

# 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