

Spending Rez Points

Improvement

RP Cost

5 Rep points

1 RP

5 Skill points

1 RP

1 Specialization

1 RP

1 Psi sleight

1 RP

1 Language

1 RP

1 Aptitude point

1 RP

1 Flex point

2 RP

Ego Traits

RP = CP Cost/Bonus