex has won a disbelief test and then spends a willpower. The object vanishes at sunrise, but remains otherwise real until then. All items created through this power have standard statistics for a normal item of their type. To create especially beautiful, or well-crafted (ie crafts x5) items through the use of this power, the user must possess the appropriate crafts ability at the appropriate level. Object's created with this power can be no larger than the person conjuring them.

1. Simple object, no moving parts (a knife, shield or chair,)
2. Complex object, no moving parts (a whip, talith or Chandelier,)
3. Complex object, moving parts (a gun, chainsaw or vault door,)

Mask of Cathay

Revised Ravnos Clanbook, Page 68 - 69

Required: Intermediate Animalism (Quell the Beast), Intermediate Chimerstry (Apparition),

Cost: 7 XP

System: This Combination Discipline functions as described in the original text, but Storytellers are reminded that, just as described in the power's description, no matter how powerful & no matter what their origin, this power is effective at thwarting all attempts to discern if the character isn't a Cathayan.

Nightmare Curse

Libellus Sanguinis 4, Page 33 - 34

Required: Intermediate Auspex (Telepathy),
Advanced Chimerstry,

Cost: 10 XP

System: This Combination Discipline functions in all ways as described in the original text, however the following conversions to the MET system are required. Attempting to activate this power costs a temporary Willpower. The character using this power must attempt a static mental test versus the traits of the intended victim. The character using this power – but not the target – may retest using the Ability Intimidation. If the victim cannot see the character using this power, but the character using this power has a personal possession, this power may be used up to a mile away by spending a second temporary Willpower.

When successfully used on the victim they see the apparitions described in the descriptive text. Additionally, they must bid an additional trait in every challenge, and are considered to have the Flaws Haunted & Nightmares (if your chronicle uses rules for testing to see if these Flaws are active consider those tests to have failed automatically) The apparitions (and the associated Flaws) remain for a duration based on the amount of blood spent by the activating character. If none is spent the duration is only until sunrise. If any blood is spent, the apparition persists through a number of sunrises equal to the the number of Blood Traits spent. The activating character can spend multiple turns in continuous concentration to spend large amounts of vitae, but once a turn goes by without any expenditure the duration is set.

Ravnos Specific Combination Powers

(The below powers are specific to one specific group of Ravnos. They are ST approval for those Ravnos (unless stated otherwise), and coordinator approval for everyone else. Any Combination Power marked Rom* or Jati* is for Rom/Jati approved bloodlines only (not those with the Pharmulo merit, or of mortal Indian descent)

American

We're Not Going to Take it!
Fortitude 4, Animalism 3

Cost: 10 points

Inspired by the Anarch Ravnos this power allows the new breed of Ravnos to almost shrug off the illusions of the elders that enforce the old ways. Instead of having the old ways forced upon them the American Ravnos have learned to forge their own destiny.

System: This power is always considered active once purchased. It allows the user to expend a second willpower to retest Chimerstry defensively, and gives a free retest to disbelieve an illusion crafted by anyone lower generation than them.

Modern Illusions

Auspex 2, Chimerstry 4

Cost: 5 points

Chimerstry of old has never been able to fool modern technology. Cameras see right through it, sensors ignore it, and the American Ravnos have found a way to forge their illusions to keep up with the modern nights.

System: The Ravnos expends an additional willpower when using Chimerstry 4 on an existing illusion. Once it is imbued with Modern Illusions they can be seen and affected by modern technology that normal

illusions can't (see suggested rules for reasoning).

Rom

Mediumship (Coordinator Approval)
Auspex 5, Chimerstry 4

Cost: 14 points

A power forged in a similar manner to The Evil Eye. A group of Matriarchs found a way to awaken this power from their Blooded Rom cousins, and it manifested in a way different within the vampire blood. This power allows the Rom to travel within the Shadowlands, but not without risk.

System: With the expenditure of a temporary willpower the Rom has the ability to project themselves into the Shadowlands in a manner similar to Psychic Projection. While projected the user has as many health levels as temporary willpower, and may interact with the realm of the dead for one night, and are forced back to their body when the sun rises over their resting shell. Their body is empty, and can be possessed by any spirit or wraith in a similar fashion to Psychic Projection. At any time the user may declare they are returning to their body, but in combat this does not happen till the end of the round in which it was declared.

While projected the user may use any social and mental power that does not require blood, and should their temporary willpower be exhausted their soul is forced into a state similar to harrowing, and do not return to their body for a month.

The Sight
Auspex 4, Chimerstry 2

Cost: 10 points

Long have the Rom been known for their ability to see the future. Be it through the cards, dice, palm reading, or some other medium they can see the destiny of

someone. This is not always a good reading, and can turn negative quickly. This can be general information, or based around a task the person is undertaking.

System: The Rom reads someone's destiny via whatever medium they use. This process can take no less than 10 minutes of interaction, and is followed by a static mental challenge difficulty 7, retest enigmas. At ST discretion this challenge can become more difficult based on what situation they are trying to divine. All information given is entirely at the discretion of the ST running the fates, and should not be used as a reason to solve a plot entirely. Multiple uses on the same situation will give no new information.

If successful the fates have blessed the target with good fortune. The STs may give some piece of information about their future, or task, but mechanically will give the target one Luck* retest on their upcoming scene. This retest can not stack with other Luck/Oracular ability/Prophecy based retests. If the fates turn against you (the static challenge is failed) the target instead will lose a challenge in the next scene (chosen by the ST). This challenge can still be retested per normal, but will come at the worst possible time

Example of a failure: Bob the Brujah has his fate read, and the fates turn against him. He goes to break into a store, and the security challenge to hide from the cameras the ST decides he automatically loses his initial test. He is allowed to retest, but the initial challenge is simply lost as the fates turn against him.

Blood Scent (Coordinator Approval)
Auspex 1, Chimerstry 3

Cost: 7 points

The Tsurara / Wuzho have long been known for their ability to smell their targets via smell. Since they primarily hunt vampires

for preying on the Rom they smell the very blood within their system. This power is rare among vampires due to the fact the Tsurara / Wuzho despise them, and it should not be common once embraced.

System: This power works mechanically the same as the combination power Scent of Caine that is outlined in the most current Tremere Packet. The only difference is the user is up 2 traits when using this power on a Ravnos.

Ravnos Antitribu

Induce the Nightmare
Chimerstry 5, Animalism 5

Cost: 15

Many of the Antitribu have been embraced after the Week of Nightmares, but an interesting side effect of those that survived the Week has spread to their mass embraced offspring. Maybe it was through ritae, maybe it was simply random, but either way this power was born. By focusing their rage the Antitribu can cause a blood frenzy similar to one that spread around the world during the Week of Nightmares.

System: This power costs a blood and a willpower, and requires line of sight on the target. Once activated the Antitribu makes a contested social challenge, retest Subterfuge, to use a combination of Horrid Reality, and Drawing out the Beast, to force the target into a state of blood frenzy. Mechanically the target must make a Self-Control/Instincts challenge, difficulty 4 for non Ravnos, 5 for Ravnos, that can not be ignored by expending a temporary willpower, the challenge must be made. If lost, the target immediately enters a blood frenzy, but will only target other vampires. This frenzy lasts the remainder of the scene or hour, and will not stop frenzying unless a power, such as Quell the Beast, is used on them.

If the target wins the Self-Control/Instincts challenge they still feel the frenzy, but instead are down 2 traits on future Self-Control challenges, from the sight of blood, for the remainder of the scene.

The Illusionary Cup
Chimerstry 2, Animalism 3

Cost: 6 points

Many who follow the paths of Paradox can not willingly bound themselves. The Vaulderie is no different (see FAQ for more information). This power was created by those who follow the various paths of Paradox as a way to use deceit to circumvent violating their path every time they perform this Ritae.

System: This power costs a blood and a willpower to use. Once activated it allows the Vampire to conceal the fact that the blood does not get consumed. Instead, the blood simply runs down their face and disappears as part of the Ritae. This action does not cause the Ritae to be violated, and can only be disbelieved if the challenger has cause to suspect trickery (and then normal disbelief challenges apply). Given that vinculum ratings can fluctuate up or down or even remain the same, the Vampire's attitudes toward the challenger (or another) do not count as "having cause."

New Ravnos Disciplines

The Evil Eye (Coordinator Approval)

This power was returned to the People (Rom) several years ago. Much like the fabled curses that the Rom can wield this power allows the Vampire section of their family to curse those that oppose them.

Mechanically this power works exactly like the Duranki version of this power explained in the most recent Duranki/Assamite sorcery packet. The exception to that packet is this

power is purchased and works mechanically like a discipline, not a path of sorcery. It is purchased at the cost of an out of clan discipline, and since it is not sorcery it has no rituals that accompany this. In addition, all uses of this discipline require line of sight.

The character must be from a Rom Bloodline, or have the Pharmulo merit to purchase this power, and must have between a 1-5 point Flaw: Curse (determined at the time of purchase). Should this curse ever be bought off the power ceases to work.

New Background (Coordinator Approval)

Blood Purity 1-5

This represents a Rom's vitae from their mortal cousins known as Blooded Gypsies. These are an actual creature type, and not a mere human holding heritage to a family. The amount of Blood Purity a Ravnos holds is the amount of Blooded Vitae the Ravnos can hold within their system. This does not go over their generational cap, but this vitae can be used to fuel Draba without the willpower expenditure, or the challenge. This vitae is always used first from the vampires blood pool.

Camp 1-5

This background represents a local camp or carnival that moves through your area of influence. It can be used in the following ways; To mimic 1-5 levels of allies, contacts, or herd. One special note on the herd is if you possess the Blood Purity background you may use these levels to refresh your Blood Purity Pool.

Glossary of Terms

Asuratizayya (a-zoor-ah-tih-zeye-yah) – The legendary enemy of the Ravnos Clan. Depending on your tradition, these could be

the Cathayans, the European Antediluvians, or literal infernal demons. Their name means “demons that can be counted” in reference to their inability to reproduce.

Brahman (brah-min) – A Bloodline named for the mortal Brahmans of India, the name is also the term used for the ultimate Hindu god & the Hindu transcendental oversoul. They were created by The Black Mother (see above) & are considered one of the original Jati. Unlike other Ravnos they have an affinity for Auspex & a Malkavian-like capability for prophecy.

Chandalas (chahn-dal-ah) – The Jati that are second-class citizens of the Ravnos. Unlike other Ravnos Jati you become a Chandalas as an eternal punishment for either teaching Chimerstry to an outsider or (if on the Path of Paradox) for grossly violating the Path of Paradox.

Draba – An item of power, or a term for any sort of gypsy magic.; see WoD: Gypsies for further information.

Jati (jah-tee) – The Ravnos Clan is organized into groups based on a member's mortal extended family. These groups are called Jati (both singular & plural). The term comes from the Hindi word for caste.

Karavalanisha Vrana (ka-rah-val-an-ish-ah vra-nah) – “Wounds of the Night's Sword” – Easily likened to the Iliad, this is an ancient epic poem that has been handed down within the Ravnos Clan. Traditionally, an Indian neonate would learn the Clan's origin story by reading this poem.

Kshatriya (kshat-ree-ya) – Named for the mortal Kshatriya of India. They were created by Chandraputra (see above) & are considered one of the original Jati. Their mortal families were almost wiped out during a mortal civil war. Their job is to lead the war against the asuratizayya.

Kumpaniya (koom-pan-eye-yah) – A group of Rroma mortals that travel together, often

concealing a Ravnos or a Ravnos coterie within them. Mortals once called them Gypsies because many of them claimed allegiance to the Alexandrites (who were based in Egypt).

Mayaparisatya (meyer-ah-pair-iz-awt-yah) – The name for the Ravnos Clan's “Eastern” or “true” Path of Paradox.

Phuri Dae (fur-ee day) – A lineage of the Brahman Bloodline, their name is the Romani term for an “older woman.” They left India & traveled to Europe along with a dark age immigration of the Rroma.

Samadji (sah-MAHD-jee) – Literally, “heirloom”. A powerful artifact or “draba” passed from sire to child among the Rroma Ravnos.

Shilmulo (shil-mool-oh) – Any vampire (be they a Ravnos, a Kindred, or a Cainite)

Sudra (shoo-dra) – The formal term for a ghoul that is kept by a Ravnos. Named for the mortal Sudras of India, who were responsible for doing untrained labor (unlike the other Hindu Varnas the etymology of the word Sudra is not known).

Svadharmā (svad-har-mah) – This term falls somewhere between your nature & your destiny. Usually this is a role you're supposed to be fulfilling. In the big picture this is the single reason that fate needs you to exist. Everyone is believed to have one.

The Week of Nightmares – A roughly one-week span of time in the year 2001. During this week the Ravnos Clan's progenitor was attacked by unknown supernatural forces using several nuclear devices. While he was being attacked the entire Clan snapped awake (even from torpor), lost control of their Chimerstry, and suffered Chimerstry-created illusions of the combat. Everyone that knew Elder-level Chimerstry or better at the time is believed to have been destroyed by their own uncontrollable illusions.

Vaisya (vays-ee-ah) – Named for the mortal Vaisyas of India, the name means “to live.” They are considered one of the original Jati. They are charged with protecting the Masquerade & influence over mortal society. Rroma Families

Kalderash - The Kalderash have taken to the lands in the far east, traveling where most of their kind fear because of the Kuei-jin., specifically Japan and China. The family itself is fairly wealthy and prides itself on their amassed riches of samadji and trinkets from lands of the east. Being so far from the rest of the families has made them strange and distant to the rest of the Rroma, seldom do they attend Patshiv.

Lupines - The Lupine Gypsy family has close ties and dealings with the Garou and keep far from Kindred whenever possible. No Ravnos is Embraced from the Lupine Gypsy without at least the enemy, or hunted, flaw.

Phuri Dae - The fortune-tellers and spiritualists of the Gypsies, the Phuri Dae are exceptional seers. They closely guard all the stories of the Gypsies told for many generations. These gifted tricksters replace Fortitude with Auspex as one of their starting in clan disciplines.

Ravnos - Most Rroma Ravnos come from this family. The Gypsy mortal family of Ravnos houses the most Kindred Gypsy Ravnos. Unlike most other Kindred, the Ravnos from the Ravnos Gypsy lineage keep track of their mortal families and stay in touch with them over their unlife.

Tsurara / Wuzho - This Gypsy line is a small, tight knit bunch of Vampire hunters. They embrace from all of the Gypsy families, forming their own family called Wuzho. The Wuzho are the self proclaimed protectors of the Ravnos. They are solely determined to end the existence of all Vampires.

Urmen - The Urmen have relationships with the faeries, or Changelings. They will chase them and follow them for years just to study their ways. Some Urmen are even said to possess the blood of the Fae. They are a small family that is currently located solely in Russia and Greece. The Urmen must learn Chimerstry as far as possible before learning any other discipline; they may not expend experience points on any other discipline until this pinnacle has been reached.

Indian Jati Jati is the Hindi word for caste. From the Indian Ravnos, these bloodlines were just as important as their mortal lineage. Since the Week of Nightmares however, the bloodlines have become less important, survival becoming more important on their list of things to worry about.

Brahman - The Brahmans are the keepers of the secrets of “Ways of Mayaparisatya” and have the gift of sight. They are spiritual advisors, philosophers and serve as advisors to the other castes. The Brahman work very closely with the Kshatriyas to divine the locations of their enemies. Brahman Ravnos replace Fortitude with Auspex as one of their starting in clan Disciplines and traditionally follow the Path of Paradox.

Kshatriyas — Kshatriyas are the Indian Ravnos' traditional warriors. They are more militaristic in their nature and are the first line of defense against the asuratizayya. During the Week of Nightmares, many of the Kshatriyas fell, but they have been rebuilding their numbers in recent years. Most Indian Ravnos fall into this category.

Vaisyas - The Vaisyas are Embraced from the merchant class and are best suited for dealing with the mortal populace. They usually have many contacts and influence with mortal society even before their Embrace and maintain them afterward. Their typical and more troublesome role is, handling masquerade issues after the

Kshatriya 's “Military maneuvers “, for which they have become adept in dealing with.

Chandalas - Chandalas are the lowest ranking caste and it's members are forbidden to Embrace, so they don't spread their impure blood and ideals. Caitiff are considered to be Chandalas also, as well as any member of a clan outside the Ravnos who comes to India. Sometimes Ravnos caught breaking the tenets of Paradox are demoted to this caste, though eventually given opportunities to improve their standing through duties.

Sudras - Sudra are not actually a true jati, rather a description of those who serve, Ghouls and Mortal retainers. Ravnos never embrace from this group, if the individual was meant to be worthy of the embrace it would have happened rather than becoming a servant. Unfortunately they also tend to be a Ravnos scapegoat, getting left behind to take the blame for others deeds.

Ravnos Antitribu - The Ravnos of the Sabbat function much the same as their independent brethren, typically keeping to a nomadic lifestyle with few restrictions on their freedom. The majority of the Antitribu are Gaje, or foreign. Very few Rom or Indian Ravnos joined with the Sabbat during its formative years, so those ethnic groups have far less of a presence in the Sword. After the Week of Nightmares, however, a greater amount of Indian and Rom Ravnos are seeking protection and safety within the auspices of the Sabbat. These recent converts, in many cases, still keep in contact with their independent counterparts.

Renascut-Those who have been changed from their embrace clans into a Gypsy Ravnos

Section VI: Sadhana / Rom Sorcery Guidelines.

Introduction

Although there is no associated game mechanic, some sources state that these Ravnos (when they lived in India) were more likely to practice a style of Indian Thaumaturgy called Sadhana. They do not have access to this Discipline inherently – neither as a Favored Discipline nor in the way that the unrelated Samedi Bloodline have access to Necromancy – but in India they once learned these magics. When the Ravnos traveled to Europe this style of blood magic died out in the Western portion of the Clan. As modern members of the Clan move out of India there are new opportunities to learn this magic, but a character has to learn Sadhana from someone who already knows its ways. The additional requirement for Ravnos who practice Sadhana is following the Path of Mayaparisatya (Path of Paradox) as well as possessing the merit (Code of Honor : Hinduism, Buddhism, or Jainism) to reflect their beliefs. Sadhana is found in several places not covered in the current Setite Sorcery packet. Though the majority of this packet takes from that packet, it changes a few minor things to better reflect the difference between Daitya Setites and other practitioners of Sadhana. As only the Daitya Setites use the Sadhana section of the Setite Sorcery packet, this packet was necessary to bridge the gap.

Sadhana

Sadhana is detailed in Chapter Three of Blood Sacrifice: The Thaumaturgy Companion. In order to teach, learn, or use Sadhana, practitioners must possess the

Merit Code of Honor: Hinduism, Buddhism, or Jainism to reflect the faith in those religions.

Teaching Sadhana requires the teacher to have Three Advanced paths of Sadhana, the ability Occult x5, and the ability Lore: Sadhana x3.

Like Hermetic Thaumaturgy, Sadhana paths call for a Mental Challenge (unless otherwise noted) and rituals function the same. Unlike Hermetic magi, a sadhus must learn the Meditation ability to practice her sorcery. A Sorcerer cannot employ path magic at higher level than her Meditation ability rating, though they may perform rituals at a higher level. They still know their primary path to the level that has been purchased; they simply lack the spiritual force or focus to use it. When the player raises their character's Meditation Trait, they can use the path to a higher level. At Storyteller's discretion, a sadhu's player can retest Sadhana with Meditation instead of Occult—but at the cost of the power taking as much time as a ritual of the same level. Meditation it is not quick.

*In exclusion to Daitya, all others are considered *Rogue* learning all Sadhana paths and rituals at Coordinator Approval.

Rom Sorcery

A recent creation by the various Rom families this magic is more an awakening the a new paradigm. Various families of vampiric Rom used a combination of their Rom heritage, and stolen magics from the various faith magic to forge their own awakened magic. A combination of Draba,

and blood magic allows them to activate the magic within their blood and use sorcery.

Mechanically this magic works similar to Sadhana (with all paths being purchased out of clan). Instead of meditation and time this magic uses Draba. Every user of Rom Sorcery must have an Awakening Draba that acts as their talisman to all their sorcery. Without this Draba it simply will not work. Rom Sorcery may only purchase Rarity 1 and 2 Sadhana (see below), and every path is bought at coordinator approval.

Rituals are a different story. The original Rom Sorcery paradigm had no rituals, but along with their stolen magic they found a way to steal rituals as well. Instead of getting a ritual from study and faith they instead must forge these rituals in a new piece of Draba. Due to the fact this was not in the original plot prop, and instead through player actions, the primary path does not allow any “free point” rituals.

For every ritual they must have a new Draba, but mechanically for the hour of activation with their Talisman Draba they may use their approved rituals. Mechanically they are cast in the same way as any other ritual, both time and challenge wise, and last the same time period. Each ritual requires coordinator approval, and much like their Talisman Draba will not work if destroyed or lost. Rom Sorcery may purchase any Rarity 1 and 2 Sadhana ritual (see below) that are not Sadhana specific, but are mechanically Coordinator Approval. Anything else that is “stolen” is considered Coordinator Approval.

Awakening Charm (Charmed Samediji) 5 point merit.

Mechanics; See write up in the Merits section of this packet.

If successful the user gains access to their Rom Sorcery for a scene or hour. Every new path that is learned adds a personal trait to said Draba (red for fire being an example), but are all activated via one use. Said item will be personalized to each character, but only work for the original person. It is indestructible, and the user has a faint idea of where it is at all times. If taken, the user loses all access to their Rom Sorcery until it is recovered. A new one can not be created to replace it.

If a ritual is purchased they purchase it as the same points as a normal ritual (2 for basic, 4 for intermediate, and 6 for advanced). The only difference is instead of adding a new feature to the Awakening Charm it instead is a different piece of Draba made from a small piece of their Awakening Charm.

The Sadhu

Sadhu is the traditional Indian name for those who practice Sadhana. Traditionally, the primary clans in India who practice this magic are Daitya Setites, Brahman Ravnos, and Ventrue from the Danava line in India. These core groups of Vampires do not commonly leave India, and their brand of blood magic is hardly known outside the subcontinent. Western vampires are far more likely to run into Sadhu inside India than anywhere else. This is often a dangerous proposition, as large amounts of the subcontinent are under Independent Ravnos rule, when they aren't actually controlled by the Cathayans. As such all Non-Daitya Sadhana practitioners require Ravnos Coordinator Approval. For more in depth information on the blood magic of India, please consult Blood Sacrifice: The Thaumaturgy Companion.

Paths and Rituals

Rarity System

Rarity 1: Storyteller Approval

Rarity 2: Ravnos Sadhana Subcoordinator Approval

Rarity 3: Custom Paths and Rituals; Ravnos Coordinator Approval

**Primary Path: Path of Blood (Path of Kali)*

Path Name	Rarity	Location
Alchemy (Rasayana)	1	LotN Storyteller's Guide
Path of Blood (Path of Kali)	1	LotN Revised
Path of Blood Nectar	3	Blood Sacrifice
Path of Conjuring (Brahma-Vidya)	1	LotN Revised
Elemental Mastery (Yaksha-Vidya)	1	MET Camarilla Guide
Focused Mind (Echos of Nirvana)	2	LotN Storyteller's Guide
Hands of Destruction (Hands of Mahakala)	1	LotN Revised
Path of Karma	3	Blood Sacrifice
Movement of the Mind (Rishi's Hand)	1	LotN Revised
Oneiromancy (Lakshmi's Wishes)	2	LotN Storyteller's Guide
Path of Praabti	3	Blood Sacrifice
Snake Inside (Temptation of Mara)	1	Blood Magic
Spirit Manipulation (Asura-Raja)	2	MET Camarilla Guide
Lure of Flames (Breath of Agni)	1	LotN Storyteller's Guide

The Path of Blood Nectar

The original publication of this path is in Blood Sacrifice: The Thaumaturgy Companion pg. 62. All levels function as published save that activation requires a Mental Challenge (difficulty five + level of the path being used).

The Path of Karma

The original publication of this path is in Blood Sacrifice: The Thaumaturgy Companion pg. 63. All levels function as published save as detailed below.

•Threads of the Past

System: This power requires a Static Mental Challenge against the target.

••Weave of the Future

System: This power requires a Static Mental Challenge against Traits.

•••Certain Fate

System: This power requires a Static Mental Challenge against the target.

••••Past Lives

System: This power requires a Static Mental Challenge against the target to use on others, or a Static Mental Challenge against eight Traits to use on one's self. Using the power on himself allows the sadhus to gain one Ability Trait of her choice (no single Ability may be raised above three) for one scene. The types of Abilities obtainable through this power are limited to those that would reasonably have been available to the character during a prior lifetime.

•••••Master of Samsara

System: All uses of this power require a Mental Challenge against the target, and the expenditure of a permanent Willpower Trait upon the successful Challenge. OWbN

Bylaws and R&U standards must still be followed when using this power.

The Path of Praabti

The original Publication of this path is in Blood Sacrifice: The Thaumaturgy Companion page 64. As it requires no MET conversion save that it uses Mental Challenges as detailed for Sadhana, please use it as published. The difficulty of the Mental Challenge matches the distance travelled, with the difficulty increasing as higher levels are necessary (5 traits for the Basic levels, 7 traits for the Intermediate, and 9 traits for the Advanced). Teleportation to a destination the magician has never seen or been to before is problematic; If attempting, a simple test is made upon successful casting. A win indicates the character ended up where intended, a tie indicates a small variation but close to target, and a loss indicates a catastrophic failure to be determined by the ST.

Path of Duat

Please consult the Setite Sorcery packet for the MET conversion, with the exception of the Blasphemy Shrine, which is not required in Sadhana.

Snake Inside

Please consult the Setite Sorcery packet for the MET conversion.

Rituals

Unless otherwise noted, Sadhana rituals require a Static Mental Challenge retested with Occult, against five Traits for Basic, seven Traits for Intermediate, and nine Traits for Advanced rituals.

Ritual Name	Rarity	Level	Location
Animaa	1	Basic	Blood Sacrifice

Armor of Diamond Serenity	1	Basic	Blood Sacrifice
Ash of Agni's Curse	1	Basic	Blood Sacrifice
Aurava	1	Intermediate	Blood Sacrifice
Bladed Hands	2	Intermediate	Laws of Elysium
Blood Walk	1	Basic	Laws of Elysium
Clinging of the Insect	2	Intermediate	MET Sabbat
Craft Bloodstone	2	Basic	MET ST Guide
Deflection of the Wooden Doom	1	Basic	LotN Revised
Defense of the Sacred Haven	1	Basic	LotN Revised
Destiny's Call	1	Intermediate	Blood Sacrifice
Eye of Mahakala	3	Methuselah	Blood Sacrifice
Eyes of the Past	2	Intermediate	Laws of Elysium
Firewalker	3	Intermediate	MET Sabbat
Flesh of the Fiery Touch	2	Intermediate	Laws of Elysium
Garimaa	1	Basic	Blood Sacrifice
Impassable Trail	1	Basic	MET ST Guide
Impressive Visage	1	Basic	MET ST Guide
Incorporeal Passage	1	Intermediate	LotN Revised
Jinx	2	Basic	MET ST Guide
Leper's Curse	1	Intermediate	Blood Sacrifice

Lion Heart	3	Advanced	Laws of Elysium
Loom of Vishnu	1	Elder	Blood Sacrifice
Milk of Puutanaa	1	Intermediate	Blood Sacrifice
Purity of Flesh	2	Basic	MET Camarilla Guide*
Rakta-Maya Rituals	1	Basic	Blood Sacrifice
Scry	2	Intermediate	MET ST Guide
Severed Hand	2	Advanced	MET ST Guide
Steps of the Terrified	2	Basic	Laws of Elysium
The Open Passage	1	Basic	LotN Revised
Transcendentally Satisfying Body Filling	1	Advanced	Blood Sacrifice
Ward (and Warding Circle) vs. Kindred	1	Intermediate	MET Camarilla Guide*
Ward (and Warding Circle) vs. Demons	1	Advanced	MET Camarilla Guide*
Ward (and Warding Circle) vs. Ghosts	1	Basic	MET Camarilla Guide*
Ward (and Warding Circle) vs. Ghouls	1	Basic	MET Camarilla Guide*
Ward (and Warding Circle) vs. Spirit	1	Advanced	MET Camarilla Guide
Warded Womb	1	Intermediate	Blood Sacrifice
Water Walking	1	Basic	Blood Sacrifice

*Use MET conversion from current Tremere Thaumaturgy Packet

Any published ritual not on the above chart requires Ravnos Sadhana Coordinator approval. Any and all Unique/Player created rituals, listed or not listed, are Rarity 3.

Basic Rituals

Animaa

System: This ritual requires no conversion to MET, please use it as published with the chart below for the magnification based on Mental Traits spent when invoking the ritual.

Traits Spent Magnification

- 1 Mental Trait 10x
- 2 Mental Traits 30x
- 3 Mental Traits 50x

Armor of Diamond Serenity

System: If the ritual succeeds the magician becomes immune to Frenzy and Rotschreck for the rest of the night.

The character is also up two traits on Willpower challenges. On the other hand, the magician cannot expend vitae to gain Physical Traits while this ritual remains in effect.

Ash of Agni's Curse

System: The caster spends a number of Mental Traits. For each trait spent, they gain one use of the Ash, and may spend no more than 5 Mental Traits per casting.

Craft Bloodstone

System: This ritual has the additional requirement of a blood sacrifice at its casting for sadhus.

Deflection of the Wooden Doom

System: This ritual has the additional requirement that the wood fragment used have been passed through a sacrifice's heart prior to use for sahus.

Garimaa

System: If the ritual succeeds an effective 17 Physical Traits resists any force that attempts to move the magician against his will. The caster does not actually gain these Traits, and may not actively utilize them.

Rakta-Maya Rituals

System: Unlike other Sadhana rituals, these illusions call for a Static Social Challenge against the difficulty of an audience member's traits (Storytellers should select an average audience member at random).

Water Walking

System: This ritual requires no conversion to MET, please use it as published with a duration of one scene or hour.

Intermediate Rituals

Aurava

System: This ritual requires no conversion to MET, please use it as published with a duration of one scene or hour.

Destiny's Call

System: This ritual requires no conversion to MET, please use as published.

Incorporeal Passage

System: This ritual requires a bloodied blade, rather than a mirror fragment for sahus.

Leper's Curse

System: This ritual requires no conversion to MET, please use as published.

Milk of Puutanaa

System: This ritual requires no conversion to MET, please use as published.

Warded Womb

System: This ritual requires no conversion to MET, please use as published.

Advanced Rituals

Lion Heart

System: This ritual has the additional requirement of the sacrifice of a lion for sahus.

Transcending Satisfying Body-Filling

System: This ritual requires no conversion to MET, please use as published.

Master Rituals

Loom of Vishnu

System: This ritual requires no conversion to MET, please use as published.

Methuselah Rituals

Eye of Mahakala

System: Invoking this power against another character requires a Mental Challenge against a difficulty of the target's total number of Background Traits.

Section VII : References and Credits

FAQ

Q. Why not just use the Setite Sorcery Packet?

A. The Setite Sorcery packet only covers the Daitya, and no other users of Sadhana (Which the Daitya Setites are only one of). As all other Sadhana users fall to the Ravnos coordinator, this packet was necessary to expand upon that.

Q. Can anyone learn Sadhana?

A. Anyone with the right concept and story. This blood magic is about spiritual enlightenment and religion, not combat powers to PvP. A PC wishing to have Sadhana needs to fit the genre. That is why all non Daitya Sadhana practitioners are Ravnos Coordinator Approval.

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