

Vampire: The Eternal Struggle

This card list is copyrighted, but may be distributed freely in unmodified form at no more than cost of duplication.
 It is an original work with paraphrased card descriptions provided to assist players and collectors.
 It is not approved by Wizards of the Coast, but it should not violate the rights and protection that they are entitled to.
 Comments, questions and other issues can be directed to the author at: dangelo@netcom.com

Key:

Rare cards are shown in bold text. (R2) indicates that the card appears twice and is therefore twice as common.
Vampire cards (which are not vampires) are shown in underlined italicized text.
Uncommon cards are shown in italicized text. (U2) indicates that the card appears twice and is therefore twice as common.
 Common cards are shown in normal text.

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	do = Dominate	po = Potence	th = Thaumaturgy
au = Auspex	fo = Fortitude	ps = Presence	
ce = Celerity	ob = Obfuscate	pt = Protean	

Caitiff Vampires

Vampire Name	Age	Disciplines	Description
Hasina Kesi	1	po	You lose 1 pool when she goes to torpor.
Igo the Hungry	1	ps pt	Does not get the normal +1 stealth for hunting.
Navar McClaren	1	an	Cannot block older vampires.
Nik	1	ce	Brujah get +1 to intercept him.
Smudge the Ignored	1		+1 hand damage after diablerizing an older vampire.
Uriah Winter	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	2	ce	
Anvil	6	CE do PO ps th	Primogen
Appolonius	10	CE fo po PS	Primogen. +1 bleed. Gets one optional press each combat.
Bianca	6	CE po ps	+1 hand damage
Black Cat	5	CE po ps	Equipping Black Cat costs 1 less pool.
Crusher	9	CE fo PO PS	Primogen. +1 hand damage. Can pay 1 blood for one dodge each combat.
Don Cruetz, The Idealist	10	an CE do PO PS pt	Justicar. Can pay 1 blood for one maneuver each combat.
Dre, Leader of the Cold Dawn	3	ce po	
Hector Sosa	4	PO ps	
Lupo	2	po	
Miranda Sanova	8	au CE ob po PS	Primogen. Other Brujah have -1 intercept to block her.
Rake	6	au ce po PS	Prince of Atlanta. +1 hand damage against Ventrues.
Tura Vaughn	8	CE do PO PS	Primogen. +1 intercept to block other Brujah.
Uma Hatch	3	ce ps	
Yuri, The Talon	4	ce po ps	

Brujah Clan Cards

Card Name	Card Type	Cost	Description
AI's Army Apparatus (R2)	Master: Location		Unique. Tap to bring a weapon from your library to your hand and then discard a card.
The Knights	Ally	1p	Unique. 2 life. 2 hand damage, 0 bleed.
The Slashers	Ally	1p	Unique. 3 life. 1R damage, 0 bleed.
<i>Arms Dealer</i>	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.
<i>Loyal Street Gang</i>	Ally	1p	2 life. 1 hand damage, 0 bleed.
<i>Warzone Hunting Ground</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.

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

Gangrel Clan Vampires

Vampire Name	Age	Disciplines	Description
Anastasia Grey	3	an pt	
Angus the Unruled	10	AN ce fo po PT	Justicar. +1 hand damage.
Badger	6	an FO po PT	
Basila	10	AN FO ob po PT	Primogen. Her hand damage is aggravated.
Bear Paw	5	AN fo ps pt	
Gitane St. Claire	7	AN FO PT	Primogen
Giuliano Vincenzi	2	fo	
Gunther, Beast Lord	7	AN au fo pt	Can pay 1 blood to untap at the end of your turn.
Quinton McDonnell	8	an ce FO pt	Primogen. +1 hand damage.
Raven	5	an FO PT	
Ricki Van Demsi	3	fo pt	
Roman Alexander	4	an fo pt	
Vliam Andor	2	an	
Wynn	10	AN FO ob po PT	Primogen. Can take a +1 stealth directed attack on a vampire of your predator or prey.
Zack North	6	an fo po pt	+1 hand damage.

Gangrel Clan Cards

Card Name	Card Type	Cost	Description
Ecoterrorists	Master: Location	2p	Unique. Tap during your influence phase to add 1 blood to an uncontrolled vampire.
Renegade Garou (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	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.
<i>Backways</i>	Master: Location	2p	Unique. Tap to give one of your Gangrels +1 stealth.
<i>Gypsies</i>	Ally	3p	Unique. 1 life. 1 hand damage, 1 bleed. Gets +1 stealth on all actions.
<i>Zoo Hunting Ground</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.

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

Malkavian Clan Vampires

Vampire Name	Age	Disciplines	Description
Aleph	4	AU do	
Brazil	2	au	
Dancin' Dana	6	AU ce ob	+1 hand damage.
Didi Meyers	5	au ce DO ob	
Dollface	3	au ob	
Dr. Jest	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.
Gilbert Duane	7	AU DO OB	Prince of Miami
Lucian	10	AU ce DO OB th	Justicar. Can steal equipment as a strike.
Mariel, Lady Thunder	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.
Normal	2	ob	
Ozmo	6	AU do ob	+1 bleed.
Roland Bishop	4	au do ob	
Roxanne, Rectrix of the 13th Floor	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.
Sylvester Simms	8	an AU do OB ps	Primogen. All players lose 1 pool if he goes to torpor.
Zebulon	5	au do OB pt	

Malkavian Clan Cards

Card Name	Card Type	Cost	Description
Madness Network	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.
Malkavian Prank	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.
Malkavian Time Auction	Master		Each player other than yourself bids pool on control of one of your cards. You take the 2 highest bids.
<i>Asylum Hunting Ground</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. (No cost is listed but it has errata to add the 2 pool cost)
<i>Game of Malkov</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.
<i>Muddled Vampire Hunter</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, but it has errata to remove this icon. It is listed under *Master Cards*.

Nosferatu Clan Vampires

Vampire Name	Age	Disciplines	Description
Agrippina	4	OB po	
Chester DuBois	7	AN fo ob PO	Primogen
Dimple	2	ob	
Duck	3	ob po	
Ebanezer Roush	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	5	an OB po	You can look at the top card of your crypt.
Koko	2	po	
Lucretia, Cess Queen	10	AN au ce fo OB po	Primogen. Does all actions at +1 stealth.
Marty Lechtansi	9	an DO fo OB PO	Primogen. Can pay one blood for a press each combat.
Sammy	4	an ob po	
Sebastian Marley	7	AN au ob po	+1 hand damage.
Selma the Repugnant	8	an fo OB PO	Prince of Cleveland. +1 intercept against Nosferatu.
Sheldon, Lord of the Clog	9	AN AU fo OB PO	Justicar
Tiberius, The Scandalmonger	5	an ce ob po	During your untap you can look at top card of your prey's library.
Tusk, The Talebearer	6	an OB po	You can look at top card of your library.

Nosferatu Clan Cards

Card Name	Card Type	Cost	Description
Kindred Intelligence	Action		(+1 stealth) Bring a vampire from your crypt to your uncontrolled region.
Patagia: Flaps Allowing Limited Flight	Action	1	(+1 stealth) Vampire gets one optional maneuver each combat for rest of the game. Only one per vampire per game.
The Spawning Pool	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.
<i>The Labyrinth</i>	Master: Location	1p	Unique. Tap to give +1 stealth to one of your Nosferatu.
<i>Slum Hunting Ground</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.
<i>Storm Sewers</i>	Master: Location		Unique. Tap as you declare an action to make it so if combat occurs it will be at close range.

Toreador Clan Vampires

Vampire Name	Age	Disciplines	Description
Adrienne	6	au ce po ps	+1 bleed
Andreas, The Bard of Crete	9	AU CE do PS pt	Primogen. Can pay 1 blood for +1 intercept each turn.
Anneke	10	AU CE do PS	Justicar. +1 bleed. May try to block any vampire in play after others decline or fail.
Anson	8	au CE do PS	Prince of Seattle. You get 2 master actions each turn.
Colin Flynn	3	au ce	
Delilah Easton	2	ps	
Demetrious Slater	4	au ce ps	
Dieter Kleist	2	au	
Dorian Strack	4	AU ce	
Elliot Sinclair, Virtuoso Thespian	7	au ce PS	Primogen. +1 hand damage.
Felicia Mostrom	5	AU CE ps	
Kallista, Master Sculpter	6	AU CE ps pt	
Masika	10	AU CE PS	Primogen. +1 bleed. Can untap between player's turns.
Ramiel DuPre	5	au ce do PS	
Tatiana Romanova	7	AU ce ps	Prince of Houston. +1 bleed.

Toreador Clan Cards

Card Name	Card Type	Cost	Description
Art Museum	Master: Location	2p	Unique. Tap during influence to put 1 blood on an uncontrolled Toreador.
Kindred Society Games	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.
Replendent Protector (R2)	Retainer		1 life. Prevents 1 damage to the vampire each combat.
<i>Aching Beauty</i>	Master	2p	Stays in play. Play on a Toreador to make it cost 1 pool from the player whose minion blocks this one.
<i>Scorn of Adonis</i>	Action Modifier		Each player casting a vote against the acting vampire loses 1 pool.
<i>Society Hunting Ground</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.

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

Tremere Clan Vampires

Vampire Name	Age	Disciplines	Description
Astrid Thomas	7	au DO po TH	Primogen. If she votes, all other Tremere vote like her if they vote at all.
Cardano	9	an au ce DO FO TH	Prince of Boston
Cassandra, Magus Prime	10	AU ce DO ps TH	Primogen. +1 hand damage. Your hand size is 1 larger.
Dr. John Casey	3	au th	
Ignatius	4	au do th	
Jing Wei	3	do th	
Justine, Elder of Dallas	8	AU DO ob TH	Primogen. Does not tap to block vampires of age 3 or less.
Lazarus	9	AU ce DO po TH	Primogen. Can do 1R strike.
Lydia Van Cuelen	6	au do ps th	+1 bleed
Merill Molitor	5	au fo TH	Can change one damage each combat from aggravated to normal.
Roreca Quaid	2	th	
Sabine Lafitte	5	au do po th	During untap she can give one blood to any other Tremere.
Sarah Cobbler	4	do TH	
Thomas Thorne	6	an au ce DO th	
Uluh Beg, The Watcher	10	AU ce DO fo po TH	Justicar. You can discard one additional card at the end of your turn.

Tremere Clan Cards

Card Name	Card Type	Cost	Description
Arcane Library	Master: Location	2p	Unique. Tap during influence to put 1 blood on an uncontrolled Tremere.
Charnas the Imp	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.
Thadius Zho, Mage	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.
<i>Academic Hunting Grounds</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.
<i>Chantry</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.
<i>Outcast Mage</i>	Ally	3p	2 life. 2R, 1 bleed. One optional maneuver each combat.

Ventrue Clan Vampires

Vampire Name	Age	Disciplines	Description
Courtland Leighton	4	do fo ps	
Democritus	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	8	DO FO po PS	Prince of Washington, D.C.
Gideon Fontaine	3	PS	
Heather Florent, The Opportunist	6	do FO PS	Can put blood you gain from the Edge on her instead of in your pool.
Helena Casimir	9	ce DO fo PO PS	Primogen. +1 bleed.
Jazz Wentworth	5	do fo PS	Can take an uncontrolled Edge as a +1 stealth action.
Luccia Pacciola	6	DO fo ps	+1 hand damage.
Melissa Barton	5	ce do fo ps	Gains 1 blood each time the Edge is traded for a vote.
Natasha Volfchek	9	ce do FO po PS	Primogen. +1 bleed. Does political actions at +1 stealth.
Roland Loussarian	3	fo ps	
Rufina Soledad	2	fo	
Sir Walter Nash	7	DO FO PS	Prince of Chicago
Timothy Crowley	7	an do FO PS	Prince of Dallas
Violette Prentiss	4	do PS	

Ventrue Clan Cards

Card Name	Card Type	Cost	Description
High Stakes	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	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	Ally	2p	Unique. 1 life. 0 damage, 3 bleed.
<i>Elder Kindred Network</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.
<i>Uptown Hunting Grounds</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.
<i>Ventrue Headquarters</i>	Master: Location	1p	Unique. Tap to gain 3 votes.

Master Cards (Part 1 of 2)

Card Name	Cost	Description
Anarch Troublemaker		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.
Betrayer		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 Puppy	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.
Curse of Nitocris		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.
Fragment of the Book of Nod		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.
Giant's Blood		Restores a vampire to full capacity. (Only one can be played in a game.)
Golconda: Inner Peace		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.
Milicent Smith, Puritan Vampire Hunter		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.
Protected Resources	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.
Smiling Jack, The Anarch		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.
Society of Leopold		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.
Temptation of Greater Power	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.
Vampiric Disease		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.
<i>Anarch Revolt</i>		Stays in play. Each player loses 1 pool during their untap. Can be burned by calling a vote as a +1 stealth action.
<i>Cultivated Blood Shortage</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.
<i>Fame</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.
<i>Gangrel Atavism</i>		Play on a Gangrel to make all of its bleeds be at -1 for the rest of the game.
<i>Letter from Vienna</i>		Taps all ready Tremere.
<i>Malkavian Dementia</i>		Take control of another player's ready Malkavian until your next untap. (There is errata to remove the Malkavian symbol from the card)
<i>Mob Connections</i>		Unique. Stays in play. Tap for a Press to continue combat. Can be burned by a directed action by any minion.
<i>Tragic Love Affair</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. (There is errata to remove the Toreador symbol from the card)
<i>Vast Wealth</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.

Master Cards (Part 2 of 2)

Card Name	Cost	Description
<i>Vulnerability</i>	1p	Burn a vampire in torpor. This is not diablerie.
<i>Ascendance</i>		Gain 1 pool.
<i>Blood Doll</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.
<i>Brainwash</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.
<i>Deal with the Devil</i>		Discard your hand and draw a new one. Do not replace this card before doing this.
<i>Effective Management</i>		Bring a vampire from your crypt to your inactive region.
<i>Gird Minions</i>		Move as much blood as you want from your pool to your vampires.
<i>Haven Uncovered</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.
<i>Illegal Search and Seizure</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.
<i>Minion Tap</i>		Move as much blood as you want from one of your vampires to your pool.
<i>Misdirection</i>	Xp	Tap X minions.
<i>Protracted Investment</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.
<i>Short-Term Investment</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.
<i>Unnatural Disaster</i>	2p	Burn a location.

Master Cards: Locations

Card Name	Cost	Description
Succubus Club		Unique. During your untap, you can trade cards with and give or get pool from other players.
<i>Elysium: The Arboretum</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.
<i>Information Highway</i>		Unique. You get 2 extra transfers during your influence phase.
<i>KRCG News Radio</i>	2p	Unique. Tap to give a minion +1 intercept. Pay 1 pool if it was another player's minion.
<i>Metro Underground</i>		Unique. Tap and pay 1 pool at the end of your turn to untap a vampire.
<i>Police Department</i>		Unique. Tap for a press to end combat involving one of your minions.
<i>Powerbase: Chicago</i>	1p	Unique. During untap put 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.
<i>Powerbase: Washington, D.C.</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.
<i>The Rack</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.
<i>The Barrens</i>		Unique. Tap to discard a card from your hand and draw a new one.
<i>Elder Library</i>	1p	Unique. Your hand size increases by 1.

Master Cards: Out-of-Turn

Card Name	Cost	Description
XTC-Laced Blood		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).
<i>Archon Investigation</i>	3p	Play when a minion is bleeding you for more than 3 pool. Burns that minion.
<i>Brujah Frenzy</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. {Has errata to remove the Brujah symbol on this card}
<i>Life Boon</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.
<i>Major Boon</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.
<i>Masquerade Endangered</i>		Play on a hunting vampire to prevent it from hunting this turn and prevent it from untapping next untap phase.
<i>Minor Boon</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.
<i>Sudden Reversal</i>		Burn a master card played by another player, but the player gets back the blood spent on it.
Frenzy		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.

Master Cards: Skills

Card Name	Description
Animalism	Play on minion without superior Animalism and it gets +1 Age and Animalism, or superior if it already had Animalism.
Auspex	Play on minion without superior Auspex and it gets +1 Age and Auspex, or superior if it already had Auspex.
Celerity	Play on minion without superior Celerity and it gets +1 Age and Celerity, or superior if it already had Celerity.
Dominate	Play on minion without superior Dominate and it gets +1 Age and Dominate, or superior if it already had Dominate.
Fortitude	Play on minion without superior Fortitude and it gets +1 Age and Fortitude, or superior if it already had Fortitude.
Obfuscate	Play on minion without superior Obfuscate and it gets +1 Age and Obfuscate, or superior if it already had Obfuscate.
Potence	Play on minion without superior Potence and it gets +1 Age and Potence, or superior if it already had Potence.
Presence	Play on minion without superior Presence and it gets +1 Age and Presence, or superior if it already had Presence.
Protean	Play on minion without superior Protean and it gets +1 Age and Protean, or superior if it already had Protean.
Thaumaturgy	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
The Embrace	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.
<i>Blood Bond</i>	2	Any Vampire. (+1 stealth) As a directed action, a vampire of your choice cannot block this one for the rest of the game. {Has errata to make you choose the vampire on announce instead of after blocking}
<i>Blood Hunt</i>		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.
<i>The Fifth Tradition: Hospitality</i>	1	Prince or Justicar only. (+1 stealth) Fills any one vampire in play to its full blood capacity.
<i>The Fourth Tradition: The Accounting</i>	1	Prince or Justicar only. (+1 stealth) Put 3 blood on a younger uncontrolled vampire.
<i>The Sixth Tradition: Destruction</i>		Prince or Justicar only. (+1 stealth) Burns a vampire which committed diabolic since your last turn.
<i>The Third Tradition: Progeny</i>	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.
Arson		Directed action to burn a location. (Do not replace until after combat.)
Bum's Rush		Directed attack on any minion in play with an optional maneuver during combat. (Do not replace until after combat.)
Computer Hacking		Directed +1 bleed.

Action Modifiers (no discipline)

Card Name	Cost	Description
<i>Change of Target</i>		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.
<i>Cryptic Rider</i>	1	Any Vampire. Play after a successful vote to allow your next vote this turn to pass automatically.
Bribes		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.

Actions: Political (no discipline) (Part 1 of 2)

Card Name	Cost	Description
Brujah Justicar		Any Vampire. (+1 stealth) A successful vote makes a ready Brujah the Justicar. Each Brujah in play gets 1 extra vote. Worth one vote.
Cunctator Motion		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.
The First Tradition: The Masquerade (R2)		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. {Missing the action icon}
Gangrel Justicar		Any Vampire. (+1 stealth) A successful vote makes a ready Gangrel the Justicar. Each Gangrel in play gets 1 extra vote. Worth one vote.
Malkavian Justicar		Any Vampire. (+1 stealth) A successful vote makes a ready Malkavian the Justicar. Each Malkavian in play gets 1 extra vote. Worth one vote.
Nosferatu Justicar		Any Vampire. (+1 stealth) A successful vote makes a ready Nosferatu the Justicar. Each Nosferatu in play gets 1 extra vote. Worth one vote.
Praxis Seizure: Atlanta		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Atlanta. Worth one vote.
Praxis Seizure: Boston		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Boston. Worth one vote.
Praxis Seizure: Chicago		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Chicago. Worth one vote.
Praxis Seizure: Cleveland		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Cleveland. Worth one vote.
Praxis Seizure: Dallas		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Dallas. Worth one vote.
Praxis Seizure: Houston		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Houston. Worth one vote.
Praxis Seizure: Miami		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Miami. Worth one vote.
Praxis Seizure: Seattle		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Seattle. Worth one vote.
Praxis Seizure: Washington, D.C.		Any Vampire. (+1 stealth) A successful vote makes the acting vampire Prince of Washington, D.C. Worth one vote.
Rumors of Gehenna		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.
Toreador Justicar		Any Vampire. (+1 stealth) A successful vote makes a ready Toreador the Justicar. Each Toreador in play gets 1 extra vote. Worth one vote.
Tremere Justicar		Any Vampire. (+1 stealth) A successful vote makes a ready Tremere the Justicar. Each Tremere in play gets 1 extra vote. Worth one vote.
Ventruue Justicar		Any Vampire. (+1 stealth) A successful vote makes a ready Ventruue the Justicar. Each Ventruue in play gets 1 extra vote. Worth one vote.
<u>Archon</u>		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. {Does not say the attacks are directed, but there is errata to make it say so}
<u>Dramatic Upheaval</u>		Any Vampire. (+1 stealth) A successful vote makes you switch places with another player of your choice. Worth one vote.
<u>Kindred Restructure</u>		Prince or Justicar only. (+1 stealth) A successful vote switches the seating order at the table. Worth one vote.
<u>Kindred Segregation</u>		Any Vampire. (+1 stealth) A successful vote burns all allies in play unless their pool cost is repaid. Worth one vote.
<u>Lextalionis</u>		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.
<u>Masquerade Enforcement</u>		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.
<u>Parity Shift</u>		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.

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

Card Name	Cost	Description
<u>Praxis Solomon</u>		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.
<u>Reversal of Fortunes</u>		Any Vampire. (+1 stealth) A successful vote reverses direction of play but not direction of your prey. Worth one vote.
<u>Sabbat Threat</u>		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.
<u>Justicar Retribution</u>		Any Vampire. (+1 stealth) A successful vote burns all vampires with a bleed of 3 or more. Worth one vote.
Ancient Influence		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.
Ancilla Empowerment		Any Vampire. (+1 stealth) A successful vote causes all players to lose 1 pool for each minion they control. Worth one vote.
Autarkis Persecution		Any Vampire. (+1 stealth) A successful vote gives each player 1 pool for each minion they control. Worth one vote.
Camarilla Exemplary		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.
Consanguineous Boon		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		Any Vampire. (+1 stealth) Name a clan. A successful vote taps all vampires of that clan. Worth one vote.
Conservative Agitation		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.
Disputed Territory		Any Vampire. (+1 stealth) A successful vote allows you to give a player control of a location in play. Worth one vote.
Domain Challenge		Any Vampire. (+1 stealth) A successful vote makes all players lose 1 pool for each tapped minion they control. Worth one vote.
Kine Resources Contested		Any Vampire. (+1 stealth) A successful vote allows you to divide the loss of 4 pool among 2 or more players. Worth one vote.
Peace Treaty		Any Vampire. (+1 stealth) A successful vote makes all players re-pay weapons' costs or burn them. Worth one vote.
Political Flux		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.
Regaining the Upper Hand		Any Vampire. (+1 stealth) A successful vote gives a player of your choice the Edge. Worth one vote.

Allies (no discipline)

Card Name	Cost	Description
Hell Hound	(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.

Combat (no discipline)

Card Name	Cost	Description
Pulled Fangs		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.
Ritual of the Bitter Rose		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.
<i>Amaranth</i>		Play as a vampire is going to torpor to diablerize it instead.
<i>Dragon's Breath Rounds</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. {Says it only works for one strike, but has errata to work for rest of the combat}
<i>Glaser Rounds</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. {Says it only works for one strike, but has errata to work for rest of the combat}
<i>Manstopper Rounds</i> (U2)		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. {Says it only works for one strike, but has errata to work for rest of the combat}
<i>Nosferatu Putrescence</i>		Play on a Nosferatu in combat to give it -1 hand damage for the rest of the game.
<i>Taste of Vitae</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.
<i>Zip Gun</i> (U2)		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. {Says it does damage every round, but has errata to only do damage when used}
Boxed In		Press. (Do not replace until after combat.)
Dead-End Alley		Press to continue combat.
Dodge		Strike: Dodge. (Do not replace until after combat.)
Fake Out		Maneuver. (Do not replace until after combat.)
Lucky Blow		Strike: +1 to hand or melee weapon damage. (Do not replace until after combat.)
Open Grate		Press to end combat.
Trap		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.

Equipment (no discipline)

Card Name	Cost	Description
Aaron's Feeding Razor	1p	Unique. Vampire gains 1 extra blood when hunting.
Ivory Bow	1p	Unique. Weapon. 1R aggravated each strike.
RPG Launcher	2p	Weapon. 6R each strike. Not usable at close range or in first round.
Sengir Dagger	2p	Unique. Melee Weapon. 1 aggravated damage each strike, and makes additional damage done by other cards aggravated as well.
Soul Gem of Etrius	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.
Talbot's Chainsaw	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.
Assault Rifle	5p	Gun Weapon. 4R each strike. Optional maneuver each combat.
Bastard Sword (U2)	1p	Melee Weapon. 2 damage each strike.
Bomb	1p	Weapon. 5R one strike but take 5 damage -or- burn one location as a directed action. Either choice burns this card.
Flamethrower	4p	Weapon. 2R aggravated each strike.
Grenade		Weapon. 3R for one strike, then burned. Bearer takes 1 damage if at close range.
IR Goggles (U2)		Optional maneuver each combat.
Sport Bike (U2)	1p	Vehicle. +1 intercept when blocking. A minion can only have one vehicle.
Submachine Gun (U2)	4p	Gun Weapon. 3R each strike. Optional maneuver each combat.
Wooden Stake		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.
.44 Magnum	2p	Gun Weapon. 2R each strike. Optional maneuver each combat.
Deer Rifle	2p	Gun Weapon. 1R each strike. 2 optional maneuvers each combat.
Flak Jacket	1p	Prevents 1 damage each combat.
Hawg		Vehicle. 1 optional press each combat. A minion can only have one vehicle. (Says one press each round, but has errata to be one a combat)
Laptop Computer	1p	+1 bleed. (Only one laptop per minion.)
Saturday-Night Special	1p	Gun Weapon. 1R each strike. Optional maneuver each combat.
Sawed-Off Shotgun	2p	Gun Weapon. 3R one strike per combat.

Reactions (no discipline)

Card Name	Cost	Description
Delaying Tactics		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.
The Second Tradition: Domain		Prince or Justicar only. Used by a tapped vampire which untaps and attempts to block at +2 intercept.
Elder Intervention	1	Play when a bleed is declared against you to give the reacting vampire +2 intercept. (Do not replace until end of combat.)
Political Backlash		Play when a vote fails to cause the vote caller to lose 2 pool.
Surprise Influence		Any Vampire. Gain 2 votes.
Wake with Evening's Freshness		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
Ghoul Escort		4 life. When blocked, can choose to burn the Ghoul, avoid Combat and untap. Blocker stays tapped.
Ghoul Retainer	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 (R2)		Unique. 1 life. Vampire gets 1 optional maneuver each combat. {V:TES= Does not say Any Vampire, but ability only works for vampires}
J.S. Simmons Esq. (R2)		Unique. 1 life. Vampire gets +1 bleed. {V:TES= Does not say Any Vampire, but ability only works for vampires}
Mr. Winthrop (R2)		Unique. 1 life. Vampire gets +1 intercept when blocking. {V:TES= Does not say Any Vampire, but ability only works for vampires}
Tasha Morgan (R2)		Unique. 1 life. Vampire gets +1 bleed. {V:TES= Does not say Any Vampire, but ability only works for vampires}

Animalism

Card Name	Card Type	Cost	Description
Conquer the Beast	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>
Murder of Crows	Retainer	1	1 life. 1R each round. <i>Above but 2 life.</i>
<i>Owl Companion</i>	Retainer		1 life. Opponent's hand is visible to all players during combat. <i>Above but 2 life.</i>
<i>Raven Spy</i>	Retainer	1	1 life. Vampire gets +1 intercept when blocking. <i>Above but 2 life.</i>
<i>Wolf Companion</i> (U2)	Retainer	1	2 life. 1 hand damage each round. <i>Above but 3 life.</i>
Aid from Bats	Combat		Strike: 1R with optional maneuver. <i>Above plus an optional press.</i>
Army of Rats	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.
Canine Horde	Combat		Strike: 1R <i>Strike: Ranged destroy equipment with First Strike.</i>
Cats' Guidance	Reaction		Untap your vampire after it blocks. <i>+1 intercept.</i>
Drawing Out the Beast	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>
Rats' Warning	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>

Auspex

Card Name	Card Type	Cost	Description
Psychic Projection (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>
Telepathic Vote Counting (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>
<i>Aura Reading</i> (U2)	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>
<i>Eagle's Sight</i>	Reaction		+1 intercept. <i>Can block any action by any minion.</i>
<i>Pulse of Canaille</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>
Enhanced Senses	Reaction		+1 intercept +2 intercept
Fast Reaction	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>
Read Intentions	Combat		Press to end combat. <i>Dodge.</i>
Spirit's Touch	Reaction		+1 intercept +1 intercept with an optional maneuver if combat occurs
Telepathic Counter	Reaction		Reduces a bleed against you by 1. <i>Above but reduces by 2.</i>
Telepathic Misdirection	Reaction	1	+1 intercept <i>Redirect a bleed from you to another player other than the one attacking. Taps this vampire.</i>

Celerity

Card Name	Card Type	Cost	Description
Cat Burglary	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	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>
<i>Fast Hands</i>	Combat	1	Strike: steal weapon. <i>Strike: steal weapon with First Strike.</i>
<i>Infernal Pursuit</i> (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>
<i>Psyche!</i>	Combat		Press. <i>Play at end of combt to force a second combat (not just another round).</i>
Acrobatics	Combat	1	Additional strike. <i>Strike: dodge with additional strike.</i>
Blur	Combat	1	Additional strike. <i>2 additional strikes.</i>
Flash	Combat		Maneuver or Press. <i>Maneuver with an optional Press. Only playable when choosing range.</i>
Nimble Feet	Combat		Press. <i>Additional strike.</i>
Sideslip	Combat		Strike: dodge. <i>Prevent 1 damage. (Can only do this once per round.)</i>
Vampiric Speed	Combat		Strike: dodge <i>Strike: dodge with optional press</i>

Dominate

Card Name	Card Type	Cost	Description
Dominate Kine	Action	2	Directed +1 bleed at +1 stealth. <i>Directed stealing control of one location.</i>
Far Mastery	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>
<i>Graverobbing</i>	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>
<i>Obedience</i>	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>
<i>Pulling Strings</i> ^(U2)	Reaction		Play during a political action to cause a younger vampire to abstain (cancels their votes). <i>Above but to any vampire.</i>
Bonding	Action Modifier		+1 bleed. Cannot play any other bleed modifiers on the current action. <i>Above but at +1 stealth</i>
Conditioning	Action Modifier	1	+2 bleed. Cannot play any other bleed modifiers on the current action. <i>Above but +3 bleed.</i>
Deflection	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>
Govern the Unaligned	Action	1	Directed +2 bleed. <i>Action at +1 stealth to put up to 3 blood on a younger uncontrolled vampire.</i>
Seduction	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	Action Mofidier		+1 bleed. Cannot play any other bleed modifiers on the current action. <i>+2 bleed.</i>

Fortitude

Card Name	Card Type	Cost	Description
Day Operation	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>
Freak Drive	Action Modifier	1	Play after succeeding in an action to untap this vampire. <i>Above but untaps even if blocked.</i>
<i>Dawn Operation</i>	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>
<i>Skin of Night</i>	Combat		Aggravated damage is reduced to normal damage for the rest of the round. <i>Above and prevent 1 damage.</i>
<i>Undead Persistence</i> (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>
Indomitability	Combat		Prevent 1 damage. <i>Press -or- prevent 1 damage with an optional press.</i>
Rapid Healing	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	Action		(+1 stealth) Vampire gets 2 blood. <i>Above but 3 blood.</i>
Skin of Rock	Combat		Prevent 1 damage. <i>Prevent 2 damage.</i>
Skin of Steel	Combat	1	Prevent all damage from one strike. <i>Prevent all damage from all strikes this round.</i>
Unflinching Persistence	Combat		Prevent 1 damage. <i>Maneuver and prevent 1 damage later this round. Only usable when choosing range.</i>

Obfuscate

Card Name	Card Type	Cost	Description
Behind You	Combat		Manuever during first round of combat. <i>Strike: dodge during first round of combat.</i>
Psychic Veil	Action	1	+1 stealth to all your vampire actions this turn. <i>+1 stealth to all your minion actions this turn.</i>
<i>Mask of a Thousand Faces</i>	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>
<i>Night Moves</i> (U2)	Action		Directed bleed of your predator or prey for only 1 pool at +3 stealth. <i>Above but at +6 stealth.</i>
<i>Spying Mission</i>	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>
Cloak the Gathering	Action Modifier		+1 stealth <i>A non-acting vampire can give +1 stealth to an acting one.</i>
Disguised Weapon	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	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	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	Action Modifier		+1 stealth <i>+2 stealth</i>
Vanish from the Mind's Eye	Combat		Press to end combat <i>Press</i>

Potence

Card Name	Card Type	Cost	Description
Fists of Death	Combat	1	Play at beginning of round for +1 hand damage for rest of combat. <i>Above but +2 hand damage.</i>
Immortal Grapple (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>
<i>Rampage</i> (U2)	Action		Directed action to burn a location. Acts at +1 stealth if you control the location.
<i>Torn Signpost</i>	Combat		Play before range to get 2 hand damage for rest of combat. <i>Above but +3 hand damage.</i>
<i>Well-Aimed Car</i>	Combat		Strike: 4R. Only usable at long range and not on first round. <i>Above with an optional press.</i>
Growing Fury	Combat		Strike: +2 damage to hand or melee weapon. Not on first round. <i>Above but +3 damage.</i>
Mighty Grapple	Combat		Press to continue combat. <i>Strike: +1 damage to hand of melee weapon with an optional press to continue combat.</i>
Shattering Blow	Combat		Strike: destroy equipment <i>Strike: destroy equipment with first strike</i>
Thrown Gate	Combat		Strike: 1R with optional maneuver. <i>Above but 2R.</i>
Thrown Sewer Lid	Combat		Strike: 3R only usable at long range. <i>Above but with an optional press.</i>
Undead Strength	Combat		Strike: +1 damage with hand or melee weapon. <i>Above but +2 damage.</i>

Presence

Card Name	Card Type	Cost	Description
Business Pressure (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>
Entrancement	Action		Directed +1 bleed. <i>Steal an ally from another player as a directed +1 stealth action.</i>
<i>Charming Lobby</i>	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>
<i>Disarming Presence</i>	Action Modifier		Play before votes on a political action to cause voting vampires to tap. <i>Above but your vampires do not tap.</i>
<i>Voter Captivation</i>	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>
<i>Bewitching Oration</i>	Action Modifier		Play during a political action to get 2 votes. <i>Above but 4 votes.</i>
<i>Dread Gaze</i>	Reaction		Play during a political action to get 2 votes. <i>Above but 4 votes.</i>
<i>Enchant Kindred</i>	Action		Directed +1 bleed. <i>Put 2 blood on a younger uncontrolled vampire.</i>
<i>Legal Manipulations</i>	Action	1	Directed +2 bleed. <i>Above but gain 1 pool if successful.</i>
<i>Majesty</i>	Combat		Strike: combat ends <i>Above but can pay 1 blood to untap this vampire.</i>
<i>Social Charm</i>	Action		Directed +1 bleed. <i>Above but gain 1 pool if successful.</i>

Protean

Card Name	Card Type	Cost	Description
Body of Sun	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>
Flesh of Marble	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>
<i>Form of Mist</i>	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.
<i>Homunculus</i>	Retainer		1 life. Vampire can pay 1 blood to untap during any player's untap phase. <i>Above but 2 life.</i>
<i>Shadow of the Beast</i>	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>
Claws of the Dead	Combat	1	This vampire's hand damage is aggravated for the rest of the round. <i>Maneuver.</i>
Earth Control	Action Modifier	1	+1 stealth +2 stealth
Earth Meld	Combat		Strike: combat ends <i>Above but untap this vampire.</i>
Form of the Ghost	Combat		Maneuver <i>Press</i>
Gleam of Red Eyes	Combat		<i>Press.</i> <i>Maneuver.</i>
Wolf Claws	Combat	1	This vampire's hand damage is aggravated for the rest of this round. <i>Press.</i>

Thaumaturgy

Card Name	Card Type	Cost	Description
Burst of Sunlight	Combat		Strike: 1R aggravated to all vampires in combat. <i>Above but 2R aggravated.</i>
Magic of the Smith	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>
<i>Drain Essence</i>	Combat	2	Strike: ranged steal 2 blood. Not usable first round. <i>Above but steal 4 blood.</i>
<i>Walk of Flame</i> (U2)	Combat		Strike: 1R aggravated damage. Not usable first round. <i>Above but 2R aggravated damage.</i>
<i>Weather Control</i>	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>
Blood Fury	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	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>
Cauldron of Blood	Combat	1	Strike: 3 damage. Not usable in first round. <i>Above but 5 damage.</i>
Cryptic Mission	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>
Movement of the Mind	Combat		<i>Press to end combat.</i> <i>Maneuver.</i>
Theft of Vitae	Combat		Strike: ranged steal 1 blood. <i>Above but steal 2 blood.</i>