

DUST Protocol

Tracker Sheets

TIME

Each day has three 8-hour time pools. Mark off hours as they are spent.

Travel Time: Movement between zones.

Activity Time: Hunting, exploring, scavenging, repairs, research, and other tasks.

Rest Time: Sleeping and recovery.

Travel beyond 8 hours requires each Operative to succeed on a **CON+5** test for every additional hour. Vehicles instead roll their **Reliability Die**.

Day 01

[illegible]

Day 02

[illegible]

Day 03

[illegible]

Day 04

[illegible]

Day 05

[illegible]

USAGE DIE

Reduce the Usage Die by one step any time it rolls a 1-2. After 1d4, the item is considered **Depleted**.

Resource/Item	Usage Die	Quantity
Battery 01:	1d_____	
Battery 02:	1d_____	
Battery 03:	1d_____	
Battery 04:	1d_____	
Fuel 01:	1d_____	
Fuel 02:	1d_____	
Fuel 03:	1d_____	
Fuel 04:	1d_____	
Scrap 01:	1d_____	
Scrap 02:	1d_____	
Scrap 03:	1d_____	
Scrap 04:	1d_____	
Misc 01:	1d_____	
Misc 02:	1d_____	
Misc 03:	1d_____	
Misc 04:	1d_____	

RELIABILITY DIE

Reduce the Reliability Die by one step any time it rolls a 1-2. After 1d4, the vehicle suffers a **Breakdown**.

Vehicle	Die	Breakdown
Reliability:	1d_____	☐
Fuel:	1d_____	

Vehicle	Die	Breakdown
Reliability:	1d_____	☐
	1d_____	

Vehicle	Fuel:	Die	Breakdown
Reliability:		1d_____	☐
Fuel:		1d_____	