

Spending xp

Trait	Trait	Notes
Increase an trait (stat)	The new level x 5	
Increase Skill	The new level x 3	
Clan Discipline	The new level x 5	
Other Discipline	The new level x 7	You must first gain the dicipline
Caitiff Discipline	The new level x 6	
Oblivion Ritual	Ritual level x 3	
Blood Sorcery Ritual	Ritual level x 3	
Thin Blood Formula	Formula level x 3	

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