Time Use Sheet

Character _____ Played by _____
Period of time covered _____

Time use:
Sleep: 56 hrs/week (+/-7 per level of Extra/Less Sleep) . . . . _____
Meals, personal care, etc 20
Job: time spent depends on job (if unsure, assume 40 hrs) . . . . . . _____
Travel (depends on adventure and situation) . . . . _____
Religious observances, etc . . . . _____
Entertainment . . . . _____
Study of _____ skill . . . . _____ *
Study of _____ skill . . . . _____ *
Study of _____ skill . . . . _____ *
Study of _____ skill . . . . _____ *
Study of _____ skill . . . . _____ *
Study of _____ skill . . . . _____ *
Long Task: _____
Long Task: _____
Long Task: _____
Long Task: _____

TOTAL: per week . . . . 168 hours

Automatic Cultural Familiarity and Language study: If you are in a foreign land and interacting with the locals in day-to-day life, you can claim an automatic 4 hours per day toward both the local Language and Cultural Familiarity with the local culture (see p. 23).
Hours of automatic Cultural Familiarity study (4/day): _____
Hours of automatic Language study (4/day): _____

Automatic study on the job: If your job involves a skill (and most do) you can count ¼ of the time spent on the job as "study." This time may be split between multiple, job-related skills.
Hours of automatic job study (¼ time spent at work): _____

Study bonuses for magical intervention, mechanical education, etc.:
Skill: _____ Study equivalent (hours): _____
Skill: _____ Study equivalent (hours): _____
Skill: _____ Study equivalent (hours): _____
Skill: _____ Study equivalent (hours): _____

Other notes:

* Every 2 hours of self-teaching, 1 hour of education, or 0.5 hour of intensive training counts as 1 hour toward learning the skill.

Name: _____
Appearance: _____

Reaction +/-: _____
Advantages, Disadvantages, Quirks: _____
Point Total: _____

ST _____ HP: _____
DX _____ Basic Damage
IQ _____ Thrust: _____
HT _____ Swing: _____

Will _____ Per _____
Basic Speed: _____ FP: _____
Encumbrance: _____ Move: _____
Dodge: _____ Parry: _____ Block: _____
Shield DB _____ Size Modifier _____

DR

0	0	0	0	0	0	0

Head · Torso · Arms · Hands · Legs · Feet

Skills: _____

Weapon Statistics: _____

To make it easy to keep track of NPCs, all necessary data can be kept on a 3" × 5" card. A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate **Cardboard Heroes** figures to each card.

NPC Record Card

Name: _Dai Blackthorn_
Appearance: _Short; honest face_

Reaction +/-: _0, usually_
Point Total: _250_

Advantages, Disadvantages, Quirks:
Absolute Direction, Danger Sense,
Flexibility, Perfect Balance, Warp;
Overconfidence (12), Sense of Duty;
Dislikes deep water (quirk)

ST 8 HP: 10
DX 15 Basic Damage
IQ 12 Thrust: 1d-3
HT 12 Swing: 1d-2

Will 12 Per 15
Basic Speed: 7.00 Move: 7
FP: 10
Encumbrance: None (0)
Dodge: 10 Parry: 10 Block: N/A
Shield DB N/A Size Modifier 0

DR

0	0	0	0	0	0	0

Head · Torso · Arms · Hands · Legs · Feet

Skills:
Acrobatics-15, Body Sense-16, Fast-Draw
(Knife)-15, Guns (Pistol)-15, Knife-17,
Shortsword-15, Thrown Weapon (Knife)-17

Weapon Statistics:
Fine Large Knife: 1d-3 cut/1d-2 imp
(thrown: 1d-2 imp, Acc 0, Range
6/12, Bulk -2)
Holdout Pistol: 2d pi, Acc 1,
Range 125/1,500, RoF 3, Shots 5+1(3),
Bulk -1, Rcl 3