Spirit's Touch

(Only usable when this vampire attempts to block an action and the action has more stealth than this vampire has intercept.)
+1 intercept. *(You can't play another copy of this reaction card during this action with this vampire.)*

Illus: (C)2012 Ankha

Enhanced Senses

(Only usable when this vampire attempts to block an action and the action has more stealth than this vampire has intercept.)
+1 intercept. *(You can't play another copy of this reaction card during this action with this vampire.)*

Illus: (C)2012 Ankha

Lost in Crowds

(Only usable when another vampire attempts to block the action and the action is missing some stealth to pass.)
+1 stealth. *(You can't play another copy of this action modifier card during this action with this vampire.)*

Illus: (C)2012 Ankha

Swallowed by the Night

(Only usable when another vampire attempts to block the action and the action is missing some stealth to pass.)
+1 stealth. *(You can't play another copy of this action modifier card during this action with this vampire.)*

Illus: (C)2012 Ankha

Undead Strength

(Only usable during the strike declaration step, after maneuvers.)
Strike: hand strike or use a melee weapon strike. This strike is at +1 damage. *(Hand strike deals damage equals to the vampire's strength, which is 1 by default.)*

Illus: (C)2012 Ankha

Superior Mettle

Only usable at close range. *(Only usable when this vampire would take damage from a strike.)*
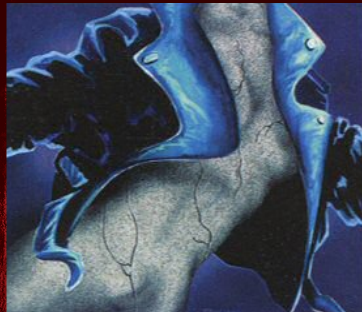Prevent all damage from the opposing vampire's strike.

1

Illus: (C)2012 Ankha

Skin of Rock

(Only usable when this vampire would take damage.)
Prevent 1 damage. *(You may play multiple copies of this card to prevent more damage.)*

Illus: (C)2012 Ankha

Freak Drive

Only usable at the end of the action.
Untap this vampire. *(This vampire can act again, except to perform for the second time any of the following actions: bleed, perform a political action or an action granted by a card.)*

1

Illus: (C)2012 Ankha

Wake with Evening's Freshness

Only usable by a tapped vampire.
This reacting vampire can play reaction cards and attempt to block as though untapped until the current action is concluded. *(This doesn't untap this reacting vampire.)*

Illus: (C)2012 Ankha

Finding the Path

I Vote

(+1 stealth action. This card is worth 1 vote in this referendum, or in a referendum called by another Methuselah if you discard it.) Choose at least half of the Methuselahs in the game. Successful referendum means each chosen Methuselah burns 1 pool and each of the other Methuselahs gains 1 pool.
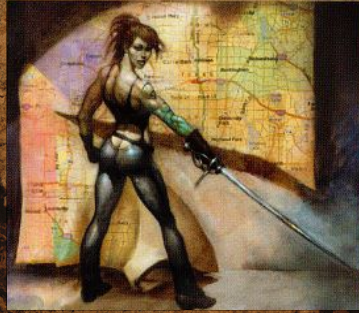
Illus: (C)2012 Ankha

Kine Resources Contested

I Vote

(+1 stealth action. This card is worth 1 vote in this referendum, or in a referendum called by another Methuselah if you discard it.) Allocate 4 points among two or more Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point assigned.

Illus: (C)2012 Ankha

Theft of Vitae

(Only usable during the strike declaration step, after maneuvers.) Strike: ranged *(works both at close and long range).* Steal 1 blood from the opposing vampire *(this isn't damage and can't be prevented).*

Illus: (C)2012 Ankha

Harass

Ⓓ Enter combat with a ready vampire controlled by another Methuselah. *(If this action is blocked, this acting vampire enters combat with the blocking vampire instead.)*

Illus: (C)2012 Ankha

Computer Hacking

Ⓓ Bleed *(your prey)* at +1 bleed.

Illus: (C)2012 Ankha

Bonding

(Only usable during a bleed action.) +1 bleed. *(You can't play another copy of this action modifier card during this action with this vampire.)*

Illus: (C)2012 Ankha

Thrown Sewer Lid

Only usable at long range. *(Only usable during the strike declaration step, after maneuvers.)* Strike: 3R damage. *("R"anged damage works at close and long range.)*

Illus: (C)2012 Ankha

Fake Out

(Only usable during the determine range step, which is before the strike declaration step). Maneuver. *(This changes the range from close to long or from long to close. You can't use another maneuver until your opponent uses a maneuver.)*

Illus: (C)2012 Ankha

Bastard Sword

Melee weapon. *(+1 stealth action. This equipment is put on the vampire.)* Strength+1 damage each strike. *(This vampire may choose to strike with this weapon, or use another strike.)*

Illus: (C)2012 Ankha

Sport Bike

Vehicle. *(+1 stealth action. This equipment is put on the vampire.)*
This vampire gets +1 intercept. *(You can't choose not to use it.)* A vampire may have only one vehicle.

1

Illus: (C)2012 Ankha

Succulent Vitae

Only usable when a hunt action is successful.
This vampires gains an additional blood from this hunt action.
(You can't play another copy of this action modifier card during this action with this vampire.)

Illus: (C)2012 Ankha

Telepathic Counter

(Requires an untapped vampire -- or a vampire that has played Wake with Evening's Freshness, because tapped vampire can't play reaction cards otherwise.)
Reduce a bleed against you by 2.
(You can't play another copy of this reaction card during this action with this vampire.)

1

Illus: (C)2012 Ankha

Army of Rats

Unique. +1 stealth action.
Put this card into play. During your prey's discard phase, he or she loses 1 pool. Any vampire may burn this card as a Ⓓ action *(directed against you).*

Illus: (C)2012 Ankha