

Jennifer "Flame61" Vidisania



4

Weapons cost Jennifer 1 less pool or blood. +1 bleed. -1 stealth.

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John "Cop90" O'Malley



4

John may enter combat with a monster as a **D** action that costs 1 conviction.

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Pedro Cortez



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+1 strength. Pedro cannot maneuver to long range, press to end combat, or end combat as a strike.

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Jack "Hannibal137" Harmon



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Jack gets an optional maneuver on the first round of combat.

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Lupe "Cabbie22" Droin



4

If Lupe has a vehicle, once each action she may burn a conviction to get +1 stealth or +1 intercept.

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Xian "DziDzati55" Quan



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If Xian successfully blocks a monster and is still ready at the end of the action, he may gain a conviction from your hand or ash heap.

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Beatrice "Oracle171" Tremblay



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During your untap phase, another ready imbued you control takes 1 unpreventable damage. +1 bleed.

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Inez "Nurse216" Villagrande



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When Inez enters play, you may search your library (shuffle afterward) or hand for a power that requires innocence and put it on her.

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Liz "Ticket312" Thornton



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Liz doesn't gain a conviction as normal when entering play.

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**Erick "Shopheti25" Franco**



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If Erick successfully enters combat with a monster as an action, he may gain a conviction from your hand or ash heap (before combat begins).

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**François "Warden" Loehr**



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① actions that target François cost an additional blood or life.

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**Anna "Dictatrix11" Suljic**



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Anna may move 2 blood from the blood bank to any vampire as a +1 stealth action. During your untap phase, you may look at the top three cards of your library.

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**Maman Boumba**



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During a referendum, Maman may burn a conviction to get 3 votes against the referendum. You may tap Maman before range is determined in a combat between two monsters to end that combat.

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**Travis "Traveler72" Miller**



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Travis may move 2 blood from the blood bank to an imbued in your uncontrolled region as a +1 stealth action that costs 1 conviction.

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**Leaf "Pottern16" Pankowski**



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During your discard phase, Leaf may tap to gain a conviction from your library (shuffle afterward), hand or ash heap.

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**Marion "Teacher193" Perks**




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Marion gets an optional press each combat.

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**Peter "Outback295" Rophail**



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While Peter is in combat with a monster, he may burn a conviction to get a maneuver.

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**Earl "Shaka74" Deams**



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Earl gets +1 stealth on actions other than actions to enter combat. During your untap phase, if you control more than two ready imbued, Earl burns 1 conviction.

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**Jennie "Cassie247" Orne**

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Any incapacitated imbued may move to the ready region by burning 2 conviction during any Methuseleh's untap phase.

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**Paul "Sixofswords29" Moreton**

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During your influence phase, you may move a counter from your pool to an imbued in your uncontrolled region.

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**Abjure**

Tap this imbued before range is determined to end a combat between a monster and a mortal. If the mortal is a minion other than this imbued, you may move a conviction to this imbued from your hand or ash heap.

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**Angel of Berlin**

**Master: out-of-turn. Requires a ready imbued.**  
Untap an imbued, or equip a ready imbued you control with an equipment from your hand (requirements must be met; pay cost as normal). Not usable during combat.  
*They also serve who only stand and wait.*  
John Milton, "On His Blindness"

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**Antithesis**

**+3 stealth action.**  
Put this card on a non-Sabbat vampire with capacity less than 8. The vampire with this card cannot hunt. If he or she must hunt, he or she taps and goes to torpor instead. Burn this card during this vampire's discard phase.

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**Augur**

**+1 stealth action.**  
Look at the hands of your predator and prey and at the top three cards of your library. This acting imbued untaps at the end of this action.  
*Time and space are relative terms, if you have the eyes to see and the ears to hear.*  
Fyodor, Visionary, Apocrypha

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**Blood Cult Awareness Network**

**Inquisition.**  
Requires a ready imbued in play. Whenever there are any ready imbued in play, any action to put a vampire or ghoul in play or to add counters to an uncontrolled vampire gets -1 stealth and costs an additional blood or life.

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**Bond**

**+1 stealth action.**  
Move an incapacitated imbued to his or her controller's ready region.  
*I can feel something almost like energy straining to get out. I can't sleep any more.*  
Oscar "Sleepless71" Greene, Avenger

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**Break the Code**

**Gehenna.**  
Imbued get -1 intercept when attempting to block monsters. A ready monster can enter combat with an imbued as a action.  
*The shaft of the arrow had been feathered with one of the eagle's own plumes. We often give our enemies the means of our own destruction.*  
Aesop, The Eagle and the Arrow

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### Champion









 Only usable when a monster controlled by another Methuselah is taking a  action against you or against an imbued controlled by any player. The action fails and the acting monster enters combat with this imbued instead.

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### The Church of Vindicated Faith





**Master: unique location. Requires a ready imbued.** When an imbued successfully performs an action, tap this card to move 1 blood from the blood bank to an imbued in your uncontrolled region.

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### Cleave







Choose a melee weapon this imbued has or spend 1 conviction to put this card on this imbued to represent a melee weapon that does strength damage each strike. This melee weapon inflicts +1 additional damage. If the opposing minion is (or becomes) immune to non-aggravated damage, he or she loses that immunity for handling damage from this weapon. Burn the melee weapon at the end of the action.

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### The Crusader Sword







**Unique melee weapon.** Strength+1 aggravated damage each strike. Only usable by a minion with True Faith or an imbued. Vampires opposing this minion with True Faith or this imbued cannot use maneuvers to go to close range.


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### Determine







Play when a monster controlled by your predator is bleeding you. Tap this reacting imbued. The monster is now bleeding your predator's predator.  
 Or play when a monster controlled by your predator or prey plays an action card. Tap this reacting imbued and cancel that action card as it is played (no cost is paid, and the monster doesn't tap). That monster cannot play the same action card again this turn.

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### Discern








 +1 intercept. Only usable when a monster is acting.

*The monsters have been dragged into the light and they have to play by the same rules as the rest of us. This isn't just our reckoning. It's theirs.*  
 Steve "Soldier91" Williams, Avenger

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### Donate









 Only usable by a ready imbued other than the acting mortal. Burn this card to give the acting mortal you control +1 bleed.  


 Burn this card to give another mortal you control +1 intercept.  


 Only usable by a ready imbued other than a mortal combatant you control. Burn this card to give that combatant +1 strength for the remainder of the action.

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### Edge Explosion





**Gehenna.** Requires at least one other Gehenna card in play. Each imbued can have (and use) one power card for which he or she doesn't meet the requirements. An imbued who performs a successful action may gain 1 conviction from his or her ash heap. An imbued can only gain 1 conviction this way each turn.

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### Expiate







**Requires an imbued with 5 conviction. Only usable before range is determined on the first round.** If two consecutive rounds of combat occur at close range and this imbued remains ready, this imbued burns 5 conviction  during the press step of that second round to burn himself or herself and the opposing monster. Otherwise, this imbued burns 1 conviction  when combat ends.

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### Foresee









 Only usable before range is determined on the first round of combat resulting from a block. Look at the opposing minion's controller's hand. You may then choose to cancel combat. If you do, and this imbued was blocking, the action continues as if unblocked.

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### Hide







**Not usable by an imbued with Illuminate.**  


 Only usable as the action is announced. Monsters get +1 intercept against this action.  

 Only usable during a monster's  action targeting this imbued. The action fails.  
*The surgical strike is better. Do damage. Disappear. Repeat.*  
 Joshua "God45" Matthews, Wayward

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### Illuminate







All imbued get +1 intercept when blocking monsters (not cumulative with any other Illuminate in play, nor with The Unmasking). Any monster may enter combat with this imbued as a  action. Burn this card during your next untap phase or if this imbued leaves the ready region.

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### Imprison







**Only usable before range is determined.**  
 For the remainder of combat, the opposing monster cannot maneuver or press to continue, and strikes other than strikes to end combat cost the opposing monster an additional blood or life.  
*Wherever a man is against his will, that to him is a prison.*  
 Epictetus

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### Inflict







**Only usable before range is determined.**  
 For the remainder of combat, the amount of damage inflicted on this imbued by hand strikes, melee weapon strikes, or retainers is also inflicted on the striking minion or damage-dealing retainer, even if this imbued prevents the damage.

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### Inspire









 +1 stealth action.  
 Add a counter to an imbued in your uncontrolled region or move the conviction you paid for this action from your ash heap to any imbued in play.  
*There's faith and there's blind faith, son. Never get 'em mixed up.*  
 Father St. George, Judge

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### Living Wood Staff











**Unique melee weapon.**  
 Strength damage each strike. Imbued inflict +X damage each strike with this weapon. Using Cleave with this weapon will not burn this weapon.  
*If you can't kill the damn thing, stop wasting your time.*  
 Lupe "Cabbie22" Droin, Defender


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### Lock



This action is at +1 stealth if it is undirected.  
 Put this card on any minion.  actions directed at this minion cost monsters an additional blood or life. If this minion is a monster, he or she burns a blood or life when he or she attempts an action or a block. This minion may burn this card as an action. A minion can have only one Lock.

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### Moise Kasavubu







**Unique mortal with 1 life, 0 strength, 0 bleed. Requires a ready imbued.**  
 Moise may strike for 2R damage. He may take a +1 stealth action to search your library (shuffle afterward) or hand for an equipment and move it to any ready imbued you control (that imbued must meet the requirements and pay the cost as normal).

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### Muse of Flame



**+2 stealth action.**  
 Ⓛ If this action is successful, choose a monster controlled by your prey at random. This imbued enters combat with the chosen monster.

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### Project



**Ⓛ Only usable as the action is announced.**  
 Vampires with capacity less than 7 and monster allies who cost less than 4 pool cannot block this action.  
**YOUR CONVICTION WILL WALK BEFORE YOU.**

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### Punish



**Ⓛ +1 stealth action.** Ⓛ Put this card on a vampire. You still control this card. The vampire with this card cannot gain blood. Any blood he or she gains goes to the blood bank instead. Burn this card during your next untap phase.  
 Ⓛ As Ⓛ above, but put this card on the opposing vampire as a hand strike (at strength damage) instead.

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### React with Conviction



When an effect that would change control of this imbued is played or announced, you may burn this card to cancel that effect. Burn this card to cancel either a Ⓛ action against this imbued that requires **Chimerstry**, **Dementation**, **Dominate**, **Presence**, or **Serpentis** or a strike card that requires any of those Disciplines played by a minion opposing this imbued as it is announced. No cost is paid.

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### Rejuvenate



During your untap phase, if this imbued has fewer life than his or her starting amount, he or she gains 1 life.  
 Ⓛ +1 stealth action. Add 1 blood to a vampire or 1 life to any other ally, not to exceed starting life.

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### Respire



Ⓛ Ⓛ Inflict 1 damage on a vampire with capacity less than 6. If this action is successful, you may move 1 conviction from your hand or ash heap to this imbued.  
 Ⓛ +1 stealth action. Add 1 blood to a vampire or 1 life to any other ally, not to exceed starting life.  
*Manipulation is a double-edged sword. William "Violin99" Hannon, Hermit.*

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### The Rose Foundation



**Master: unique location.**  
 Tap this location and burn a conviction from a ready imbued you control to reduce a bleed against you by one or to gain two votes in a referendum.

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### Second Sight



An imbued may burn only one Second Sight for the following effects each action.  
 Burn when a monster is acting to give this imbued +1 intercept for that action.  
 Burn when this imbued declares an action to give monsters -1 intercept for this action.

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### Shame



**Ⓛ Only usable before strikes are chosen.**  
 Burn this card. The opposing monster takes an amount of damage equal to his or her strength, then combat ends. Not usable on an infernal minion, a vampire with capacity above 7, nor a vampire who has Memories of Mortality or Humanitas.  
*All honor's wounds are self-inflicted. Andrew Carnegie*

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### Smite



Strength+1 aggravated ranged damage. Even if the strike is dodged, burn any electronic equipment (e.g., IR Goggles, Laptop Computer, or Phased Motion Detector) on either combatant.

*Above all, remember that you are too close if you can see into the monster's eyes. They can do things with their eyes.*  
Joshua "God45" Matthews, Wayward

Illustration: Heather Kreiter

### Strike with Conviction



Burn to make a hand or weapon strike against a monster at +1 damage. Burn to bleed at +1 bleed as a **Ⓛ** action.

**BREAK ITS STRANGLEHOLD**

Illustration: Matt Miller

### Surge



Put three surge counters on this imbued. This imbued may burn any number of surge counters to prevent that amount of non-aggravated damage. Burn all surge counters on this imbued at the end of the action.

Illustration: Heather Kreiter

### Unity



**Master: unique hunter-list.** Tap this card and burn 1 pool to move two cards that require an imbued (or a creed or a virtue) from your ash heap to the top of your library. You may then cut your library once.

*The time for our new world has begun.*  
Kim "Witness I" Sun, Visionary

Illustration: Becky Jollensten

### Vigilance



Only usable at the end of a successful action (after resolving the action). Untap this imbued.

Untap this imbued.

*The clearest eye is still blind when shut.*  
François "Warden" Loehr, Judge

Illustration: Matt Miller

### Vigil: The Thin Line



**Master: unique hunter-list.** Put this card in play. Tap this card to give a Defender +1 intercept when a monster is acting.

*We've probably all learned the ropes of the hunt here, but a few reminders are in order.*  
Jack "Hannibal 137" Harmon, Defender

Illustration: Kate McCaskill

### 1 of 5 — Imbued

Imbued are new crypt cards. An imbued is considered a mortal ally, not a vampire. Imbued have 1 strength and 1 bleed, by default. Their cost is also their starting life, and it is specified on each card individually (like capacity). They have creeds (like clans). They have virtues (like Disciplines, but only one level). When they have zero life, they are incapacitated (like torpor) instead of being burned. Any "burn ally" effect will still burn an imbued, however.

For all five rules cards, go to <http://www.white-wolf.com/vtes/reckoning>

**44 Magnum**

Weapon: gun. Strike. 2R damage. One maneuver each combat.

### 2 of 5 — Conviction

Conviction is a new card type. It is played in the untap phase, so it is an "untap" card, not a master or minion or discard (event) card. During your untap phase, you may play 1 conviction on each of your imbued. You may play these conviction cards from your hand or from your ash heap. When an imbued enters play with no conviction, he may gain 1 conviction from your library, hand or ash heap. In addition to their own effects, conviction cards may be spent (burned) to pay the conviction costs which some cards require. Each imbued has a limit of 5 conviction. Any conviction gained above five is burned instead.

For all five rules cards, go to <http://www.white-wolf.com/vtes/reckoning>

**Ambush**

Attack a tapped minion, with an optional maneuver.

### 3 of 5 — Power

Power is a new minion card type, only playable by imbued. An imbued may get a power as a +1 stealth action, like equipment or retainers. The imbued untaps if the action is successful. An imbued may not have two copies of the same power. Some effects or powers are "always on". Others have a card type icon (action, combat, etc.) indicating when and how the effect can be used. To use one of those effects, you must tap the power card (and pay whatever cost the effect requires). Standard rules for using such effects apply (e.g., a reacting minion must be ready and untapped). "Always on" effects are still on while the power card is tapped.

For all five rules cards, go to <http://www.white-wolf.com/vtes/reckoning>

**Meat Cleaver**

Melee weapon. Strength+1 damage each strike.

#### 4 of 5 — Icons and Terms

**Imbued:** a new minion type which counts as a mortal ally.

**Monster:** any vampire or non-mortal, non-animal ally or retainer.

☀ **Conviction** (new card type).

⚡ **Power** (new type of action).

⚔ Avenger ☯ Vengeance

⚔ Defender ☯ Defense

⚔ Innocent ☯ Innocence

⚔ Judge ☯ Judgment

⚔ Martyr ☯ Martyrdom

⚔ Redeemer ☯ Redemption

⚔ Visionary ☯ Vision

For all five rules cards, go to <http://www.white-wolf.com/vtes/reckoning>



Electronic equipment: +1 bleed. A minion may have only one.

Laptop Computer

#### 5 of 5 — Incapacitated

When an imbued has no life, he is placed in the incapacitated region (controlled but not ready). Effects which are not usable by an ally being burned are not usable by an imbued being incapacitated. Any minion may burn an incapacitated imbued and take his equipment as a Ⓢ action. If that action is successful, then each ready imbued may burn 1 conviction to inflict 1 unpreventable damage on that acting minion. An imbued may leave the incapacitated region and gain a life (not to exceed his starting life) by burning 3 conviction during his untap phase.

For all five rules cards, go to <http://www.white-wolf.com/vtes/reckoning>



Electronic equipment: One optional maneuver each combat.

IR Goggles