

Vampire: The Eternal Struggle

(All-in-One List)

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Key:

Base Sets: JY = Jyhad (R1/R2/U1/U2/V1/C1)
 VT = Vampire: The Eternal Struggle (R1/R2/U1/U2/V1/C1)
 Expansion Sets: DS = Dark Sovereigns (U1/U2/V2/U3/V4/C1/C2/C3)

R1 = Rare card, R2 = Rare that appears twice on the sheet so it's only half as rare.
 U1 = Uncommon card, U2 = Uncommon that appears twice on the sheet, U3 = Uncommon that appears three times on the sheet.
 V1 = Vampire card, V2 = Vampire that appears twice on the sheet, V4 = Vampire that appears four times on the sheet.
 C1 = Common card, C2 = Common that appears twice on the sheet, C3 = Common that appears three times on the sheet.

NOTE that rarity information for Dark Sovereigns beyond whether a card is from the common, uncommon or vampire sheet is NOT certain. The number of occurrences of card on each sheet is in doubt but no official source has been presented and I don't have enough data to validate these numbers.

For actions, "(+1 stealth)" indicates that the action itself is at +1 stealth. In discipline sections, *Italics* are used to show what ability can be used when Superior level of the discipline is available.

Vampire disciplines are (capital letters indicate Superior level in that discipline):

an = Animalism ch = Chimerstry nc = Necromancy ps = Presence
 au = Auspex do = Dominate ob = Obfuscate pt = Protean
 ce = Celerity fo = Fortitude po = Potence th = Thaumaturgy

Caitiff Vampires

Vampire Name	Age	Disciplines	Description
Antoinette DuChamp <i>DS(V2)</i>	1	ce ps	Uses an additional blood for Celerity actions and strikes.
Franciscus <i>DS(V2)</i>	1	au	Burned if takes more than 3 damage during combat.
Hasina Kesi <i>JY(V1)</i> <i>VT(V1)</i>	1	po	You lose 1 pool when she goes to torpor.
Igo the Hungry <i>JY(V1)</i> <i>VT(V1)</i>	1	ps pt	Does not get the normal +1 stealth for hunting. {Jyhad= named "Igo - The Hungry"}
Magdalena Schaefer <i>DS(V2)</i>	2	TH	Uses an additional blood for Thaumaturgy strikes.
Navar McClaren <i>JY(V1)</i> <i>VT(V1)</i>	1	an	Cannot block older vampires.
Nik <i>JY(V1)</i> <i>VT(V1)</i>	1	ce	Brujah get +1 to intercept him.
Smudge the Ignored <i>JY(V1)</i> <i>VT(V1)</i>	1		+1 hand damage after diablerizing an older vampire. {Jyhad= 2 hand damage. Named "Smudge - The Ignored"}
Uriah Winter <i>JY(V1)</i> <i>VT(V1)</i>	1	fo po	Goes to your prey's control during untap if you have less blood than they do.

Brujah Clan Vampires

Vampire Name	Age	Disciplines	Description
Angel <i>JY(VI)</i> <i>VT(VI)</i>	2	ce	
Anvil <i>JY(VI)</i> <i>VT(VI)</i>	6	CE do PO ps th	Primogen
Appolonius <i>JY(VI)</i> <i>VT(VI)</i>	10	CE fo po PS	Primogen. +1 bleed. Gets one optional press each combat.
Bianca <i>JY(VI)</i> <i>VT(VI)</i>	6	CE po ps	+1 hand damage {Jyhad= 2 hand damage}
Black Cat <i>JY(VI)</i> <i>VT(VI)</i>	5	CE po ps	Equipping Black Cat costs 1 less pool.
Constanza Vinti <i>DS(V2)</i>	8	CE DO PO	Prince of Rome. +2 bleed if prey has a Ventrue.
Crusher <i>JY(VI)</i> <i>VT(VI)</i>	9	CE fo PO PS	Primogen. +1 hand damage. Can pay 1 blood for one dodge each combat. {Jyhad= 2 hand damage}
Dónal O'Connor <i>DS(V2)</i>	8	CE DO PO	Prince of Dublin. Vampires blocking him lose 1 blood before combat.
Don Cruz, The Idealist <i>JY(VI)</i> <i>VT(VI)</i>	10	an CE do PO PS pt	Justicar. Can pay 1 blood for one maneuver each combat. {Jyhad= named "Don Cruz - The Idealist"}
Dre, Leader of the Cold Dawn <i>JY(VI)</i> <i>VT(VI)</i>	3	ce po	{Jyhad= named "Dre - Leader of the Cold Dawn"}
Gwendolyn <i>DS(V2)</i>	11	au CE FO PO PS th	Inner Circle. +2 bleed.
Hector Sosa <i>JY(VI)</i> <i>VT(VI)</i>	4	PO ps	
Lupo <i>JY(VI)</i> <i>VT(VI)</i>	2	po	
Miranda Sanova <i>JY(VI)</i> <i>VT(VI)</i>	8	au CE ob po PS	Primogen. Other Brujah have -1 intercept to block her.
Rake <i>JY(VI)</i> <i>VT(VI)</i>	6	au ce po PS	Prince of Atlanta. +1 hand damage against Ventrues.
Tura Vaughn <i>JY(VI)</i> <i>VT(VI)</i>	8	CE do PO PS	Primogen. +1 intercept to block other Brujah.
Uma Hatch <i>JY(VI)</i> <i>VT(VI)</i>	3	ce ps	
Volker, The Puppet Prince <i>DS(V2)</i>	5	CE po	Prince of Frankfurt. Cannot block Primogens.
Yuri, The Talon <i>JY(VI)</i> <i>VT(VI)</i>	4	ce po ps	{Jyhad= named "Yuri - The Talon"}

Gangrel Clan Vampires

Vampire Name	Age	Disciplines	Description
Anastasia Grey <i>JY(VI)</i> <i>VT(VI)</i>	3	an pt	
Angus the Unruled <i>JY(VI)</i> <i>VT(VI)</i>	10	AN ce fo po PT	Justicar. +1 hand damage. {Jyhad= 2 hand damage. Named "Angus - The Unruled"}
Badger <i>JY(VI)</i> <i>VT(VI)</i>	6	an FO po PT	
Basila <i>JY(VI)</i> <i>VT(VI)</i>	10	AN FO ob po PT	Primogen. Her hand damage is aggravated.
Bear Paw <i>JY(VI)</i> <i>VT(VI)</i>	5	AN fo ps pt	
Camille Devereux <i>JY(VI)</i>	5	an FO PT	
Chandler Hungerford <i>DS(V2)</i>	3	PT	+1 intercept to block other Gangrels.
Gitane St. Claire <i>JY(VI)</i> <i>VT(VI)</i>	7	AN FO PT	Primogen
Giuliano Vincenzi <i>JY(VI)</i> <i>VT(VI)</i>	2	fo	
Gunther, Beast Lord <i>JY(VI)</i> <i>VT(VI)</i>	7	AN au fo pt	Can pay 1 blood to untap at the end of your turn. {Jyhad= named "Gunther - Beast Lord"}
Ingrid Russler <i>DS(V2)</i>	9	AN do FO PT	Prince of Geneva. You get 2 extra transfers during your influence phase.
Katarina <i>DS(V2)</i>	9	AN FO po pt	Prince of Glasgow. Gets +1 bleed if prey has a Ravnos.
Quinton McDonnell <i>JY(VI)</i> <i>VT(VI)</i>	8	an ce FO pt	Primogen. +1 hand damage. {Jyhad= 2 hand damage}
Raven <i>VT(VI)</i>	5	an FO PT	
Ricki Van Demsi <i>JY(VI)</i> <i>VT(VI)</i>	3	fo pt	{Jyhad= named "Ricki Van Demsy"}
Roman Alexander <i>JY(VI)</i> <i>VT(VI)</i>	4	an fo pt	
Stanislava <i>DS(V2)</i>	11	AN CE DO FO PT	Inner Circle. +2 bleed. Cannot be blocked by allies. Opposing vampire's retainer lose abilities during combat.
Vliam Andor <i>JY(VI)</i> <i>VT(VI)</i>	2	an	
Wynn <i>JY(VI)</i> <i>VT(VI)</i>	10	AN FO ob po PT	Primogen. Can take a +1 stealth directed attack on a vampire of your predator or prey.
Zack North <i>JY(VI)</i> <i>VT(VI)</i>	6	an fo po pt	+1 hand damage. {Jyhad= 2 hand damage}

Giovanni Clan Vampires

Vampire Name	Age	Disciplines	Description
Carlotta Giovanni <i>DS(V2)</i>	7	do NC ob PO	<i>Non-Camarilla.</i> As a +1 stealth action, she can swap a card in your hand for one in your ash heap.
Cristoforo Giovanni <i>DS(V4)</i>	3	nc po	<i>Non-Camarilla.</i>
Enzo Giovanni, Pentex Board of Directors <i>DS(V2)</i>	8	an DO NC po th	<i>Non-Camarilla.</i> Can try to block any player's political action and gets +1 interrupt against Prince, Justicar and Inner Circle political actions.
Francesca Giovanni <i>DS(V2)</i>	4	do nc po	<i>Non-Camarilla.</i>
Gaspere Giovanni <i>DS(V2)</i>	6	ce nc PO	<i>Non-Camarilla.</i> +1 hand damage. During your master phase, can pay 2 blood to move a burned vampire to the top of your crypt.
Gloria Giovanni <i>DS(V2)</i>	4	DO po	<i>Non-Camarilla.</i>
Regina Giovanni, The Right Hand of Augustus <i>DS(V2)</i>	10	au DO fo NC PO	<i>Non-Camarilla.</i> Has 2 votes. Costs her 1 less to recruit allies or retainers.
Rudolpho Giovanni <i>DS(V4)</i>	3	NC	<i>Non-Camarilla.</i>
Stefano Giovanni <i>DS(V2)</i>	6	DO nc po ps	<i>Non-Camarilla.</i> Can pay 1 blood for one vote during political actions.
Vittorio Giovanni <i>DS(V2)</i>	5	do fo nc po	<i>Non-Camarilla.</i>

Malkavian Clan Vampires

Vampire Name	Age	Disciplines	Description
Aleph <i>JY(V1)</i> <i>VT(V1)</i>	4	AU do	
Brazil <i>JY(V1)</i> <i>VT(V1)</i>	2	au	
Dancin' Dana <i>JY(V1)</i> <i>VT(V1)</i>	6	AU ce ob	+1 hand damage. {Jyhad= 2 hand damage}
Didi Meyers <i>JY(V1)</i> <i>VT(V1)</i>	5	au ce DO ob	
Dollface <i>JY(V1)</i> <i>VT(V1)</i>	3	au ob	
Dr. Jest <i>JY(V1)</i> <i>VT(V1)</i>	8	au do fo OB ps	Primogen. If he is untapped at the start of your turn, you may make your prey discard a card at random and replace it. {Jyhad= must make them discard}
Gilbert Duane <i>JY(V1)</i> <i>VT(V1)</i>	7	AU DO OB	Prince of Miami
Greger Anderssen <i>DS(V2)</i>	7	AU do OB pt	Prince of Stockholm.
Leandro <i>DS(V2)</i>	11	AU ce do OB PS	Inner Circle. +2 bleed. If in play at start of an opponent's turn, they lose either 1 pool or all their transfers in their next influence phase.
Lucian <i>JY(V1)</i> <i>VT(V1)</i>	10	AU ce DO OB th	Justicar. Can steal equipment as a strike.
Mariel, Lady Thunder <i>JY(V1)</i> <i>VT(V1)</i>	7	au DO OB th	Can tap before range is chosen, in a combat she is not in, to end the combat and do 1 damage to all minions and retainers in combat. {Jyhad= named "Mariel - Lady Thunder"}
Normal <i>JY(V1)</i> <i>VT(V1)</i>	2	ob	
Ozmo <i>JY(V1)</i> <i>VT(V1)</i>	6	AU do ob	+1 bleed.
Roland Bishop <i>JY(V1)</i> <i>VT(V1)</i>	4	au do ob	
Roxanne, Rectrix of the 13th Floor <i>JY(V1)</i> <i>VT(V1)</i>	9	AU DO FO OB po	Primogen. Can take a +1 stealth directed action to attack a vampire of age 3 or less of your predator or prey. {Jyhad= named "Roxanne - Rectrix of the 13th Floor"}
Sylvester Simms <i>JY(V1)</i> <i>VT(V1)</i>	8	an AU do OB ps	Primogen. All players lose 1 pool if he goes to torpor.
Victoria <i>DS(V2)</i>	5	AU ce ob	You can give up the Edge during your master phase for 2 pool.
Zebulon <i>JY(V1)</i> <i>VT(V1)</i>	5	au do OB pt	
Z�e <i>DS(V2)</i>	3	AU ce ob	Does not get the normal +1 stealth when hunting.

Nosferatu Clan Vampires

Vampire Name	Age	Disciplines	Description
Agrippina <i>JY(VI)</i> <i>VT(VI)</i>	4	OB po	
Amadeo <i>DS(V2)</i>	8	an au OB PO ps	Primogen. Gains 1 additional blood from successful hunts.
Chester DuBois <i>JY(VI)</i> <i>VT(VI)</i>	7	AN fo ob PO	Primogen
Daliyah <i>DS(V2)</i>	4	ob PT	
Dimple <i>JY(VI)</i> <i>VT(VI)</i>	2	ob	
Duck <i>JY(VI)</i> <i>VT(VI)</i>	3	ob po	
Ebanezer Roush <i>JY(VI)</i> <i>VT(VI)</i>	8	AN OB PO pt	Can take a +2 stealth directed attack on an age 3 or less vampire of your predator or prey.
Grendel the Worm Eaten <i>JY(VI)</i> <i>VT(VI)</i>	5	an OB po	You can look at the top card of your crypt. {Jyhada= named "Grendel - The Worm Eaten"}
Harrod <i>DS(V2)</i>	11	AN au CE OB PO ps	Inner Circle. +2 bleed. During your untap, can look at one card in your prey's inactive region.
Koko <i>JY(VI)</i> <i>VT(VI)</i>	2	po	
Lucretia, Cess Queen <i>JY(VI)</i> <i>VT(VI)</i>	10	AN au ce fo OB po	Primogen. Does all actions at +1 stealth. {Jyhada= named "Lucretia - Cess Queen"}
Marty Lechtansi <i>JY(VI)</i> <i>VT(VI)</i>	9	an DO fo OB PO	Primogen. Can pay one blood for a press each combat.
Nikolaus Vermeulen <i>DS(V2)</i>	7	an fo ob PO	Prince of Brussels. During your untap, can move 1 blood from him to an uncontrolled Nosferatu.
Sammy <i>JY(VI)</i> <i>VT(VI)</i>	4	an ob po	
Sebastian Marley <i>JY(VI)</i> <i>VT(VI)</i>	7	AN au ob po	+1 hand damage. {Jyhada= 2 hand damage}
Selma the Repugnant <i>JY(VI)</i> <i>VT(VI)</i>	8	an fo OB PO	Prince of Cleveland. +1 intercept against Nosferatu. {Jyhada= named "Selma - The Repugnant"}
Sheldon, Lord of the Clog <i>JY(VI)</i> <i>VT(VI)</i>	9	AN AU fo OB PO	Justicar {Jyhada= named "Sheldon - Lord of the Clog"}
Tiberius, The Scandalmonger <i>JY(VI)</i> <i>VT(VI)</i>	5	an ce ob po	During your untap you can look at top card of your prey's library. {Jyhada= named "Tiberius - Scandalmonger"}
Tusk, The Talebearer <i>JY(VI)</i> <i>VT(VI)</i>	6	an OB po	You can look at top card of your library. {Jyhada= named "Tusk - Talebearer"}

Ravnos Clan Vampires

Vampire Name	Age	Disciplines	Description
Andrei Puxón <i>DS(V2)</i>	5	an ce ch fo	<i>Non-Camarilla.</i>
Darius Styx <i>DS(V2)</i>	9	an CH FO PT th	<i>Non-Camarilla.</i> Can take a directed action to look at one card in a player's hand. If it is an equipment or retainer, Darius get the card at no cost.
Joaquina Amaya <i>DS(V2)</i>	6	AN CH FO	<i>Non-Camarilla.</i> +1 stealth when equipping.
Kostantin, Baro of the Caravan <i>DS(V2)</i>	9	AN ce CH do FO	<i>Non-Camarilla.</i> Can take +1 stealth directed action to steal equipment.
Natalia <i>DS(V2)</i>	7	AN ch do fo	<i>Non-Camarilla.</i> +1 bleed.
Salbotore Bokkengro <i>DS(V2)</i>	4	CH fo pt	<i>Non-Camarilla.</i>
Sasha Miklos <i>DS(V4)</i>	2	ch	<i>Non-Camarilla.</i>
Tereza Rostás <i>DS(V4)</i>	8	an au CH FO po	<i>Non-Camarilla.</i> Can take directed action and pay 2 blood to steal the Edge.
Tsigane <i>DS(V2)</i>	3	au ch	<i>Non-Camarilla.</i>
Vaclav Petalengro <i>DS(V2)</i>	6	AN CH fo po	<i>Non-Camarilla.</i> Gets +1 intercept to block Gangrels.

Toreador Clan Vampires

Vampire Name	Age	Disciplines	Description
Adrienne <i>JY(V1)</i> <i>VT(V1)</i>	6	au ce po ps	+1 bleed
Alexandra <i>DS(V2)</i>	11	AN AU CE do PS	Inner Circle. +2 bleed. May tap or untap a Toreador once during your turn.
Andreas, The Bard of Crete <i>JY(V1)</i> <i>VT(V1)</i>	9	AU CE do PS pt	Primogen. Can pay 1 blood for +1 intercept each turn. {Jyhad= named "Andreas - Bard of Crete"}
Anneke <i>JY(V1)</i> <i>VT(V1)</i>	10	AU CE do PS	Justicar. +1 bleed. May try to block any vampire in play after others decline or fail.
Anson <i>JY(V1)</i> <i>VT(V1)</i>	8	au CE do PS	Prince of Seattle. You get 2 master actions each turn.
Colin Flynn <i>JY(V1)</i> <i>VT(V1)</i>	3	au ce	
Delilah Easton <i>JY(V1)</i> <i>VT(V1)</i>	2	ps	
Demetrious Slater <i>JY(V1)</i> <i>VT(V1)</i>	4	au ce ps	
Dieter Kleist <i>JY(V1)</i> <i>VT(V1)</i>	2	au	
Dorian Strack <i>JY(V1)</i> <i>VT(V1)</i>	4	AU ce	
Elliot Sinclair, Virtuoso Thespian <i>JY(V1)</i> <i>VT(V1)</i>	7	au ce PS	Primogen. +1 hand damage. {Jyhad= 2 hand damage. Named "Elliot Sinclair - Virtuoso Thespian"}
Felicia Mostrom <i>JY(V1)</i> <i>VT(V1)</i>	5	AU CE ps	
Francios Villon <i>DS(V2)</i>	10	AU CE ch ob po PS	Prince of Paris. +1 bleed. Can take +1 stealth directed action to steal up to 2 blood from a younger vampire.
Kallista, Master Sculpter <i>JY(V1)</i> <i>VT(V1)</i>	6	AU CE ps pt	{Jyhad= named "Kallista - Master Sculpter"}
Klaus van der Veken <i>DS(V2)</i>	9	au CE ob PS th	Prince of Amsterdam. Can cancel the effects of one of your prey's hunting grounds.
Masika <i>JY(V1)</i> <i>VT(V1)</i>	10	AU CE PS	Primogen. +1 bleed. Can untap between player's turns.
Ramiel DuPre <i>JY(V1)</i> <i>VT(V1)</i>	5	au ce do PS	{Jyhad= named "Ramiel DuPre"}
Sigrid Bekker <i>DS(V2)</i>	6	AU ce po ps	+1 bleed if your prey has any Nosferatu.
Tatiana Romanova <i>JY(V1)</i> <i>VT(V1)</i>	7	AU ce ps	Prince of Houston. +1 bleed. {Jyhad= named "Tatiana Romanov"}

Tremere Clan Vampires

Vampire Name	Age	Disciplines	Description
Astrid Thomas <i>JY(VI)</i> <i>VT(VI)</i>	7	au DO po TH	Primogen. If she votes, all other Tremere vote like her if they vote at all.
Blythe Candelaria <i>DS(V2)</i>	3	AU TH	-1 hand damage against Malkavians.
Cardano <i>JY(VI)</i> <i>VT(VI)</i>	9	an au ce DO FO TH	Prince of Boston
Cassandra, Magus Prime <i>JY(VI)</i> <i>VT(VI)</i>	10	AU ce DO ps TH	Primogen. +1 hand damage. Your hand size is 1 larger. {Jyhad= 2 hand damage. Named "Cassandra - Magus Prime"}
Dr. John Casey <i>JY(VI)</i> <i>VT(VI)</i>	3	au th	
Etrius <i>DS(V2)</i>	11	AU DO OB pt TH	Inner Circle. +2 bleed. Can take directed +1 stealth action to steal 3 blood from a Tremere.
Ignatius <i>JY(VI)</i> <i>VT(VI)</i>	4	au do th	
Javier Montaya <i>DS(V2)</i>	9	an AU ce ps TH	Prince of Barcelona. +1 bleed. Pays 1 less to rescue a vampire in torpor.
Jing Wei <i>JY(VI)</i> <i>VT(VI)</i>	3	do th	
Justine, Elder of Dallas <i>JY(VI)</i> <i>VT(VI)</i>	8	AU DO ob TH	Primogen. Does not tap to block vampires of age 3 or less. {Jyhad= named "Justine - Elder of Dallas"}
Lazarus <i>JY(VI)</i> <i>VT(VI)</i>	9	AU ce DO po TH	Primogen. Can do 1R strike.
Lydia Van Cuelen <i>JY(VI)</i> <i>VT(VI)</i>	6	au do ps th	+1 bleed
Merill Molitor <i>JY(VI)</i> <i>VT(VI)</i>	5	au fo TH	Can change one damage each combat from aggravated to normal.
Rebekka, Chantry Elder of Munich <i>DS(V2)</i>	8	AU po PS TH	+1 stealth on all actions. +1 bleed if prey has any Malkavians.
Roreca Quaid <i>JY(VI)</i> <i>VT(VI)</i>	2	th	
Sabine Lafitte <i>JY(VI)</i> <i>VT(VI)</i>	5	au do po th	During untap she can give one blood to any other Tremere.
Sarah Cobbler <i>JY(VI)</i> <i>VT(VI)</i>	4	do TH	
Thomas Thorne <i>JY(VI)</i> <i>VT(VI)</i>	6	an au ce DO th	
Ulugh Beg, The Watcher <i>JY(VI)</i> <i>VT(VI)</i>	10	AU ce DO fo po TH	Justicar. You can discard one additional card at the end of your turn. {Jyhad= named "Ulugh Beg - The Watcher"}

Ventrue Clan Vampires

Vampire Name	Age	Disciplines	Description
Arika <i>DS(V2)</i>	11	au ce DO FO OB PS	Inner Circle. +2 bleed. During prey's untap for each location they have, they pay 1 pool or burn the location.
Courtland Leighton <i>JY(V1) VT(V1)</i>	4	do fo ps	
Democritus <i>JY(V1) VT(V1)</i>	10	au ce DO fo PS	Justicar. +1 bleed. Players contesting cards with you lose an additional blood each time they do not yield.
Emerson Bridges <i>JY(V1) VT(V1)</i>	8	DO FO po PS	Prince of Washington, D.C.
Gideon Fontaine <i>JY(V1) VT(V1)</i>	3	PS	
Heather Florent, The Opportunist <i>JY(V1) VT(V1)</i>	6	do FO PS	Can put blood you gain from the Edge on her instead of in your pool. {Jyhada= named "Heather Florent - The Opportunist"}
Helena Casimir <i>JY(V1) VT(V1)</i>	9	ce DO fo PO PS	Primogen. +1 bleed.
Jazz Wentworth <i>JY(V1) VT(V1)</i>	5	do fo PS	Can take an uncontrolled Edge as a +1 stealth action.
Luccia Pacciola <i>JY(V1) VT(V1)</i>	6	DO fo ps	+1 hand damage. {Jyhada= 2 hand damage. Named "Lucia Pacciola"}
Melissa Barton <i>JY(V1) VT(V1)</i>	5	ce do fo ps	Gains 1 blood each time the Edge is traded for a vote.
Natasha Volfchek <i>JY(V1) VT(V1)</i>	9	ce do FO po PS	Primogen. +1 bleed. Does political actions at +1 stealth.
Queen Anne <i>DS(V2)</i>	10	au DO FO ob PS	Prince of London. +1 bleed. Gets an additional +1 bleed if prey has any Tremere.
Ranjan Rishi, Camarilla Scholar <i>DS(V2)</i>	5	DO fo PS	+1 bleed if prey has any Brujah.
Roland Loussarian <i>JY(V1) VT(V1)</i>	3	fo ps	
Rufina Soledad <i>JY(V1) VT(V1)</i>	2	fo	
Sir Walter Nash <i>JY(V1) VT(V1)</i>	7	DO FO PS	Prince of Chicago
Timothy Crowley <i>JY(V1) VT(V1)</i>	7	an do FO PS	Prince of Dallas
Violette Prentiss <i>JY(V1) VT(V1)</i>	4	do PS	
Wilhelm Waldburg <i>DS(V2)</i>	9	au ce DO FO PS	Prince of Berlin. If his title is contested, the contesting vampire loses an additional 1 blood each time it does not yield.

Master Cards (Part 1 of 2)

Card Name	Cost	Description
Anarch Revolt <i>JY(U1)</i> <i>VT(U1)</i>		Stays in play. Each player loses 1 pool during their untap. Can be burned by calling a vote as a +1 stealth action.
Anarch Troublemaker JY(R1) VT(R1)		Unique. Stays in play. During your untap, you may tap 2 of your prey's vampires or destroy one of his pieces of equipment. Prey then controls this card. Card is burned when the controller is ousted. {Jyhad= not limited to use during untap}
Antediluvian Awakening <i>DS(U2)</i>		Unique. Stays in play. Each player loses 1 pool at the start of their untap phase. Any player can burn this card by burning a 4+ vampire they control.
Ascendance <i>JY(C1)</i> <i>VT(C1)</i>		Gain 1 pool.
Betrayer JY(R1) VT(R1)		Stays in play. Play if you have an uncontrolled vampire of the same name as one in play. That player loses 1 pool each untap. Card is burned if they pay an additional pool and guess which vampire it is.
Blood Doll <i>JY(C1)</i> <i>VT(C1)</i>		Plays on a vampire you control. During your master phase vampire's controller can move one blood to or from their pool and this vampire. {Jyhad= If you lost control of vampire, you still decided to move blood to/from it}
Blood Puppy JY(R1) VT(R1)	3p	Unique. Stays in play. Starts with 3 blood. During your untap you can put a blood on it from the blood bank, take a blood into your pool, or burn it for all the blood on it. Any minion can burn this card with a directed action.
Brainwash <i>JY(C1)</i> <i>VT(C1)</i>		Stays in play. Play on one of your prey's uncontrolled vampires to disallow any more transfers to it. Can be burned by a +1 stealth action.
Bureaucratic Overload <i>DS(U2)</i>		Unique. Stays in play. It costs 1 additional blood to do a political action. Can be burned by calling a successful vote as a +1 stealth action.
Cultivated Blood Shortage <i>JY(U1)</i> <i>VT(U1)</i>		Stays in play. Each Ventrue loses 1 blood during controller's untap. Tap vampire at end of untap if it had no blood to lose. Can be burned with a +1 stealth directed action.
Curse of Nitocris JY(R1) VT(R1)		Unique. Stays in play. Play on any player. Player with it loses 1 pool each untap. Whenever the Edge switches owners, the player with this can give it to any other player.
Deal with the Devil <i>JY(C1)</i> <i>VT(C1)</i>		Discard your hand and draw a new one. Do not replace this card before doing this. {Jyhad= replace the card first}
Effective Management <i>JY(C1)</i> <i>VT(C1)</i>		Bring a vampire from your crypt to your inactive region.
Fame <i>JY(U1)</i> <i>VT(U1)</i>		Unique. Stays in play. Play on a vampire to cause your prey to lose 3 pool each time it goes to torpor. Each player also loses 1 pool each untap while the vampire is in torpor. {Jyhad= Not unique}
Fear of Mekhet <i>DS(U1)</i>	2p	Play on a Justicar or Inner Circle vampire to tap it. During its controller's untap, the vampire loses 5 blood or burn this card and the vampire. If paid, pass this to another Inner Circle vampire if possible; if not, burn this card.
Fragment of the Book of Nod JY(R1) VT(R1)		Unique. Stays in play. Tap to draw 2 cards and then discard to your hand size. Vampires can take this card as a directed action.
Gangrel Atavism <i>VT(U1)</i>		Play on a Gangrel to make all of its bleeds be at -1 for the rest of the game.
Gangrel De-evolution <i>JY(U1)</i>		Play on a Gangrel to make all of its bleeds be at -1 for the rest of the game.
Giant's Blood JY(R1) VT(R1)		Restores a vampire to full capacity. (Only one can be played in a game.) {Jyhad= More than one can be played, but only works for first one played in a game}
Giovanni Discrimination <i>DS(C2)</i>	1p	Unique. Stays in play. It costs a Giovanni 1 additional blood to block an action. Can be burned as a directed action by any minion.
Gird Minions <i>JY(C1)</i> <i>VT(C1)</i>		Move as much blood as you want from your pool to your vampires.
Golconda: Inner Peace JY(R1) VT(R1)		Play on a vampire of age 8 or more to burn it and give that vampire's age in pool to its controller. Can be countered by the vampire's controller for 2 pool. {Jyhad= named "Golconda - Inner Peace". Artist name is Kaja Foglio and not Kaja Folio}
Haven Uncovered <i>JY(C1)</i> <i>VT(C1)</i>		Stays in play. Play on a vampire to allow directed attacks at +1 stealth on the vampire by anyone. The vampire can burn this with a +1 stealth directed action. {Jyhad= burning it isn't a directed action}
The Hunt Club <i>DS(C1)</i>		Unique. Stays in play. Play on any vampire to give it +1 stealth to diablerize. The vampire cannot vote if a Blood Hunt is called.
Illegal Search and Seizure <i>JY(C1)</i> <i>VT(C1)</i>		Burn a weapon which does 4 or more damage or costs 3 or more blood, and do one damage (unpreventable) to the vampire who had it.
Legendary Vampire <i>DS(U2)</i>	2p	Unique. Play on a 7+ vampire that became active during your last turn to give it +2 bleed and an additional 2 votes. Can be burned with a successful +1 stealth vote action by any minion.
Letter from Vienna <i>JY(U1)</i> <i>VT(U1)</i>		Taps all ready Tremere.
Malkavian Dementia <i>JY(U1)</i> <i>VT(U1)</i>		Take control of another player's ready Malkavian until your next untap. {V:TES= There is errata to remove the Malkavian symbol from the card}

Master Cards (Part 2 of 2)

Card Name	Cost	Description
Malkavian Derangement: Alternate Personality	<i>DS(U2)</i> 2p	Stays in play. Play on a Malkavian to make the controller flip a coin each time the vampire acts. On tails, the action fails, the vampire taps, and the player pays 1 pool.
Milicent Smith, Puritan Vampire Hunter	JY(R1) VT(R1)	Unique. Stays in play. If one of your vampires is blocked, burn this card and the blocking vampire. At the end of your turn, give control of this to the player on your right. {Jyhad= named "Milicent Smith - Puritan Vampire Hunter"}
Minion Tap	<i>JY(C1)</i> <i>VT(C1)</i>	Move as much blood as you want from one of your vampires to your pool.
Misdirection	<i>JY(C1)</i> <i>VT(C1)</i> Xp	Tap X minions.
Mob Connections	<i>JY(U1)</i> <i>VT(U1)</i>	Unique. Stays in play. Tap for a Press to continue combat. Can be burned by a directed action by any minion.
Pentex Subversion	<i>DS(U3)</i> 2p	Unique. Stays in play. Put on a minion to make it unable to act or to block actions. Can be burned as a directed action by any other minion.
Playing for Keeps	<i>DS(U1)</i> X	Unique. Stays in play. X is the number of players. When ousting their prey, a player get the prey's ante card and antes an additional card. Only use when playing for ante.
Protected Resources	VT(R1) 2p	Stays in play. You cannot be bled for more than 2 pool at one time. Burn this card if you successfully bleed another player.
Protracted Investment	<i>JY(C1)</i> <i>VT(C1)</i> 3p	Stays in play. Put 6 blood on it when played, and you can take one blood off it instead of playing a master card each turn. Burned when empty.
Short-Term Investment	<i>JY(C1)</i> <i>VT(C1)</i> 1p	Stays in play. Put 3 blood on it when played, and you can take one blood off it instead of playing a master card each turn. Burned when empty. {Jyhad= named "Short Term Investment"}
Smiling Jack, The Anarch	JY(R1) VT(R1)	Unique. Stays in play. Put one blood from your pool on this card each untap. Each player loses 1 pool during their untap or 1 blood off a vampire for each blood on this card. Vampires can burn this card as a directed action. {Jyhad= named "Smiling Jack the Anarch"}
Society of Leopold	JY(R1) VT(R1)	Unique. Stays in play. Play on any vampire. During untap, the vampire's controller must either spend one of that vampire's blood or burn the vampire. Burning the vampire burns this card. Vampire can put this card on any other vampire as a +1 stealth directed action. {Jyhad= not a directed action}
Strained Vitae Supply	<i>DS(U2)</i>	Stays in play. Vampires do not get stealth when hunting. Players can use a master phase action to transfer one pool onto this card. Burn this card when it has 1 pool per player.
Temptation of Greater Power	JY(R1) VT(R1) 3p	Justicar. All players bid pool to get control of a vampire and winner loses that much pool. Up to 5 pool of the loss can be put on credit that is repaid by at least one pool by the end of each turn.
Tragic Love Affair	<i>JY(U1)</i> <i>VT(U1)</i>	Stays in play. Play on a Toreador to tap it and keep it tapped. The controlling player can spend 1 pool during untap to move this card to another Toreador. Can be burned by a player giving up the Edge. {V:TES= There is errata to remove the Toreador symbol from the card}
Unnatural Disaster	<i>JY(C1)</i> <i>VT(C1)</i> 2p	Burn a location.
Vampiric Disease	JY(R1) VT(R1)	Play on any vampire to give it a disease counter. When the vampire fights another vampire at close range, it gives its opponent a disease counter. A vampire with a disease counter cannot hunt and loses 1 blood each time it untaps. If it has no blood to lose when untapping, remove its disease counters.
Vast Wealth	<i>JY(U1)</i> <i>VT(U1)</i>	Stays in play. Play on a ready minion you control to allow it to take a +1 stealth action to equip itself using the first piece of equipment found in your library. You still pay the equipment cost. Reshuffle. {Jyhad= Does not have to be a minion you control}
Vulnerability	<i>JY(U1)</i> <i>VT(U1)</i> 1p	Burn a vampire in torpor. This is not diablerie.
Whispers of the Nictuku	<i>DS(U2)</i>	Unique. Stays in play. Nosferatu lose 1 blood each time they untap during untap. Can be burned by any player paying 1 pool and 4 transfers during their influence phase.

Master Cards: Locations

Card Name	Cost	Description
The Barrrens <i>JY(C1)</i> <i>VT(C1)</i>		Unique. Tap to discard a card from your hand and draw a new one.
Elder Library <i>JY(C1)</i> <i>VT(C1)</i>	1p	Unique. Your hand size increases by 1.
Elysium: The Arboretum <i>JY(U1)</i> <i>VT(U1)</i>		Unique. Tap before range is determined to end a combat involving one of your minions. Can be burned by a vampire by calling a vote as a +1 stealth action. { Jyhad= You don't have to have a minion involved }
Elysium: The Palace of Versailles <i>DS(U2)</i>	2p	Unique. Tap during a political action to give all your Primogen, Princes, Justicars and Inner Circles an extra vote.
Heidelburg Castle, Germany <i>DS(U2)</i>	2p	Unique. Tap to move as much blood, equipment or retainers as you want between two of your vampires.
Inbase Discotek, Frankfurt <i>DS(C2)</i>	2p	Unique. Tap when a vampire hunts successfully to give it an additional blood.
Information Highway <i>JY(U1)</i> <i>VT(U1)</i>		Unique. You get 2 extra transfers during your influence phase.
KRCG News Radio <i>JY(U1)</i> <i>VT(U1)</i>	2p	Unique. Tap to give a minion +1 intercept. Pay 1 pool if it was another player's minion.
London Evening Star, Tabloid Newspaper <i>DS(U2)</i>	3p	Unique. Tap to give a minion +1 intercept for the current action.
Metro Underground <i>JY(U1)</i> <i>VT(U1)</i>		Unique. Tap and pay 1 pool at the end of your turn to untap a vampire.
Pere Lachaise, France <i>DS(U2)</i>	3p	Unique. You can put one of your burned vampires on this card when it is played. Can use a master phase action to put one blood on the vampire. Vampire becomes active at end of master phase if it reaches capacity. Can be burned along with the vampire as a directed action by any minion.
Police Department <i>JY(U1)</i> <i>VT(U1)</i>		Unique. Tap for a press to end combat involving one of your minions. { Jyhad= You don't have to have a minion involved }
Powerbase: Chicago <i>JY(U1)</i> <i>VT(U1)</i>	1p	Unique. During untap put one one blood on it from the blood bank or take all the blood on it into your pool. Vampires can steal the blood for their player as a directed action.
Powerbase: Rome <i>DS(U2)</i>	2p	Unique. Can use master action to transfer one blood on this card. Your Giovanni can take a +1 stealth action to transfer up to two blood on this card. Tap and burn X blood to gain X votes during a political action. Can be stolen as a directed action by any minion.
Powerbase: Washington, D.C. <i>JY(U1)</i> <i>VT(U1)</i>	1p	Unique. During untap can take one blood from it or put up to 3 blood (which the blood bank will match) onto it. Vampires can steal the blood for their player as a directed action.
The Rack <i>JY(U1)</i> <i>VT(U1)</i>		Unique. Choose a vampire you control when put into play to make it gain up to 2 blood each untap as long as you control it. Other players can steal this with a vampire taking a directed action. { Jyhad= Works even if you don't control the vampire }
Secure Haven <i>DS(C2)</i>	1p	Unique. Play on a minion to make the minion unaffected by directed actions. Players pay an additional pool to play master cards on the minion. Burn this card if minion goes to torpor.
Succubus Club <i>JY(R1)</i> <i>VT(R1)</i>		Unique. During your untap, you can trade cards with and give or get pool from other players.

Master Cards: Out-of-Turn

Card Name	Cost	Description
Archon Investigation <i>VT(U1)</i>	3p	Play when a minion is bleeding you for more than 3 pool. Burns that minion.
Brujah Frenzy <i>JY(U1)</i> <i>VT(U1)</i>		Play on an unblocked Brujah of another player to force it to be blocked and enter combat with any untapped minion of your choice not controlled by the same player. Tap the chosen minion. {Jyhad=Can enter combat with a tapped minion} {V:TES= Has errata to remove the Brujah symbol on this card}
Frenzy <i>JY(C1)</i> <i>VT(C1)</i>		Played before range is chosen in a combat round to add a press to the combat round and to prevent one of the vampires from using equipment or presses to end during this round.
Life Boon <i>JY(U1)</i> <i>VT(U1)</i>		Stays in play. Give some of your pool to another player to keep them in the game. From now on you can collect one pool from them each untap and the first victory point and ante that player wins are given to you. Burn this once you get a victory point this way.
Major Boon <i>JY(U1)</i> <i>VT(U1)</i>		Stays in play. Take another player's blood loss due to a bleed. Later you can burn this card to force that player to take a bleed that is being done to you.
Masquerade Endangered <i>JY(U1)</i> <i>VT(U1)</i>		Play on a hunting vampire to prevent it from hunting this turn and prevent it from untapping next untap phase. {Jyhad= It can hunt but cannot get blood from hunting}
Minor Boon <i>JY(U1)</i> <i>VT(U1)</i>		Stays in play. Play on a vampire that is going to torpor to prevent it from going to torpor and force it to be unable to bleed you until it rescues one of your vampires from torpor.
Rötschreck <i>JY(U1)</i>		Play on a vampire which is using aggravated damage to end the combat and force that vampire into torpor and prevent it from untapping next untap phase.
Sudden Reversal <i>JY(U1)</i> <i>VT(U1)</i>		Burn a master card played by another player, but the player gets back the blood spent on it.
XTC-Laced Blood JY(R1) VT(R1)		Stays in play. Play on a vampire that is hunting to make it have to hunt every turn. Can be burned by any other vampire taking a +1 stealth directed action (after the vampire hunts this turn). {Jyhad= Burning is not a directed action. Named "XTC Laced Blood"}

Master Cards: Skills

Card Name	Description
Animalism <i>JY(C1)</i> <i>VT(C1)</i>	Play on minion without superior Animalism and it gets +1 Age and Animalism, or superior if it already had Animalism.
Auspex <i>JY(C1)</i> <i>VT(C1)</i>	Play on minion without superior Auspex and it gets +1 Age and Auspex, or superior if it already had Auspex.
Celerity <i>JY(C1)</i> <i>VT(C1)</i>	Play on minion without superior Celerity and it gets +1 Age and Celerity, or superior if it already had Celerity.
Chimerstry <i>DS(C2)</i>	Play on minion without superior Chimerstry and it gets +1 Age and Chimerstry, or superior if it already had Chimerstry.
Dominate <i>JY(C1)</i> <i>VT(C1)</i>	Play on minion without superior Dominate and it gets +1 Age and Dominate, or superior if it already had Dominate.
Fortitude <i>JY(C1)</i> <i>VT(C1)</i>	Play on minion without superior Fortitude and it gets +1 Age and Fortitude, or superior if it already had Fortitude.
Necromancy <i>DS(C2)</i>	Play on minion without superior Necromancy and it gets +1 Age and Necromancy, or superior if it already had Necromancy.
Obfuscate <i>JY(C1)</i> <i>VT(C1)</i>	Play on minion without superior Obfuscate and it gets +1 Age and Obfuscate, or superior if it already had Obfuscate.
Potence <i>JY(C1)</i> <i>VT(C1)</i>	Play on minion without superior Potence and it gets +1 Age and Potence, or superior if it already had Potence.
Presence <i>JY(C1)</i> <i>VT(C1)</i>	Play on minion without superior Presence and it gets +1 Age and Presence, or superior if it already had Presence.
Protean <i>JY(C1)</i> <i>VT(C1)</i>	Play on minion without superior Protean and it gets +1 Age and Protean, or superior if it already had Protean.
Thaumaturgy <i>JY(C1)</i> <i>VT(C1)</i>	Play on minion without superior Thaumaturgy and it gets +1 Age and Thaumaturgy, or superior if it already had Thaumaturgy.

Actions (no discipline)

Card Name	Cost	Description
Arson JY(C1) VT(C1)		Directed action to burn a location. (Do not replace until after combat.)
Blood Bond JY(U1) VT(U1)	2	Any Vampire. (+1 stealth) As a directed action, a vampire of your choice cannot block this one for the rest of the game. {Jyhad= Not a directed action} {V:TES= Has errata to make you choose the vampire on announce instead of after blocking}
Blood Hunt JY(U1) VT(U1)		Prince or Justicar only. (+1 stealth) Stays in play. Play on a vampire which is not a Prince or Justicar to allow any other vampire to take a +1 stealth directed attack action on that vampire. {Jyhad= named "Bloodhunt"}
Bum's Rush JY(C1) VT(C1)		Directed attack on any minion in play with an optional maneuver during combat. (Do not replace until after combat.)
Computer Hacking JY(C1) VT(C1)		Directed +1 bleed.
The Embrace JY(R1) VT(R1)	2	Any Vampire. (+1 stealth) This card acts as a capacity 1 vampire of the same clan as the acting vampire. You must give it any one skill card from your library, discard pile or hand if possible. It is not considered unique. It starts with zero blood and hunts on this turn. {Jyhad= Giving it a skill card is optional. The clan of the vampire is not specified.}
The Fifth Tradition: Hospitality JY(U1) VT(U1)	1	Prince or Justicar only. (+1 stealth) Fills any one vampire in play to its full blood capacity.
The Fourth Tradition: The Accounting JY(U1) VT(U1)	1	Prince or Justicar only. (+1 stealth) Put 3 blood on a younger uncontrolled vampire. {Jyhad= named "The Fourth Tradition: Accounting". Although this is a minion card, it is on a master (grey) background}
Judgement: Camarilla Segregation DS(U1)	1	Prince or Justicar. (+1 stealth) Stays in play. Each player pays 1 pool at the start of their untap if they control any <i>Non-Camarilla</i> vampires. Can be burned by a player burning a <i>Non-Camarilla</i> vampire during their minion phase.
Judgement: Death to the Brujah! DS(U1)	1	Prince or Justicar. (+1 stealth) Stays in play. All vampires can take a directed action to attack a Brujah controlled by another player. Only one can be played in a game. Can be burned by a player burning a Brujah during their minion phase.
Of Noble Blood DS(U2)	1	Primogen. (+1 stealth) Make a non-Caitiff of capacity 6+ into a Primogen.
The Sixth Tradition: Destruction JY(U1) VT(U1)		Prince or Justicar only. (+1 stealth) Burns a vampire which committed diablerie since your last turn.
The Third Tradition: Progeny JY(U1) VT(U1)	1	Prince or Justicar only. (+1 stealth) This card acts as a capacity 1 vampire of the same clan as the acting vampire. You must give it one skill card from your library, discard pile, or hand if possible. It is not considered unique. It can get up to 2 blood from the acting vampire but cannot act at all this turn. {Jyhad= Giving it a skill card is optional}

Action Modifiers (no discipline)

Card Name	Cost	Description
Bribes JY(C1) VT(C1)		Play on a political action before voting takes place. Each player voting with you (at least 1 for and none against), gains 1 pool. You gain 1 pool. {Jyhad= You only gain 1 pool if you vote with yourself}
Change of Target JY(U1) VT(U1)		Play when a minion is blocked to untap the acting minion, cancel the action and avoid combat. This minion cannot do the same action again this turn.
Clan Loyalty DS(C2)	1	Play when your acting vampire is blocked by a vampire of the same clan to cancel the block and any further blocks of this vampire this turn by members of that clan.
Closed Session DS(C2)		Prince, Justicar or Inner Circle. Use during a political action to stop all <i>Non-Camarilla</i> vampires from voting.
Cryptic Rider JY(U1) VT(U1)	1	Any Vampire. Play after a successful vote to allow your next vote this turn to pass automatically.

Actions: Political (no discipline) (Part 1 of 3)

Card Name	Cost	Description
Anathema <i>DS(U2)</i>		Prince or Justicar. (+1 stealth) On a successful vote, put this card on a vampire. If that vampire is reduced to zero blood in combat, it is burned and the player controlling the opposing minion gains pool equal to the vampire's capacity. Worth one vote.
Ancient Influence <i>JY(C1)</i> <i>VT(C1)</i>		Any Vampire. (+1 stealth) A successful vote causes all players to lose 5 blood and to optionally gain X blood where X is the capacity of one of their vampires. Only one can be played each game. Worth one vote. {Jyhad= Must gain blood equal to the capacity of one of their vampires }
Ancilla Empowerment <i>JY(C1)</i> <i>VT(C1)</i>		Any Vampire. (+1 stealth) A successful vote causes all players to lose 1 pool for each minion they control. Worth one vote.
Archon <i>JY(V1)</i> <i>VT(V1)</i>		Prince or Justicar only. (+1 stealth) A successful vote gives a vampire the ability to do directed attacks at +1 stealth on other vampires. In addition, blocking this vampire costs the player 1 pool, and this vampire can commit diablerie without a Blood Hunt. Can be removed by a vote called as a +1 stealth action. Worth one vote. {V:TES: does not say the attacks are directed, but there is errata to make it say so }
Autarkis Persecution <i>JY(C1)</i> <i>VT(C1)</i>		Any Vampire. (+1 stealth) A successful vote gives each player 1 pool for each minion they control. Worth one vote.
Banishment <i>DS(U2)</i>		Any Vampire. (+1 stealth) On a successful vote, moves a vampire of your choice into its controller's inactive region. It keeps any blood counters and cards on it. Worth one vote.
Brujah Justicar <i>JY(R1)</i> <i>VT(R1)</i>		Any Vampire. (+1 stealth) A successful vote makes a ready Brujah the Justicar. Each Brujah in play gets 1 extra vote. Worth one vote.
Camarilla Exemplary <i>JY(C1)</i> <i>VT(C1)</i>		Any Vampire. (+1 stealth) A successful vote makes a vampire in play so that attempts to block it with a vampire cost 1 blood. No cost for non-vampires. Worth one vote. {Jyhad= Only vampires could block it at all }
Command of the Harpies <i>DS(U2)</i>		Any Vampire. (+1 stealth) On a successful vote, a Prince loses his or her title. Worth one vote.
Consanguineous Boon <i>JY(C1)</i> <i>VT(C1)</i>		Any Vampire. (+1 stealth) Name a clan. A successful vote give each player 1 blood for each vampire of that clan that they control. Worth one vote.
Consanguineous Condemnation <i>JY(C1)</i> <i>VT(C1)</i>		Any Vampire. (+1 stealth) Name a clan. A successful vote taps all vampires of that clan. Worth one vote.
Conservative Agitation <i>JY(C1)</i> <i>VT(C1)</i>		Any Vampire. (+1 stealth) A successful vote allows you to divide up X points of damage among at least 2 players, where X is the number of players in the game. Worth one vote.
Cunctator Motion <i>JY(R1)</i> <i>VT(R1)</i>		Any Vampire. (+1 stealth) A successful vote allows you to swap what each player's ante is with any other player's. (Only when playing for ante.) Worth one vote.
Disputed Territory <i>JY(C1)</i> <i>VT(C1)</i>		Any Vampire. (+1 stealth) A successful vote allows you to give a player control of a location in play. Worth one vote. {Jyhad= There is no Political icon when there should be one }
Domain Challenge <i>JY(C1)</i> <i>VT(C1)</i>		Any Vampire. (+1 stealth) A successful vote makes all players lose 1 pool for each tapped minion they control. Worth one vote.
Dramatic Upheaval <i>JY(V1)</i> <i>VT(V1)</i>		Any Vampire. (+1 stealth) A successful vote makes you switch places with another player of your choice. Worth one vote.
The First Tradition: The Masquerade <i>JY(R2)</i> <i>VT(R2)</i>		Prince or Justicar only. (+1 stealth) A successful vote makes all players either skip turns or lose 2 pool until either you skipped 3 turns or lost 6 pool. Worth one vote. {V:TES= Missing the action icon }
Gangrel Justicar <i>JY(R1)</i> <i>VT(R1)</i>		Any Vampire. (+1 stealth) A successful vote makes a ready Gangrel the Justicar. Each Gangrel in play gets 1 extra vote. Worth one vote.
Giovanni Acceptance <i>DS(U2)</i>		Any Vampire. (+1 stealth) On a successful vote, the Giovanni are now Camarilla vampires. Worth one vote.
Kindred Restructure <i>JY(V1)</i> <i>VT(V1)</i>		Prince or Justicar only. (+1 stealth) A successful vote switches the seating order at the table. Worth one vote.
Kindred Segregation <i>JY(V1)</i> <i>VT(V1)</i>		Any Vampire. (+1 stealth) A successful vote burns all allies in play unless their pool cost is repaid. Worth one vote.
Kine Resources Contested <i>JY(C1)</i> <i>VT(C1)</i>		Any Vampire. (+1 stealth) A successful vote allows you to divide the loss of 4 pool among 2 or more players. Worth one vote.
Justicar Retribution <i>VT(U1)</i>		Any Vampire. (+1 stealth) A successful vote burns all vampires with a bleed of 3 or more. Worth one vote.
Lextalionis <i>JY(V1)</i> <i>VT(V1)</i>		Any Vampire. (+1 stealth) A successful vote taps all the minions of a player who got a victory point since your last turn. Worth one vote.
Malkavian Justicar <i>JY(R1)</i> <i>VT(R1)</i>		Any Vampire. (+1 stealth) A successful vote makes a ready Malkavian the Justicar. Each Malkavian in play gets 1 extra vote. Worth one vote.

Actions: Political (no discipline) (Part 2 of 3)

Card Name	Cost	Description
Masquerade Enforcement <i>JY(VL)</i> <i>VT(VL)</i>		Prince or Justicar only. (+1 stealth) Stays in play. A successful vote puts this card into play and makes all players pay 1 pool to bring a vampire from uncontrolled to controlled. Can be burned by a successful voting action which is at +1 stealth. Worth one vote.
Nosferatu Justicar JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes a ready Nosferatu the Justicar. Each Nosferatu in play gets 1 extra vote. Worth one vote.
Parity Shift <i>JY(VL)</i> <i>VT(VL)</i>		Prince or Justicar only. (+1 stealth) A successful vote allows you to take 1 blood per player from the chosen player with more pool than you and then give out the blood divided among players as you want. Worth one vote.
Peace Treaty JY(C1) VT(C1)		Any Vampire. (+1 stealth) A successful vote makes all players re-pay weapons' costs or burn them. Worth one vote.
Political Flux JY(C1) VT(C1)		Any Vampire. (+1 stealth) A successful vote changes the amount of blood the next predator will get for his prey to a number from 1 to 12. Worth one vote.
Praxis Seizure: Amsterdam <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Amsterdam. Worth one vote.
Praxis Seizure: Atlanta JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Atlanta. Worth one vote.
Praxis Seizure: Barcelona <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Barcelona. Also gets +1 capacity if vampire is a Tremere. Worth one vote.
Praxis Seizure: Berlin <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Berlin. Also gets +1 capacity if vampire is a Ventruue. Worth one vote.
Praxis Seizure: Boston JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Boston. Worth one vote.
Praxis Seizure: Brussels <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Brussels. Also gets +1 capacity if vampire is a Nosferatu. Worth one vote.
Praxis Seizure: Chicago JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Chicago. Worth one vote.
Praxis Seizure: Cleveland JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Cleveland. Worth one vote.
Praxis Seizure: Dallas JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Dallas. Worth one vote.
Praxis Seizure: Dublin <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Dublin. Worth one vote.
Praxis Seizure: Frankfurt <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Frankfurt. Worth one vote.
Praxis Seizure: Geneva <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Geneva. Also gets +1 capacity if vampire is a Ventruue. Worth one vote.
Praxis Seizure: Glasgow <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Glasgow. Also gets +1 capacity if vampire is a Gangrel. Worth one vote.
Praxis Seizure: Houston JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Houston. Worth one vote.
Praxis Seizure: London <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of London. Worth one vote.
Praxis Seizure: Miami JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Miami. Worth one vote.
Praxis Seizure: Paris <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Paris. Also gets +1 capacity if vampire is a Toreador. Worth one vote.
Praxis Seizure: Rome <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Rome. Also gets +1 capacity if vampire is a Brujah. Worth one vote.
Praxis Seizure: Seattle JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Seattle. Worth one vote.
Praxis Seizure: Stockholm <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Stockholm. Also gets +1 capacity if vampire is a Malkavian. Worth one vote.
Praxis Seizure: Venice <i>DS(U2)</i>		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Venice. Each Giovanni gets an extra vote for this, but if the Prince is not a Giovanni, tap all Giovanni. Worth one vote.
Praxis Seizure: Washington, D.C. JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Washington, D.C. Worth one vote. [Jyhad= named "Praxis Seizure: Washington D.C."]
Praxis Solomon <i>JY(VL)</i> <i>VT(VL)</i>		Any Vampire. (+1 stealth) Play only if there are contested cards in play. A successful vote allows you to decide which player gets control of contested cards in play at this time. Worth one vote. [Jyhad= Can be played even if there are no contested cards. Named "Praxis: Solomon"]
Ravnos Acceptance <i>DS(U2)</i>		Any Vampire. (+1 stealth) On a successful vote, the Ravnos are now Camarilla vampires. Worth one vote.

Actions: Political (no discipline) (Part 3 of 3)

Card Name	Cost	Description
Regaining the Upper Hand JY(C1) VT(C1)		Any Vampire. (+1 stealth) A successful vote gives a player of your choice the Edge. Worth one vote.
Reversal of Fortunes JY(V1) VT(V1)		Any Vampire. (+1 stealth) A successful vote reverses direction of play but not direction of your prey. Worth one vote.
Rumors of Gehenna JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote allows you to assign any number of players the ability to play 2 master cards each turn. Stays in play. Can be burned by calling a vote as a +1 stealth action. Worth one vote.
Sabbat Threat JY(V1) VT(V1)		Prince or Justicar only. (+1 stealth) A successful vote allows you to give players of your choice one threat counter. Each upkeep a player loses 1 pool for each threat counter she has. A player cannot have more than 2 threat counters. A player can remove all counters by giving up the Edge. Worth one vote.
Toreador Justicar JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes a ready Toreador the Justicar. Each Toreador in play gets 1 extra vote. Worth one vote.
Tradition Upheld DS(C2)		Prince, Justicar or Inner Circle. (+1 stealth) On a successful vote, burn a Caitiff. Worth one vote.
Tremere Justicar JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes a ready Tremere the Justicar. Each Tremere in play gets 1 extra vote. Worth one vote.
Ventrué Justicar JY(R1) VT(R1)		Any Vampire. (+1 stealth) A successful vote makes a ready Ventrué the Justicar. Each Ventrué in play gets 1 extra vote. Worth one vote. {Jyhad= named "Venture Justicar". Name should be Ventrué Justicar and text should refer to Ventrué instead of Tremere}
Wrath of the Inner Circle DS(U1)		Inner Circle. (+1 stealth) On a successful vote, a Justicar loses its title and gets -1 capacity to a minimum of 1. Worth one vote.

Allies (no discipline)

Card Name	Cost	Description
Hell Hound JY(R2) VT(R2)	2p	2 life. 1 hand damage, 0 bleed. Cannot take actions, it can only block. If it has only one life during untap, it gets a second life.
Order of Hermes Cabal DS(U1)	4p	Unique. 2 life. 1R aggravated, 1 bleed. Can take directed action to attack another player's Tremere.

Combat (no discipline)

Card Name	Cost	Description
Amaranth <i>JY(U1)</i> <i>VT(U1)</i>		Play as a vampire is going to torpor to diablerize it instead.
Boxed In <i>JY(C1)</i> <i>VT(C1)</i>		Press. (Do not replace until after combat.)
Dead-End Alley <i>JY(C1)</i> <i>VT(C1)</i>		Press to continue combat. {Jyhad= named "Dead-end Alley"}
Dodge <i>JY(C1)</i> <i>VT(C1)</i>		Strike: Dodge. (Do not replace until after combat.)
Dragon's Breath Rounds <i>JY(U1)</i> <i>VT(U1)</i>		Ammo. Played as damage is being resolved to add 2 aggravated damage to a minion's damage with the gun and burns the gun. Only one ammo can be played on a gun each combat. {V:TES= Says it only works for one strike, but has errata to work for rest of the combat} {Jyhad= Adds to the Gun's damage instead of to the minion's damage. This only matters if the gun is stolen during the combat. The damage bonus stays with the gun with the Jyhad version. Named "Dragon breath Rounds"}
Fake Out <i>JY(C1)</i> <i>VT(C1)</i>		Maneuver. (Do not replace until after combat.)
Glaser Rounds <i>JY(U1)</i> <i>VT(U1)</i>		Ammo. Played as damage is being resolved to add 2 to the minion's damage with a gun for the rest of this combat. Cannot be used on the first strike the gun is used. Only one ammo can be played on a gun each combat. {V:TES= Says it only works for one strike, but has errata to work for rest of the combat} {Jyhad= Adds to the Gun's damage instead of to the minion's damage. This only matters if the gun is stolen during the combat. The damage bonus stays with the gun with the Jyhad version.}
Lucky Blow <i>JY(C1)</i> <i>VT(C1)</i>		Strike: +1 to hand or melee weapon damage. (Do not replace until after combat.)
Manstopper Rounds <i>JY(U2)</i> <i>VT(U2)</i>		Ammo. Played as damage is being resolved to add 1 to the minion's damage with a gun for the rest of this combat. Only one ammo can be played on a gun each combat. {V:TES= Says it only works for one strike, but has errata to work for rest of the combat} {Jyhad= Adds to the Gun's damage instead of to the minion's damage. This only matters if the gun is stolen during the combat. The damage bonus stays with the gun with the Jyhad version.}
Nosferatu Putrescence <i>JY(U1)</i> <i>VT(U1)</i>		Play on a Nosferatu in combat to give it -1 hand damage for the rest of the game.
Open Grate <i>JY(C1)</i> <i>VT(C1)</i>		Press to end combat.
Pulled Fangs JY(R1) VT(R1)		Stays in play. Played on opposing vampire when a minion does more damage in close range combat to opponent than he takes. Opposing vampire takes 1 aggravated damage and cannot hunt. If it must hunt, it goes to torpor. Cannot be used by a dying ally or a vampire going to torpor. Can be burned by any vampire taking 2 directed actions at +1 stealth. {Jyhad= the 2 actions are not directed ones}
Ritual of the Bitter Rose JY(R1) VT(R1)		Can also be used as an Action Modifier. All your ready vampires get blood for a vampire you destroy by diablerie or burned in combat. A Blood Hunt can be called against the vampire who committed the act.
Taste of Vitae <i>JY(U1)</i> <i>VT(U1)</i>		Played after strike resolution to give a vampire which is not going to torpor all the blood lost by the opposing vampire during this round. Cannot be used by a vampire going to torpor.
Trap <i>JY(C1)</i> <i>VT(C1)</i>		Play before range in first round of combat to make each round have a press to continue until 3 rounds pass with no cards being played.
Zip Gun <i>JY(U2)</i> <i>VT(U2)</i>		Play before range is chosen to get this card as equipment. Gun Weapon. 1R each strike. Optional maneuver each combat. Does one (and only one) damage to the bearer each combat in which it is used. {Jyhad= The artist name should be Kaja Foglio and not Kaja Folio} {V:TES= Says it does damage every round, but has errata to only do damage when used}

Equipment (no discipline) (Part 1 of 2)

Card Name	Cost	Description
.44 Magnum <i>JY(C1)</i> <i>VT(C1)</i>	2p	Gun Weapon. 2R each strike. Optional maneuver each combat.
Aaron's Feeding Razor JY(R1) VT(R1)	1p	Unique. Vampire gains 1 extra blood when hunting.
Assault Rifle <i>JY(U1)</i> <i>VT(U1)</i>	5p	Gun Weapon. 4R each strike. Optional maneuver each combat.
Bastard Sword <i>JY(U2)</i> <i>VT(U2)</i>	1p	Melee Weapon. 2 damage each strike.
Bomb <i>JY(U1)</i> <i>VT(U1)</i>	1p	Weapon. 5R one strike but take 5 damage -or- burn one location as a directed action. Either choice burns this card.
Chainsaw <i>JY(U2)</i>	2p	Weapon. 3 damage usable once per combat.
Dartmoor, England <i>DS(C2)</i>	2	Unique Location. The vampire gets +1 stealth on Animalism or Protean actions.
Deer Rifle <i>JY(C1)</i> <i>VT(C1)</i>	2p	Gun Weapon. 1R each strike. 2 optional maneuvers each combat.
Flak Jacket <i>JY(C1)</i> <i>VT(C1)</i>	1p	Prevents 1 damage each combat.
Flamethrower <i>JY(U1)</i> <i>VT(U1)</i>	4p	Weapon. 2R aggravated each strike. {Jyhad= named "Flame Thrower"}
Grenade <i>JY(U1)</i> <i>VT(U1)</i>		Weapon. 3R for one strike, then burned. Bearer takes 1 damage if at close range.
Hawg <i>JY(C1)</i> <i>VT(C1)</i>		Vehicle. 1 optional press each combat. A minion can only have one vehicle. {V:TES= Says one press each round, but has errata to be one a combat} {Jyhad= One press each turn}
Incriminating Videotape <i>DS(C2)</i>	1p	Choose one of your prey's minions to be unable to block the vampire with this card.
Inveraray, Scotland <i>DS(U3)</i>	1	Unique Location. The vampire can put 1 blood on this as an action. Vampire gets +1 bleed for each blood on this card. Cannot have more than 3 blood on this card.
IR Goggles <i>JY(U2)</i> <i>VT(U2)</i>		Optional maneuver each combat.
Ivory Bow JY(R1) VT(R1)	1p	Unique. Weapon. 1R aggravated each strike.
Laptop Computer <i>JY(C1)</i> <i>VT(C1)</i>	1p	+1 bleed. (Only one laptop per minion.)
Monocle of Clarity JY(R1)		Unique. During untap, you can ask any player a yes/no question that they must answer truthfully. If it pertains to the future, they must try to make that answer come true.
Palatial Estate <i>DS(C2)</i>	2	Unique Location. The vampire gains one blood (up to capacity) at beginning of your master phase.
Rowan Ring JY(R1)	1p	Unique. Melee Weapon. Strike: Paralyze. Give Ring to victim after use.
RPG Launcher JY(R1) VT(R1)	2p	Weapon. 6R each strike. Not usable at close range or in first round.
Ruins of Villars Abbey, Belgium <i>DS(U1)</i>	2	Unique Location. The vampire can pay X blood before combat begins to get X optional maneuvers for the combat.
Sacre Cour Cathedral, France <i>DS(C2)</i>	2	Unique Location. The vampire cannot be blocked by allies.
Saturday-Night Special <i>JY(C1)</i> <i>VT(C1)</i>	1p	Gun Weapon. 1R each strike. Optional maneuver each combat. {Jyhad= named "Saturday Night Special"}
Sawed-Off Shotgun <i>JY(C1)</i> <i>VT(C1)</i>	2p	Gun Weapon. 3R one strike per combat. {Jyhad= named "Sawed-off Shotgun"}
Sengir Dagger JY(R1) VT(R1)	2p	Unique. Melee Weapon. 1 aggravated damage each strike, and makes additional damage done by other cards aggravated as well.
Soul Gem of Etrius JY(R1) VT(R1)	2p	Unique. When this vampire is burned, draw the top card of your crypt. If it is a younger vampire, it enters play at capacity and gets the Gem. Otherwise, burn the Gem and put the new vampire in your uncontrolled region. Burn this if the bearer is diablerized. {Jyhad= No equip cost!}
Sport Bike <i>JY(U2)</i> <i>VT(U2)</i>	1p	Vehicle. +1 intercept when blocking. A minion can only have one vehicle.
Stake <i>JY(U1)</i>		Melee Weapon. 1 damage each strike. If more than one damage from Stake in a single combat, opposing vampire is paralyzed and Stake is given to the victim.
Submachine Gun <i>JY(U2)</i> <i>VT(U2)</i>	4p	Gun Weapon. 3R each strike. Optional maneuver each combat.

Equipment (no discipline) (Part 2 of 2)

Card Name	Cost	Description
Talbot's Chainsaw JY(R1) VT(R1)	3p	Unique. Weapon. 3 damage each strike. Must press once each combat. Prevents one damage each combat. Can take a directed action to attack any minion at +1 stealth. Cannot hunt. Each untap, must do 3 damage to one of your minions.
Vial of Elder Vitae DS(U2)	1p	Vampire can burn this to get any basic discipline, or to upgrade to superior in an existing basic discipline, until start of your next untap.
Vial of Garou Blood DS(C2)	1p	Vampire can burn this during combat before range is chosen to get +1 hand damage and an additional strike each round for the rest of combat. It cannot use any other equipment cards during this combat.
Wooden Stake VT(U1)		Melee Weapon. Hand damage with each strike. If more than one damage from Stake in a single combat, additional damage is aggravated. If vampire goes to torpor, this card stays on it and it does not untap in torpor.

Reactions (no discipline)

Card Name	Cost	Description
Conflict of Interests DS(C2)		Play during a political action to cancel votes from a member of the same clan as the reacting vampire.
Delaying Tactics JY(U1) VT(U1)		Any Vampire. Cancels a political action, but untap the acting vampire and return the card to the player's hand. It cannot be played again this turn.
Elder Intervention VT(C1)	1	Play when a bleed is declared against you to give the reacting vampire +2 intercept. (Do not replace until end of combat.)
Legacy of Power DS(U1)	3	Prince, Justicar or Inner Circle. Play when one of your vampires enters combat. Tap this vampire which is not in the combat to end the combat and send the combatants into torpor.
Political Backlash JY(C1) VT(C1)		Play when a vote fails to cause the vote caller to lose 2 pool.
The Second Tradition: Domain JY(U1) VT(U1)		Prince or Justicar only. Used by a tapped vampire which untaps and attempts to block at +2 intercept.
Surprise Influence JY(C1) VT(C1)		Any Vampire. Gain 2 votes.
Wake with Evening's Freshness JY(C1) VT(C1)		Used by a tapped vampire to allow it to play other reaction cards or to attempt to block the current action. (Do not replace until end of combat.)

Retainers (no discipline)

Card Name	Cost	Description
Faithful Servant DS(C2)	2	1 life. Vampire gets 1 blood at start of minion phase if it is in torpor.
Ghoul Escort JY(R1) VT(R1)		4 life. When blocked, can choose to burn the Ghoul, avoid Combat and untap. Blocker stays tapped. {Jyhad= Vampires only}
Ghoul Retainer JY(R1) VT(R1)	2p	2 life. 1 damage -or- damage of a weapon on the vampire which it is not using. {Does not say Any Vampire, but it is implied by the card text}
Jackie Therman JY(R2) VT(R2)		Unique. 1 life. Vampire gets 1 optional maneuver each combat. {V:TES= Does not say Any Vampire, but ability only works for vampires} {Jyhad= Vampires only}
J.S. Simmons Esq. JY(R2) VT(R2)		Unique. 1 life. Vampire gets +1 bleed. {V:TES= Does not say Any Vampire, but ability only works for vampires} {Jyhad= Vampires only}
Mr. Winthrop JY(R2) VT(R2)		Unique. 1 life. Vampire gets +1 intercept when blocking. {V:TES= Does not say Any Vampire, but ability only works for vampires} {Jyhad= Vampires only}
Tasha Morgan JY(R2) VT(R2)		Unique. 1 life. Vampire gets +1 bleed. {V:TES= Does not say Any Vampire, but ability only works for vampires} {Jyhad= One version says "All kindred" and the other does not. Also, artist credits are different on each version}

Animalism

Card Name	Card Type	Cost	Description
Aid from Bats JY(C1) VT(C1)	Combat		Strike: 1R with optional maneuver. <i>Above plus an optional press.</i>
Army of Rats JY(C1) VT(C1)	Action		(+1 stealth) Stays in play. Your prey loses 1 pool during your untap. Can be burned with a directed action. Only one Army of Rats works on each turn. {Jyhad= All Army of Rats in play can act each turn}
Canine Horde JY(C1) VT(C1)	Combat		Strike: 1R <i>Strike: Ranged destroy equipment with First Strike.</i>
Cats' Guidance JY(C1) VT(C1)	Reaction		Untap your vampire after it blocks. <i>+1 intercept.</i> {Jyhad= named "Cat's Guidance"}
Conquer the Beast JY(R1) VT(R1)	Combat		Play at the beginning of combat to get one Press to continue each round, but you cannot use equipment. Continues until 3 rounds pass with neither player playing cards. <i>Above but Press is optional.</i>
Drawing Out the Beast JY(C1) VT(C1)	Combat		Played before range is chosen on first round to give opposing vampire +1 hand damage, but it cannot use equipment, can only maneuver to close range and can only press to continue combat. <i>Above plus opposing vampire takes 1 unpreventable damage each round.</i>
Murder of Crows JY(R1) VT(R1)	Retainer	1	1 life. 1R each round. <i>Above but 2 life.</i>
Owl Companion JY(U1) VT(U1)	Retainer		1 life. Opponent's hand is visible to all players during combat. <i>Above but 2 life.</i>
Rats' Warning JY(C1) VT(C1)	Reaction		Play on a tapped vampire when a bleed is declared on you to untap the vampire. <i>Above but optional press if combat happens.</i> {Jyhad= named "Rat's Warning"}
Raven Spy JY(U1) VT(U1)	Retainer	1	1 life. Vampire gets +1 intercept when blocking. <i>Above but 2 life.</i>
Shepherd's Innocence DS(C2)	Action	2	(+1 stealth) Take control of an Animalism card. If it is an equipment or retainer, put the card on one of your vampires. <i>Above but for all Animalism cards in play instead of just one.</i>
Wolf Companion JY(U2) VT(U2)	Retainer	1	2 life. 1 hand damage each round. <i>Above but 3 life.</i>

Auspex

Card Name	Card Type	Cost	Description
Aura Reading <i>JY(U2) VT(U2)</i>	Combat		Played before range is chosen to allow all players to see your opponent's hand until end of combat. <i>Your hand size is 9 until end of combat.</i>
Eagle's Sight <i>JY(U1) VT(U1)</i>	Reaction		+1 intercept. <i>Can block any action by any minion.</i>
Enhanced Senses <i>JY(C1) VT(C1)</i>	Reaction		+1 intercept <i>+2 intercept</i>
Fast Reaction <i>JY(C1) VT(C1)</i>	Reaction		Tap this vampire to allow it to enter combat with the acting minion that one of your other minions just blocked and finished combat with. The acting minion cannot use any strikes in the first round. <i>Above with optional Press.</i>
Precognizant Mobility <i>DS(C2)</i>	Action	1	(+1 stealth) Untap a younger vampire or an ally. <i>Above but any vampire or ally.</i>
Psychic Projection JY(R2) VT(R2)	Action		(+1 stealth) Give one of your minions +2 intercept until your next untap. <i>All your minions have +1 intercept until your next untap.</i> {Jyhad= One version of this card is named "Physchic Projection"}
Pulse of Canaille <i>JY(U1) VT(U1)</i>	Action	3	(+1 stealth) You can look at all player's hands for the rest of your turn. <i>Acting vampire has +2 bleed for the rest of the game.</i> {Jyhad= superior gets bleed of 3}
Read Intentions <i>JY(C1) VT(C1)</i>	Combat		Press to end combat. <i>Dodge.</i>
Spirit's Touch <i>JY(C1) VT(C1)</i>	Reaction		+1 intercept <i>+1 intercept with an optional maneuver if combat occurs</i> {Jyhad= named "The Spirit's Touch"}
Telepathic Counter <i>JY(C1) VT(C1)</i>	Reaction		Reduces a bleed against you by 1. <i>Above but reduces by 2.</i>
Telepathic Misdirection <i>JY(C1) VT(C1)</i>	Reaction	1	+1 intercept <i>Redirect a bleed from you to another player other than the one attacking. Taps this vampire.</i>
Telepathic Vote Counting JY(R2) VT(R2)	Action Modifier		Cancel your own political action and bring the card back to your hand (if any). <i>Play as a vampire votes to force it to abstain instead.</i>

Celerity

Card Name	Card Type	Cost	Description	
Acrobatics	JY(C1) VT(C1)	Combat	1	Additional strike. <i>Strike: dodge with additional strike.</i>
Blur	JY(C1) VT(C1)	Combat	1	Additional strike. <i>2 additional strikes.</i>
Cat Burglary	JY(R1) VT(R1)	Action		(+1 stealth) Directed bleed of prey for no more than 1 blood. <i>Directed bleed of any player for no more than 1 blood.</i>
Distraction	JY(R1) VT(R1)	Action	1	(+1 stealth) Replace this card, draw 5 cards, then discard to normal hand size. <i>Tap a minion of your prey or predator as a directed action.</i>
Fast Hands	JY(U1) VT(U1)	Combat	1	Strike: steal weapon. <i>Strike: steal weapon with First Strike.</i>
Flash	JY(C1) VT(C1)	Combat		Maneuver or Press. <i>Maneuver with an optional Press. Only playable when choosing range.</i>
Infernal Pursuit	JY(U2) VT(U2)	Combat		Press. <i>For the rest of the combat when you draw, draw 2 cards instead of one and then discard one of them.</i>
Nimble Feet	JY(C1) VT(C1)	Combat		Press. <i>Additional strike.</i>
Psyche!	JY(U1) VT(U1)	Combat		Press. <i>Play at end of combt to force a second combat (not just another round).</i> {Jyhad= named "Psyche"}
Riposte	DS(C3)	Combat	1	Strike: combat ends and opposing minion takes 1 unpreventable damage. Not usable during first round of combat. <i>Above but 2 damage.</i>
Sideslip	JY(C1) VT(C1)	Combat		Strike: dodge. <i>Prevent 1 damage. (Can only do this once per round.)</i>
Vampiric Speed	JY(C1) VT(C1)	Combat		Strike: dodge <i>Strike: dodge with optional press</i>

Chimerstry

Card Name	Card Type	Cost	Description	
Apparition	DS(C2)	Combat	1	Prevent up to 1 damage each round of this combat. (Do not replace until after combat.) <i>Above but 2 damage.</i>
Blessing of Durga Syn	DS(C2)	Combat	2	Strike: steal equipment. <i>Strike: steal equipment with first strike.</i>
Far Fatuus	DS(C2)	Combat	2	Strike: 2R . Only usable at long range. <i>Above and also prevents all damage from opponent's strikes for the rest of this round.</i>
Fata Morgana	DS(C2)	Action Modifier	1	+1 stealth. <i>+1 bleed and +1 stealth. You cannot play any other action modifiers to increase this bleed.</i>
Horrid Reality	DS(U2)	Combat	2	Use before range is determined to equip (for free) your vampire with the first piece of equipment found in your library, then reshuffle. Burn the equipment at the end of the combat. <i>Above but equipment goes to the library (reshuffle) at end of combat.</i> {Says to burn weapon in normal case but has errata to burn equipment}
Ignis Fatuus	DS(C2)	Reaction	1	Gives acting minion -1 steath for the rest of the turn. <i>Reduce a bleed to any player by 1.</i>
Sensory Deprivation	DS(U2)	Action	3	Burn a retainer -or- Make an ally not untap as long as the acting vampire is in play. <i>Above and can choose to make a vampire unable to untap as long as the acting vampire is in play.</i>
The Trick of Danya	DS(C2)	Action	1	(+1 stealth) Steal one blood from one of your prey's inactive vampires and put it in your pool or on one of your inactive vampires.
Veiled Sight	DS(C2)	Reaction	2	Played by a vampire attempting to block the acting vampire to reduce the acting vampire's stealth to zero. The stealth can be increased after this is played. <i>Above and if combat begins the reacting vampire can steal 1 blood before combat begins.</i>

Dominate

Card Name	Card Type	Cost	Description
Bonding	JY(C1) VT(C1)	Action Modifier	+1 bleed. Cannot play any other bleed modifiers on the current action. <i>Above but at +1 stealth</i> {Jyhads= Only limited to not allowing Bonding, Conditioning or Threats to also be used on current action}
Conditioning	JY(C1) VT(C1)	Action Modifier	1 +2 bleed. Cannot play any other bleed modifiers on the current action. <i>Above but +3 bleed.</i> {Jyhads= Only limited to not allowing Bonding, Conditioning or Threats to also be used on current action}
Deflection	JY(C1) VT(C1)	Reaction	1 Tap your vampire to direct a bleed on you to a player other than the one that was bleeding you. <i>Above but don't tap your vampire.</i> {Jyhads= Cost is "1p"}
Dominate Kine	VT(R1)	Action	2 Directed +1 bleed at +1 stealth. <i>Directed stealing control of one location.</i>
Far Mastery	JY(R1) VT(R1)	Action	1 (+1 stealth) Directed action to steal another vampire's retainer for this vampire. <i>Directed action to steal another player's retainer.</i>
Govern the Unaligned	JY(C1) VT(C1)	Action	1 Directed +2 bleed. <i>Action at +1 stealth to put up to 3 blood on a younger uncontrolled vampire.</i>
Graverobbing	JY(U1) VT(U1)	Action	Directed action to take a vampire from another player's torpor into your own. <i>Above but by paying 2 blood can bring the vampire directly into the controlled region.</i> {Jyhads= named "Grave Robbing"}
Kindred Coercion	DS(U2)	Reaction	X Play during a political action to cancel the votes of X minions that are not older than this vampire. <i>Above but you can change their votes to something of your choice.</i>
Kine Dominance	JY(R1)	Action	2 Directed +1 bleed at +1 stealth. <i>Directed stealing control of one location.</i>
Obedience	JY(U1) VT(U1)	Reaction	Play before entering combat with a younger vampire to cancel the combat, untap the acting vampire, consider the action blocked, and prevent it from doing the action again. <i>Above but leave the vampire tapped.</i>
Pulling Strings	JY(U2) VT(U2)	Reaction	Play during a political action to cause a younger vampire to abstain (cancels their votes). <i>Above but to any vampire.</i>
Seduction	JY(C1) VT(C1)	Action Modifier	Play on a younger vampire as action is announced to prevent that vampire from blocking. <i>Above but play on any vampire.</i>
Threats	JY(C1) VT(C1)	Action Modifier	+1 bleed. Cannot play any other bleed modifiers on the current action. +2 bleed. {Jyhads= Only limited to not allowing Bonding, Conditioning or Threats to also be used on current action}
Thoughts Betrayed	DS(C2)	Combat	2 Opposing minion takes 1 additional damage in the first round. Only usable before combat begins. <i>Opposing minion cannot use any cards during the combat. Only usable before combat begins.</i>

Fortitude

Card Name	Card Type	Cost	Description
Blood Rage	JY(C1) Combat		Play at close range for a strike of 1 damage which cannot be prevented with Fortitude cards. Victim's weapons do no damage this round. <i>Above but 2 damage.</i> {V:TES= See Thaumaturgy for V:TES version of this card}
Dawn Operation	JY(U1) VT(U1) Action Modifier		If current action is blocked all damage in the combat will be aggravated. A vampire already blocking may back out. <i>Above but vampire cannot back out.</i>
Day Operation	JY(R1) VT(R1) Action Modifier	1	Play as action is announced to make it unblockable, but the vampire goes to torpor afterwards. <i>Above but can wait until an attempt to block is made.</i>
Force of Will	DS(C2) Action	1	Used by a tapped vampire to untap; It gets +1 bleed as a directed action but takes 2 points of unpreventable aggravated damage when the action or combat completes. <i>Above but at +2 bleed and only 1 point of damage.</i>
Freak Drive	JY(R1) VT(R1) Action Modifier	1	Play after succeeding in an action to untap this vampire. <i>Above but untaps even if blocked.</i>
Indomitability	JY(C1) VT(C1) Combat		Prevent 1 damage. <i>Press -or- prevent 1 damage with an optional press.</i>
Rapid Healing	JY(C1) VT(C1) Action		(+1 stealth) Played by a vampire in torpor to leave torpor. If blocked, there is a chance to diablerize instead of combat. <i>Above but this vampire gains 1 blood.</i>
Restoration	JY(C1) VT(C1) Action		(+1 stealth) Vampire gets 2 blood. <i>Above but 3 blood.</i>
Skin of Night	JY(U1) VT(U1) Combat		Aggravated damage is reduced to normal damage for the rest of the round. <i>Above and prevent 1 damage.</i>
Skin of Rock	JY(C1) VT(C1) Combat		Prevent 1 damage. <i>Prevent 2 damage.</i>
Skin of Steel	JY(C1) VT(C1) Combat	1	Prevent all damage from one strike. <i>Prevent all damage from all strikes this round.</i>
Undead Persistence	JY(U2) VT(U2) Combat		Optional press. Play when vampire would normally go to torpor. Vampire will not go to torpor until combat ends or 3 rounds pass without any cards being played. <i>Prevent 2 damage.</i>
Unflinching Persistence	JY(C1) VT(C1) Combat		Prevent 1 damage. <i>Maneuver and prevent 1 damage later this round. Only usable when choosing range.</i> {Jyhad= Can use superior at any time during combat}

Necromancy

Card Name	Card Type	Cost	Description
Compel the Spirit <i>DS(U2)</i>	Action	1	(+1 stealth) Move a retainer or ally that was burned since your last turn into your hand. <i>Above but can put the card into play without paying the cost. If it is a retainer, it goes on the acting minion.</i>
Eyes of the Dead <i>DS(C2)</i>	Reaction		+1 intercept to block a minion trying to diablerize one of your vampires. <i>Above but +2 interrupt.</i>
Jar the Soul <i>DS(C2)</i>	Action		(+1 stealth) Directed action to tap a minion. <i>Above but the minion also loses 1 blood.</i>
Possession <i>DS(C2)</i>	Action	2	Move a vampire from your ash heap into your inactive region. <i>Move a vampire from your ash heap into play with 1 blood on it.</i>
Release of the Shackled Soul <i>DS(U2)</i>	Action	1	Directed action to burn your prey's ally or retainer. <i>Above but with +1 stealth.</i>
Soul Stealing <i>DS(C2)</i>	Action Modifier		Use when your vampire burns a vampire controlled by your prey. Give this vampire half (round down) of the burned vampire's capacity in blood.
Spectral Divination <i>DS(C2)</i>	Action Modifier / Reaction	1	+1 Stealth (if acting) <i>+1 intercept (if reacting)</i>
Spiritual Intervention <i>DS(C2)</i>	Combat		Strike: dodge. <i>Strike: combat ends.</i>
Torment the Soul <i>DS(C2)</i>	Combat		Strike: 1R. Not usable in first round of combat. <i>Above but damage is aggravated.</i>

Obfuscate

Card Name	Card Type	Cost	Description
Behind You JY(R1) VT(R1)	Combat		Manuever during first round of combat. <i>Strike: dodge during first round of combat.</i>
Cloak the Gathering JY(C1) VT(C1)	Action Modifier		+1 stealth <i>A non-acting vampire can give +1 stealth to an acting one.</i>
Concealed Weapon JY(C1)	Combat		Play at beginning of a round to play a weapon card which does not cost more than 2 pool or do more than 4 damage from your hand onto the vampire.
Disguised Weapon JY(C1) VT(C1)	Combat		Play at beginning of a round to play a weapon card from your hand onto the vampire (at normal cost). <i>Above but can be done when choosing strike.</i>
Faceless Night JY(C1) VT(C1)	Action Modifier		+1 stealth <i>+1 stealth and vampire attempting to block this action is tapped even if it fails to block.</i>
Hidden Lurker JY(C1) VT(C1)	Action		Play after one of your minions is blocked and ends a combat to make this vampire enter combat with the blocking minion. Tap this vampire. Opposing minion cannot use any strikes in the first round. <i>Above with optional press.</i>
Lost in the Crowds JY(C1) VT(C1)	Action Modifier		+1 stealth <i>+2 stealth</i>
Mask of a Thousand Faces JY(U1) VT(U1)	Action Modifier		Played by an untapped vampire when another vampire is acting. Untap the acting vampire and tap this one. This one is now considered to be doing the action. <i>Above but at +1 stealth.</i> {Jyhada= named "Mask of 1,000 Faces"}
Night Moves JY(U2) VT(U2)	Action		Directed bleed of your predator or prey for only 1 pool at +3 stealth. <i>Above but at +6 stealth.</i>
Psychic Veil JY(R1) VT(R1)	Action	1	+1 stealth to all your vampire actions this turn. <i>+1 stealth to all your minion actions this turn.</i> {Jyhada= Does not limit it to just your actions this turn. Actions by other players during this turn also get the bonus.}
Sacrificial Lamb DS(C2)	Action	3	Burn one of your vampires in torpor to give acting vampire X blood and any equipment on the burned vampire. X is the burned vampire's capacity. This is not diablerie. <i>Above as a directed action and you can choose a vampire in another player's torpor.</i>
Spying Mission JY(U1) VT(U1)	Action Modifier		+1 stealth. <i>Play when bleeding. Instead of removing pool from the bleed, next time this vampire has a +2 bleed the next time it bleeds the same player.</i>
Vanish from the Mind's Eye JY(C1) VT(C1)	Combat		Press to end combat <i>Press</i> {Jyhada= named "Vanish from Mind's Eye"}

Potence

Card Name	Card Type	Cost	Description	
Burning Wrath	DS(C2)	Combat	3	Strike: +1 hand damage, aggravated <i>Above but +2 hand damage.</i>
Fists of Death	JY(R1) VT(R1)	Combat	1	Play at beginning of round for +1 hand damage for rest of combat. <i>Above but +2 hand damage.</i> {Jyhad= The number is off center in the blood drip}
Growing Fury	JY(C1) VT(C1)	Combat		Strike: +2 damage to hand or melee weapon. Not on first round. <i>Above but +3 damage.</i>
Immortal Grapple	JY(R2) VT(R2)	Combat		Play at close range before strikes are chosen to only allow hand strikes in the combat. <i>Above with an optional press. If another round happens, it is at close range.</i>
Mighty Grapple	JY(C1) VT(C1)	Combat		Press to continue combat. <i>Strike: +1 damage to hand of melee weapon with an optional press to continue combat.</i>
Rampage	JY(U2) VT(U2)	Action		Directed action to burn a location. Acts at +1 stealth if you control the location.
Shattering Blow	JY(C1) VT(C1)	Combat		Strike: destroy equipment <i>Strike: destroy equipment with first strike</i>
Thrown Gate	JY(C1) VT(C1)	Combat		Strike: 1R with optional maneuver. <i>Above but 2R.</i>
Thrown Sewer Lid	JY(C1) VT(C1)	Combat		Strike: 3R only usable at long range. <i>Above but with an optional press.</i>
Torn Signpost	JY(U1) VT(U1)	Combat		Play before range to get 2 hand damage for rest of combat. <i>Above but 3 hand damage.</i>
Undead Strength	JY(C1) VT(C1)	Combat		Strike: +1 damage with hand or melee weapon. <i>Above but +2 damage.</i>
Well-Aimed Car	JY(U1) VT(U1)	Combat		Strike: 4R. Only usable at long range and not on first round. <i>Above with an optional press.</i> {Jyhad= named "Well-aimed Car"}

Presence

Card Name	Card Type	Cost	Description	
Aire of Elation	DS(C3)	Action Modifier	1	+1 bleed -or- +2 bleed if the acting vampire is a Toreador. No other action modifiers can be played to increase the bleed for this action. <i>+2 bleed -or- +3 bleed if the acting vampire is a Toreador. No other action modifiers can be played to increase the bleed for this action.</i>
Bewitching Oration	JY(C1) VT(C1)	Action Modifier		Play during a political action to get 2 votes. <i>Above but 4 votes.</i>
Business Pressure	JY(R2) VT(R2)	Action Modifier		All players can spend pool for votes. Each pool gets 2 votes. <i>Above but you get 3 votes per pool spent.</i>
Charming Lobby	JY(U1) VT(U1)	Action		(+1 stealth) Call a vote, and if it passes, the next one passes automatically. <i>Above but gain 2 votes on first vote.</i>
Disarming Presence	JY(U1) VT(U1)	Action Modifier		Play before votes on a political action to cause voting vampires to tap. <i>Above but your vampires do not tap.</i>
Dread Gaze	JY(C1) VT(C1)	Reaction		Play during a political action to get 2 votes. <i>Above but 4 votes.</i>
Enchant Kindred	JY(C1) VT(C1)	Action		Directed +1 bleed. <i>Put 2 blood on a younger uncontrolled vampire.</i>
Entrancement	JY(R1) VT(R1)	Action		Directed +1 bleed. <i>Steal an ally from another player as a directed +1 stealth action.</i>
Legal Manipulations	JY(C1) VT(C1)	Action	1	Directed +2 bleed. <i>Above but gain 1 pool if successful.</i>
Majesty	JY(C1) VT(C1)	Combat		Strike: combat ends <i>Above but can pay 1 blood to untap this vampire.</i>
Social Charm	JY(C1) VT(C1)	Action		Directed +1 bleed. <i>Above but gain 1 pool if successful.</i>
Voter Captivation	JY(U1) VT(U1)	Action Modifier		Play after a this vampire's vote succeeds to get 1 blood for each vote that it passed by. <i>Above but 2 of the blood can go to your pool.</i>

Protean

Card Name	Card Type	Cost	Description
Body of Sun JY(R1) VT(R1)	Combat	4	Strike: 3 aggravated damage at close range or 1 at long to all combatants and retainers. <i>Above but your vampire does not get damaged.</i>
Claws of the Dead JY(C1) VT(C1)	Combat	1	This vampire's hand damage is aggravated for the rest of the round. <i>Maneuver.</i>
Earth Control JY(C1) VT(C1)	Action Modifier	1	+1 stealth +2 stealth
Earth Meld JY(C1) VT(C1)	Combat		Strike: combat ends <i>Above but untap this vampire.</i>
Flesh of Marble JY(R1) VT(R1)	Combat		Play at beginning of round to make vampire suffer no more than 1 damage this round. Does not prevent aggravated damage. <i>Above but also prevents aggravated damage.</i>
Form of Mist JY(U1) VT(U1)	Combat		Strike: dodge Strike: combat ends, and this vampire can continue the action it was doing at +1 stealth as if unblocked. It can be blocked again.
Form of the Ghost JY(C1) VT(C1)	Combat		Maneuver Press
Gleam of Red Eyes JY(C1) VT(C1)	Combat		Press. <i>Maneuver.</i>
Homunculus JY(U1) VT(U1)	Retainer		1 life. Vampire can pay 1 blood to untap during any player's untap phase. <i>Above but 2 life.</i>
Horrific Countenance DS(C2)	Action Modifier	4	Play when a vampire is blocked to untap the blocking minion and make the action unblockable instead.
Movement of the Slow Body JY(U1)	Action		(+2 stealth) Played by a tapped vampire in torpor to untap itself. If blocked, instead of combat a chance to diablerize is given. <i>Above but vampire also gains 1 blood.</i>
Shadow of the Beast VT(U1)	Action	1	Stays in play. Vampire gets an optional maneuver each combat. Only one of these allowed on a vampire. <i>Above but also gets an optional press each combat.</i>
Wolf Claws JY(C1) VT(C1)	Combat	1	This vampire's hand damage is aggravated for the rest of this round. Press.

Thaumaturgy

Card Name	Card Type	Cost	Description
Blood Fury JY(C1) VT(C1)	Combat	1	Play at close range for a strike of 2 damage which cannot be prevented by Fortitude cards. Opponent's weapons do no damage. <i>Above but 3 damage.</i>
Blood Rage VT(C1)	Combat		Play at close range for a strike of 1 damage which cannot be prevented with Fortitude cards. Victim's weapons do no damage this round. <i>Above but 2 damage.</i> {Jyhad= See Fortitude for Jyhad version of this card}
Burst of Sunlight JY(R1) VT(R1)	Combat		Strike: 1R aggravated to all vampires in combat. <i>Above but 2R aggravated.</i>
Cauldron of Blood JY(C1) VT(C1)	Combat	1	Strike: 3 damage. Not usable in first round. <i>Above but 5 damage.</i>
Cryptic Mission JY(R1) VT(C1)	Action		(+1 stealth) Directed action to remove one blood from any vampire or do one point of unpreventable damage to any ally or retainer. <i>Above but acting vampire gains 1 blood.</i> {Jyhad= Damage is not unpreventable}
Drain Essence JY(U1) VT(U1)	Combat	2	Strike: ranged steal 2 blood. Not usable first round. <i>Above but steal 4 blood.</i>
Magic of the Smith JY(R1) VT(R1)	Action	1	(+1 stealth) Pull any equipment of your choice from your library and play it on a minion (at normal cost). <i>Above but at +3 stealth.</i>
Movement of the Mind JY(C1) VT(C1)	Combat		Press to end combat. <i>Manuever.</i>
Rutor's Hand DS(C1)	Action	1	(+1 stealth) Vampire takes 1 unpreventable aggravated damage, but beginning next turn it gets an extra untap during your minion phase for the rest of the game. <i>Above but damage can be prevented.</i>
Theft of Vitae JY(C1) VT(C1)	Combat		Strike: ranged steal 1 blood. <i>Above but steal 2 blood.</i>
Walk of Flame JY(U2) VT(U2)	Combat		Strike: 1R aggravated damage. Not usable first round. <i>Above but 2R aggravated damage.</i>
Weather Control JY(U1) VT(U1)	Combat		Play at beginning combat to make all minions and retainers in it suffer 1 unpreventable damage at the beginning of each round. <i>Above but damage increases by 1 each round.</i>

Brujah Clan Cards

Card Name	Card Type	Cost	Description
Al's Army Apparatus JY(R2) VT(R2)	Master: Location		Unique. Tap to bring a weapon from your library to your hand and then discard a card.
Arms Dealer JY(U1) VT(U1)	Ally		1 life. 1 hand damage, 0 bleed. Can take a directed action at +1 stealth to bring a weapon from your library into your hand, but you also have to discard a card. Reshuffle.
Artistically Inept DS(U1)	Master	1p	Play on a Brujah to make it so Toreadors cannot block it. Can be burned by a Toreador as a directed action.
Brujah Debate DS(U1)	Master	1p	Stays in play. Each player taps their highest capacity Brujah (if any) during their master phase. Brujahs get +1 hand damage and an optional maneuver each combat. Can be burned as a directed action by any non-Venture minion.
The Knights JY(R1) VT(R1)	Ally	1p	Unique. 2 life. 2 hand damage, 0 bleed.
Loyal Street Gang JY(U1) VT(U1)	Ally	1p	2 life. 1 hand damage, 0 bleed.
Oxford University, England DS(C2)	Master: Location	2p	Unique. Tap and pay 2X pool to get X votes during a political action. Can be burned as a directed action by any minion; Venture get +1 stealth on this action.
The Slashers JY(R1) VT(R1)	Ally	1p	Unique. 3 life. 1R damage, 0 bleed.
Triole's Revenge DS(U1)	Action	2	(+1 Stealth) Directed action to put this card on a Venture which is not at capacity. The Venture must hunt every turn and is burned if it hunts while at full capacity. Can be burned as an action by any Venture.
Warzone Hunting Ground JY(U1) VT(U1)	Master: Location	2p	Unique. One of your ready vampires gets 1 blood during untap. Only one blood can go to a vampire from Hunting Grounds each turn.

Note: Brujah Frenzy has a Brujah icon on it on the V:TES version, but it has errata to remove this icon. It is listed under *Master Cards: Out of Turn*.

Gangrel Clan Cards

Card Name	Card Type	Cost	Description
Backways JY(U1) VT(U1)	Master: Location	2p	Unique. Tap to give one of your Gangrels +1 stealth.
Ecoterrorists JY(R1) VT(R1)	Master: Location	2p	Unique. Tap during your influence phase to add 1 blood to an uncontrolled vampire. {Jyhads named "Eco Terrorists"}
Gangrel Revel DS(U2)	Master	3p	Stays in play. Your Gangrels get +1 hand damage. Can be burned as a directed action by a non-Ravnos minion.
Gypsies JY(U1) VT(U1)	Ally	3p	Unique. 1 life. 1 hand damage, 1 bleed. Gets +1 stealth on all actions.
Renegade Garou JY(R2) VT(R2)	Ally	5p	3 life. 2 hand damage, 0 bleed. Optional maneuver each combat. Extra strike each round. Can attack any minion as a directed action. If has less than 3 life during untap, add one life.
Ritual Challenge JY(R1) VT(R1)	Action	1	(+1 stealth) Vampire has +1 hand damage for the rest of the game. Only one can be played on a vampire each game. {Jyhads = 2 hand damage but no limit to how often played}
Shackles of Enkidu DS(U2)	Equipment	2p	Unique. You can transfer this card to opposing minion before range is chosen in combat to end the combat. The opposing minion also does not untap and pays 2 blood during your untap phase. Can be burned by any minion as a directed action.
Werewolf Pack DS(C2)	Ally	4p	Unique. 3 life. 3 hand damage, 0 bleed. Takes no damage from melee weapons.
Zoo Hunting Ground JY(U1) VT(U1)	Master: Location	2p	Unique. One of your ready vampires gets 1 blood during untap. Only one blood can go to a vampire from Hunting Grounds each turn.

Note: Gangrel Atavism has a Gangrel icon on it on the V:TES version, but it has errata to remove this icon. It is listed under *Master Cards*.

Giovanni Clan Cards

Card Name	Card Type	Cost	Description
Acquired Ventrue Assets <i>DS(U1)</i>	Master	2p	Stays in play. Starts with 1 blood per Giovanni you control. Each master phase you can move 1 blood to one of your Giovanni. Burn this when runs out of blood. Can be burned by a non-Ventrue minion taking a directed action.
Guisepppe, Gravedigger <i>DS(C2)</i>	Retainer	1	Unique. 1 life. Vampire gets +1 stealth on Necromancy actions.
Leonardo, Mortician <i>DS(U2)</i>	Ally	1p	Unique. 2 life. 1 hand damage, 0 bleed. Can take a +1 stealth action to put 1 blood on a vampire.
The Mausoleum, Venice <i>DS(U1)</i>	Master: Location	1p	Unique. Tap for 2 votes during a political action. Only get 1 vote if Ventrue Headquarters is in play.
Morgue Hunting Ground <i>DS(C2)</i>	Master: Location	2p	Unique. One of your ready vampires gets 1 blood during untap. Only one blood can go to a vampire from Hunting Grounds each turn.
Scapelli, The Family "Mechanic" <i>DS(U2)</i>	Ally	3p	Unique. 3 life. 2R, 1 bleed. One optional press to continue during each combat.
Spiritual Protector <i>DS(C2)</i>	Retainer	3	Unique. 1 life. Immune to non-aggravated damage. Minions blocking or blocked by the vampire cannot use equipment in the combat.
Zombie <i>DS(C2)</i>	Retainer	1	2 life. When at close range combat, the opposing minion takes 1 additional damage. The vampire with this can burn it as a +1 stealth action to get 2 blood.

Malkavian Clan Cards

Card Name	Card Type	Cost	Description
Asylum Hunting Ground <i>JY(U1) VT(U1)</i>	Master: Location	2p	Unique. One of your ready vampires gets 1 blood during untap. Only one blood can go to a vampire from Hunting Grounds each turn. (V:TES= No cost is listed but it has errata to add the 2 pool cost)
Forest of Shadows <i>DS(U1)</i>	Master: Location	3p	Unique. Tap and have one of your Malkavians pay X blood to get +X stealth until end of turn. Cannot make stealth larger than opponent's current intercept plus one. Can be burned as a directed action by any minion.
Game of Malkav <i>JY(U1) VT(U1)</i>	Master		Each player chooses from 1 to 5 blood tokens (you can go to 6) and loses that number if someone else chooses 1 less, else they gain that number of blood.
Madness Network <i>JY(R1) VT(R1)</i>	Master		Unique. Stays in play. At the end of each player's minion phase, any untapped Malkavian can take an action. If more than one player wants to act, go around the table clockwise. Can be burned by an action by any minion, which can be blocked by any untapped Malkavian. (Jyhad= Used at end of player's turn)
Madness of the Bard <i>DS(U1)</i>	Master	2p	Unique. Stays in play. All players must speak in rhyme or pay 1 pool each time they don't. Can be burned by any minion as a directed action.
Malkavian Prank <i>JY(R1) VT(R1)</i>	Master		Each player holds from 1 to 4 blood. If you guess their number, you get that many pool, else they get that many pool.
The Malkavian Seven Miseries <i>DS(C2)</i>	Master	1p	Stays in play. All political actions are at -1 stealth. Can be burned by any non-Tremere minion as a directed action.
Malkavian Time Auction <i>JY(R1) VT(R1)</i>	Master		Each player other than yourself bids pool on control of one of your cards. You take the 2 highest bids. (Jyhad= You can bid)
Muddled Vampire Hunter <i>JY(U1) VT(U1)</i>	Ally	2p	Unique. 1 life. 4 First Strike hand damage, 0 bleed. Can take a directed action to attack any ready vampire.

Note: Malkavian Dementia has a Malkavian icon on it on the V:TES version, but it has errata to remove this icon. It is listed under *Master Cards*.

Nosferatu Clan Cards

Card Name	Card Type	Cost	Description
Destructive Secrets DS(C2)	Action	1	(+1 stealth) As a directed action, choose a minion and make it unable to block Nosferatu this turn.
Kindred Intelligence JY(R1) VT(R1)	Action		(+1 stealth) Bring a vampire from your crypt to your uncontrolled region.
The Labyrinth JY(U1) VT(U1)	Master Location	1p	Unique. Tap to give +1 stealth to one of your Nosferatu.
Nosferatu Hosting DS(U1)	Master	1p	Stays in play. You can use a master phase action to look at a vampire in another player's inactive region. Can be burned by a non-Toreador minion as a directed action.
Nosferatu Performance Art DS(U1)	Action	2	+1 stealth if acting vampire is capacity 6+. Directed action to put a Toreador into Torpor or to burn a Toreador location.
Patagia: Flaps Allowing Limited Flight JY(R1) VT(R1)	Action	1	(+1 stealth) Vampire gets one optional maneuver each combat for rest of the game. Only one per vampire per game. (Jyhad= No restriction to one per game. Named "Patagia - Flaps Allowing Limited Flight")
Slum Hunting Ground JY(U1) VT(U1)	Master: Location	2p	Unique. One of your ready vampires gets 1 blood during untap. Only one blood can go to a vampire from Hunting Grounds each turn.
The Spawning Pool JY(R1) VT(R1)	Master: Location		Unique. During untap, you may put a blood on here from one of your Nosferatu. Tap this at the start of the second round of combat after you block a bleed to deal 1 damage to the acting vampire for each blood on here. (Jyhad= Has a minion (red) background even though this is a master card)
Storm Sewers JY(U1) VT(U1)	Master: Location		Unique. Tap as you declare an action to make it so if combat occurs it will be at close range.

Ravnos Clan Cards

Card Name	Card Type	Cost	Description
Fortune Teller DS(C2)	Retainer	1	1 life. During your minion phase you can look at one card in your prey's hand.
Fortune Teller Shop DS(C2)	Master: Location	2p	Unique. Tap to give +1 stealth to a Ravnos.
Goodnight, Sweet Prince DS(U1)	Master	2p	Tap one of your Ravnos to move the next vampire in any player's crypt to their ash heap. Gain 2 pool if it is a Prince.
Park Hunting Ground DS(C2)	Master: Location	2p	Unique. One of your ready vampires gets 1 blood during untap. Only one blood can go to a vampire from Hunting Grounds each turn.
Ravnos Cache DS(U1)	Master: Location	2p	Unique. During your master phase you can put two pool on it (one from you). Tap to pay the cost of equipping with blood on this card. Can be burned as a directed action by any minion.
Rom Gypsy DS(U2)	Ally	3p	2 life. 1R, 0 bleed. Gets an optional maneuver each combat. Tap to give +1 stealth to one of your Ravnos.
Tara, The Hollow One (Mage) DS(U1)	Ally	3p	Unique. 2 life. 1R, 0 bleed. Can take directed action to burn a Ravnos' equipment card to give it blood equal to the equipment's cost (1 if the cost was zero).
The Treatment DS(C2)	Master	1p	Stays in play. Play on a Prince that has bled you since your last turn to make it take 1 point of unpreventable damage each time it untaps. The Prince can burn this card with an action.

Toreador Clan Cards

Card Name	Card Type	Cost	Description
Aching Beauty <i>JY(U1)</i> <i>VT(U1)</i>	Master	2p	Stays in play. Play on a Toreador to make it cost 1 pool from the player whose minion blocks this one.
Art Museum JY(R1) VT(R1)	Master: Location	2p	Unique. Tap during influence to put 1 blood on an uncontrolled Toreador.
Kindred Society Games JY(R1) VT(R1)	Master		Stays in play. Play on a vampire. It must now pay 1 blood to untap during untap, or it can stay tapped and put this on a younger tapped vampire. Card is burned if there are no younger vampires.
The Louvre, Paris DS(C2)	Master: Location	2p	Unique. Tap to tap a Toreador. If you control the Prince of Paris, you can tap to tap any minion. Can be stolen for a player by any minion as a directed action.
Replendent Protector JY(R1) VT(R1)	Retainer		1 life. Prevents 1 damage to the vampire each combat.
Scorn of Adonis <i>JY(U1)</i> <i>VT(U1)</i>	Action Modifier		Each player casting a vote against the acting vampire loses 1 pool.
Society Hunting Ground <i>JY(U1)</i> <i>VT(U1)</i>	Master: Location	2p	Unique. One of your ready vampires gets 1 blood during untap. Only one blood can go to a vampire from Hunting Grounds each turn.
Toreador Grand Bell DS(U1)	Master	1p	Stays in play. Tap one of your Toreadors and make it unable to untap as normal; Make another one of your Toreadors unblockable unless bleeding. Can be burned as a directed action by any minion; Nosferatu get -1 stealth on this action.

Note: Tragic Love Affair has a Toreador icon on it on the V:TES version, but it has errata to remove this icon. It is listed under *Master Cards*.

Tremere Clan Cards

Card Name	Card Type	Cost	Description
Academic Hunting Grounds <i>JY(U1)</i> <i>VT(U1)</i>	Master: Location	2p	Unique. Puts 1 blood on one of your vampires during untap. A vampire can only get one blood from Hunting Grounds each turn.
Arcane Library JY(R1) VT(R1)	Master: Location	2p	Unique. Tap during influence to put 1 blood on an uncontrolled Tremere.
Chantry <i>JY(U1)</i> <i>VT(U1)</i>	Master: Location		Unique. For 1 pool or 1 blood from a Tremere a Tremere in torpor leaves torpor during your master phase and becomes tapped. {Jyhad= does not become tapped}
Charnas the Imp JY(R1) VT(R1)	Retainer	1	Unique. 1 life. Play on any minion in play. Does 1 damage to minion each time it untaps. When minion is burned, controller of the minion can put this on any other minion. Cannot be damaged by the minion he is on.
Corpse Minion DS(C2)	Retainer	1p	1 life. Vampire can pay X blood to get +X intercept to current action.
Outcast Mage <i>JY(U1)</i> <i>VT(U1)</i>	Ally	3p	2 life. 2R, 1 bleed. One optional maneuver each combat.
Thadius Zho, Mage JY(R1) VT(R1)	Ally	4p	Unique. 2 life. 2R, 2 bleed. Optional maneuver each combat. Can take a +1 stealth directed action to remove one blood from a vampire. {Jyhad= named "Thadius Zho (Mage)"} Vampires with basic Thaumaturgy can use Thaumaturgy combat cards at superior level. Can be burned as a directed action by any minion; Malkavians get -1 stealth on this action.
Tremere Convocation DS(U1)	Master	2p	Stays in play. Tremere get +1 stealth on Thaumaturgy actions. Vampires with basic Thaumaturgy can use Thaumaturgy combat cards at superior level. Can be burned as a directed action by any minion; Malkavians get -1 stealth on this action.
Wasserschloss Anif, Austria DS(U1)	Master: Location	2p	Unique. Can move one blood from a Tremere to this card during your master phase. Can tap during influence phase to move all blood from this onto a Tremere in your inactive region. Can be burned as a directed action by any minion; Malkavians get +1 stealth on this action.

Ventrue Clan Cards

Card Name	Card Type	Cost	Description
Elder Kindred Network <i>JY(U1)</i> <i>VT(U1)</i>	Reaction		Play on a political action before votes are cast to cause the acting player to lose 1 pool in a tie, and to lose 1 pool per vote it lost by if it fails.
High Stakes JY(R1) VT(R1)	Action: Political		Any Vampire. (+1 stealth) . A successful vote when playing for Ante means all players ante another card or are ousted at their choice. Worth one vote. (Only when playing for ante.)
Hostile Takeover JY(R1) VT(R1)	Master	1p	Pick a vampire and then all players bid pool to take control of the vampire. Current controller gets the winning bid added to his pool. If controller wins, controller loses half (rounded up) of his bid.
Political Ally JY(R1) VT(R1)	Ally	2p	Unique. 1 life. 0 damage, 3 bleed.
Powerbase: Berlin <i>DS(U1)</i>	Master: Location	2p	Unique. Can use master action to put one blood on this card. Your Ventrues can take a +1 stealth action to put one blood on this card. Tap and burn X blood to give a Ventrue +X intercept against a political action. Can be stolen by a successful vote called as a +1 stealth action. Burned if controller controls no Ventrue.
Uptown Hunting Grounds <i>JY(U1)</i> <i>VT(U1)</i>	Master: Location	2p	Unique. Puts 1 blood on one of your vampires during untap. A vampire can only get one blood from Hunting Grounds each turn.
Ventrue Directorate Assembly <i>DS(C2)</i>	Master	2p	Each Ventrue gets an extra vote. Can be burned as a directed action by any minion; Brujahs get +1 stealth on this action.
Ventrue Headquarters <i>JY(U1)</i> <i>VT(U1)</i>	Master: Location	1p	Unique. Tap to gain 3 votes.