

Clan Tremere Race: Vampire Head Coach: Ming

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[illegible]

Total number of players next game: 11/12

Totals (excl TV for MNG players): 6 6 0 5 8 74 860 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
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Inducements (for next match)		
Bloodweiser Babes (0-2):	___ x	50 000
Bribes (0-3):	___ x	100 000
Extra Training (0-4):	___ x	100 000
Halfling Master Chef (0-1):	___ x	300 000
Wandering Apothecaries (0-2):	___ x	100 000
Card budget:	x	0
Gate:		
FAME:		



Team Goods				
Rerolls:	4	x	70 000	= 280 000
Fan Factor:	1	x	10 000	= 10 000
Assistant Coaches:	0	x	10 000	= 0
Cheerleaders:	0	x	10 000	= 0
Apothecary:	1	x	50 000	= 50 000
			Treasury:	50 000
Team Value (incl MNGs value):				1 240 000
Induced Value:				0
Match Value (TV for match):				1 200 000

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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