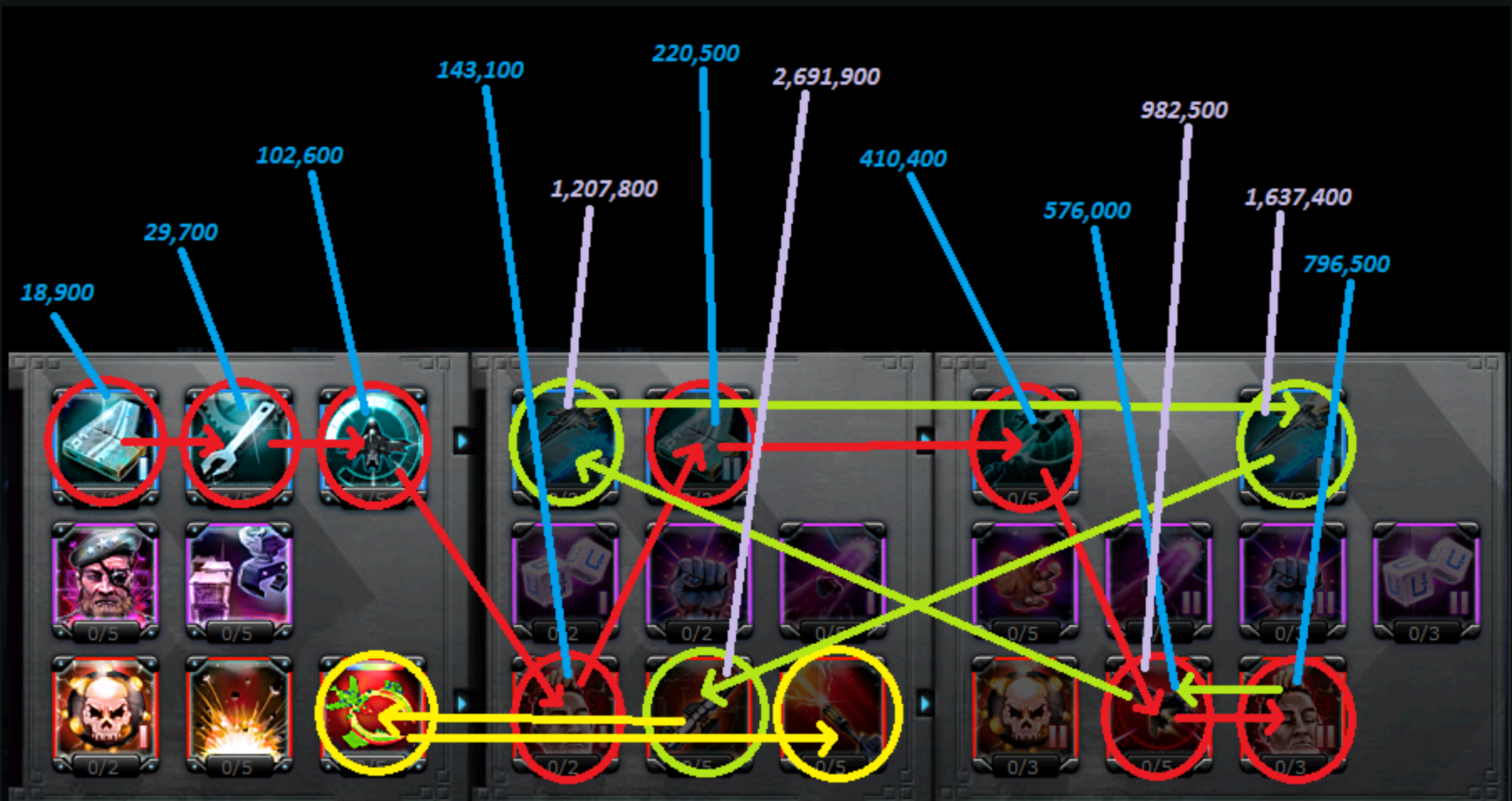


Here is another example image of the skill path you could choose. This picture is based on getting the best offensive and defensive benefits using minimal costs



Priority -

- Ship Hull (I+II) > 5 PP
- Engineering > 1 PP
- Shield Engineering > 5 PP
- Shield Mechanics > 5 PP
- Electro - Optics > 3 PP
- Bounty Hunter (I+II) > 5 PP
- Total : 24 PP

796,500 URIDIUM

Secondary -

- Evasive Manuevers (I+II) > 5 PP
- Rocket Fusion > 5 PP
- Electro - Optics > 2 PP
- Sub Total : 12 PP
- Total : 36 PP

2,691,900 URIDIUM

Tertiary -

- Heat - Seeking Missiles > 5 PP
- Alien Hunter > 5 PP
- Sub Total : 10 PP
- Total : 46 PP

7,125,900 URIDIUM