SLAYERS OF RINGS & CROWNS

CHARACTER _____ REM POINT REGISTER SHEET LEVEL

Attribute (ATTR.) Current Score	Assigned Roll Results (REM. PTS. to spend)	Talents (TST) Purch.	Skills (TST) Purch.	Traits (TST) Purch.	Wallet Balance
ART SCR.	AssignedREM. PTS__2_t_h_ru__1_4+ Avail. Wallet Bal _____ = Liquidity_A__v_a_i_l_ _t_o__s_p_e__n_d__ a_t__t_h_ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Talent/Score_____/___ Talent/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Skill/Score_____/___ Skill/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Trait/Score_____/___ Trait/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Artistry (ART) Wallet Bal. = Assigned REM + Avail. Bal. – Spent_____ Wallet Bal_____
FRT SCR.	Assigned REM. PTS__2_ t_h_ru_ _1_4 + Avail. Wallet Bal _____ Liquidity_A__v_a_i_l_ _t_o__s_p_e__n_d__ a_t__t_h_ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Talent/Score_____/___ Talent/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Skill/Score_____/___ Skill/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Trait/Score_____/___ Trait/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	ortitude (RT) Wallet Bal. = Assigned REM + Avail. Bal. – Spent_____ Wallet Bal_____
INT SCR.	Assigned REM. PTS__2_ t_h_ru_ _1_4 + Avail. Wallet Bal _____ Liquidity_A__v_a_i_l_ _t_o__s_p_e__n_d__ a_t__t_h_ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Talent/Score_____/___ Talent/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Skill/Score_____/___ Skill/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Trait/Score_____/___ Trait/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	ntellect (T) Wallet Bal. = Assigned REM + Avail. Bal. – Spent_____ Wallet Bal_____
PHY SCR.	Assigned REM. PTS__2_ t_h_ru_ _1_4 + Avail. Wallet Bal _____ Liquidity_A__v_a_i_l_ _t_o__s_p_e__n_d__ a_t__t_h_ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Talent/Score_____/___ Talent/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Skill/Score_____/___ Skill/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Trait/Score_____/___ Trait/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Physi ue (P) Wallet Bal. = Assigned REM + Avail. Bal. – Spent_____ Wallet Bal_____
ATN SCR.	Assigned REM. PTS__2_ t_h_ru_ _1_4 + Avail. Wallet Bal _____ Liquidity_A__v_a_i_l_ _t_o__s_p_e__n_d__ a_t__t_h_ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Talent/Score_____/___ Talent/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Skill/Score_____/___ Skill/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Trait/Score_____/___ Trait/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Attunement (AT) Wallet Bal. = Assigned REM + Avail. Bal. – Spent_____ Wallet Bal_____
WIS SCR.	Assigned REM. PTS__2_ t_h_ru_ _1_4 + Avail. Wallet Bal _____ Liquidity_A__v_a_i_l_ _t_o__s_p_e__n_d__ a_t__t_h_ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Talent/Score_____/___ Talent/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Skill/Score_____/___ Skill/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Trait/Score_____/___ Trait/Score_____/___ REM Cost ____ Remainder _A_v_a_il_ _m_i_n_u_s_ C_o_s_t_	Wisdom (W S) Wallet Bal. = Assigned REM + Avail. Bal. – Spent_____ Wallet Bal_____

RULES AND ANNOTATIONS



1. At creation and each level of progression, roll 1d4 + 1d10 eight times and assign six of the results and assign the reults to each Attribute (row) as REM PTS to be spent on TST governed by that Attribute.
2. Add the assigned REM Points to the balance saved in that Attribute's Wallet Available Balance. This sum is your Liquidity total to be spent on TST aligned to the Attribute you assigned those REM PTS to.

N**ote**: At a cost of 2 REM PTS each" is wrong if it means each TST investment point. Trait and Talent points cost 1 matching REM PTS; Skill costs follow Profession Expertise. The putchased score at each level of each TST is doubled once all Attribute and TST transactions are completed, and they total is added to the existing score prior to reaching this level.

3 Subtract the Assigned Assigned REM PTS/Wallet Total for the new net Available Wallet Balance (last column).
4. Follow the rules of doubling each TST's applied points per session, and record the results on the appropriate TST sheet, following the Attribute and TST Development Guidelines in our rules.



MARGINS AND NOTES