

# Time Use Sheet

Character \_\_\_\_\_ Played by \_\_\_\_\_  
 Period of time covered \_\_\_\_\_

**Time use:**

Sleep: 56 hrs/week (+/-7 per level of Extra/Less Sleep) ..... 20  
 Meals, personal care, etc .....  
 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: \_\_\_\_\_

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 1/4 of the time spent on the job as "study." This time may be split between multiple, job-related skills.  
 Hours of automatic job study (1/4 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.  
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