Attribute Currency Register

Assign REM PTS. to each Attribute as its currency. Each Attribute score point costs 2 REM PTS.
Spend REM PTS. on Talents, Skills, and Traits, or save them in the Character's Wallet for Remanent Vendors.

Attribute (ATTR.)	Assigned REM. PTS.	TST Purch.	TST Purch.	TST Purch.	TST Purch.	TST Purch.	TST Purch.	Wallet BAL.
ART SCR.	Wallet BAL. + 1-14 Assigned REM. PTS. = TOT. REM. PTS.	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Assigned REM PTS. - Spent REM PTS. = Wallet BAL.
FRT SCR.	Wallet BAL. + 1-14 Assigned REM. PTS. = TOT. REM. PTS.	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Assigned REM PTS. - Spent REM PTS. = Wallet BAL.
INT SCR.	Wallet BAL. + 1-14 Assigned REM. PTS. = TOT. REM. PTS.	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Assigned REM PTS. - Spent REM PTS. = Wallet BAL.
PHY SCR.	Wallet BAL. + 1-14 Assigned REM. PTS. = TOT. REM. PTS.	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Assigned REM PTS. - Spent REM PTS. = Wallet BAL.
ATN SCR.	Wallet BAL. + 1-14 Assigned REM. PTS. = TOT. REM. PTS.	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Assigned REM PTS. - Spent REM PTS. = Wallet BAL.
WIS SCR.	Wallet BAL. + 1-14 Assigned REM. PTS. = TOT. REM. PTS.	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Name Value REM. Cost	Assigned REM PTS. - Spent REM PTS. = Wallet BAL.

Add the sum of your assigned REM PTS. to what is currently in your Wallet to either spend on TST or save REM PTS.
to spend at Remanent Vendors for valuable items. At each progression, must purchase a minimum score of 1 on each Attribute.
Refer to sections on Attribute and TST Development respectively, for details on REM. PTS. as currency.