

Rules for the Weekly Planning Sheet

You enter the activity that you're going to take part in. These are: REST, EMPLOYMENT, SCHOOL, PATROL, SOCIAL, RESEARCH, or OTHER. Then a roll is made to determine if an event occurs during that period. **This is 1-60 no event. 61-100 event.** After the event is determined, then the random event generation chart is checked or the judge picks an event.

REST is the only period in which a hero can heal. **Event determination happens for REST on a roll of 96-100.** A hero must have a minimum of 48 hours of rest in a week unless they have an Endurance of Spectacular or greater. At Spectacular or greater Endurance, they need 28 hours of REST. At Unearthly or greater Endurance, a hero no longer needs REST and heals whenever not in combat or on PATROL.

EMPLOYMENT is whatever the hero does for money to pay for basic necessities. Many jobs requires 40 hours of EMPLOYMENT a week. Heroes with unusual circumstances may only have to put in a minimum amount of EMPLOYMENT. The judge determines the hours.

SCHOOL is self-explanatory. It requires 40 hours a week Monday through Friday for Elementary through High School students. College students also require 40 hours a week, but the schedule can be set during any hours from 8am-8pm Monday through Saturday.

PATROL is when the hero is operating as a hero and searching an area. The hero can choose any of the following areas to PATROL during each block of activity. These are: Downtown, Suburbs, Government Area, Resort, Industrial Area, Wilderness, Sea, Offices. Not all cities will have all areas. During PATROL, the first check is made for an event then a second roll is made to determine if the event involves a superpowered individual. **The first roll is 1-60 no event. 61-100 event. This roll applies from the hours of 8pm-8am. From 8am-8pm the roll for events is 1-80 no event. 81-100 event. Then 1-80 no superpowered individual. 81-100 Superpowered individual.** The superpowered person does not have to be a villain.

SOCIAL is for events with other people outside of costume. A minimum of 8 hours of SOCIAL is required.

RESEARCH is time spent on developing or improving technology. Heroes with high enough abilities and talents may count this also as a time spent on employment. A Reason of Excellent is required and at least one Scientific or Professional Talent.

OTHER is a catch-all category for anything that is not included here. Please make a note of what the activity is in parenthesis next to OTHER.

Final Notes: