

<div><div><div>DOOM</div><div>DOOM # = (D12)</div><div># OF RE-ROLLS FAILED</div></div></div>	<div><div><div>INSANITY POINTS</div><div>CHARACTER -- POINTS/CAUSE</div></div></div>
<div><div><div>HERO POINTS</div><div>CHARACTER -- POINTS/CAUSE</div></div></div>	<div><div><div>ENCUMBRANCE/MOVEMENT</div><div><div>TREASURE</div><div>CARRYING A COMRADE</div><div>OVERLOADED = LOSE INITIATIVE, DISADVANTAGE</div></div></div></div>
<div><div><div>TIME</div><div>ROUNDS (10 SEC)</div><div>TURN (10 MINUTE)</div><div><div>SHORT REST</div><div>COLLECT TREASURE</div><div>SEARCH 10'X10' AREA</div></div></div></div>	
<div><div><div>CONSUMABLES</div><div><div>TORCHES (1 HOUR)</div><div>LANTERN OIL (6 HOUR)</div><div>LIGHT SPELL (10 MIN/LVL)</div><div>FOOD (1 /DAY) AND WATER (1 /DAY)</div></div></div></div>	
<div><div><div>NOTES</div></div></div>	