Ordo Xenos Inquisitor

POWERS

Cost	Name	END
	Inquisitor PPD - Ordo Xenos	
5	1) +5 INT	
6	2) +3 EGO	
5	3) +5 PRE	

16 Total Powers Cost

SKILLS

Cost	Name
2	AK: The Imperium 11-
3	Analyze: Combat 12-
2	KS: The Alien 11-
3	Bureaucratics 12-
3	Conversation 12-
3	Criminology 12-
3	Deduction 12-
3	Interrogation 12-
3	Oratory 12-
3	Paramedics 12-
3	Persuasion 12-
3	Streetwise 12-
3	PS: Inquisitor 12-
24	+3 with All Combat
4	WF: Common Melee Weapons, Small Arms
	15 points of Skills from the following list:
3	1) Acrobatics 11-
3	2) Acting 12-
5	3) Rapid Autofire
3	4) Combat Driving 11-
2	5) Computer Programming (Hacking and Computer Security) 12-
3	6) Cryptography 12-
3	7) Demolitions 12-
3	8) Disguise 12-
3	9) Forensic Medicine 12-
3	10) High Society 12-
3	11) Security Systems 12-
3	12) Shadowing 12-
3	13) Stealth 11-
3	14) Tracking 12-

Cost	Name
3	15) Trading 12-
2	16) Weaponsmith (Firearms) 12-

80 Total Skills Cost

TALENTS

Cost	Name
	Inquisitor PPD - Ordo Xenos
14	1) Fearless
3	2) ***Psycho-conditioning:*** Resistance (3 points)

17 Total Talents Cost

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Last update: **2007/07/30 08:45**