

LEARN TO SURVIVE



THANK YOU

Hello Adept,

Thank you for taking the time to play this Tabletop Simulator demo for our upcoming Kickstarter launch. This experience was carefully crafted to let you experience a fraction of Studium | No Exit in its earliest form. Please be patient with us, as the content here is in an Alpha state and will almost certainly change before it gets put into the final game.

More important than anything else, we just really wanted to get you rolling dice and enjoying the incredible art and story that our team has put together. I hope you fall in love with this gothic horror setting and I can't wait to deliver the full game, polished and fully playtested later down the road.

I hope that you'll continue to follow this project and help us bring it to life. It was created by passionate boardgame enthusiasts who, like you, want to keep this industry community driven. I want you to be a part of this project! If you want to learn more about this work, head over to our website: watchtowergaming.com. Most importantly, thank you for playing.

- Mack Wheeler, Game Designer for Studium | No Exit

You poor soul.

You've entered the Studium, never to return home.

The following pages will introduce you to the Studium and get you playing as quickly as possible, all while helping you learn how to survive the horrors that await.

You can expect to spend at least 2 hours during your introduction to the game and it is strongly recommended that you do so without having to end early. Begin your fight for survival by selecting characters, setting up your gear mats, filling out a character sheet, and then placing your miniature on the board.

1 PREPARE FOR PLAY

Select a starting class.

The Sparrows of the Studium have spent countless hours preparing you for the horrors that await. Through blood and tears you've achieved a specialization. Select your class now.

Each character must have a unique class. No sharing. In the full version, classes may be used by more than one player, however, this mechanic is not available in the Tabletop Simulator demo.

Choose each character's class by consensus, debate, knife fight, or for a more immersive experience, read **90 New Eyes** (below) to have classes selected for you.

If you have fewer than four players, you may choose to assign two or more classes to a single player. Alternatively, you can increase the difficulty by choosing to play with fewer than four players.

Now it's time to name your character. You can use the space below your gear mat to give your character a name.

These characters may be new to the players, but they're not new to each other. Your small party of companions have already spent some time together and should be familiar with one another's strengths and weaknesses. In some cases, perhaps *very* familiar. Share details about your character with each player now.

SPARROWS 

TTS DEMO

90 NEW EYES

Also the name of a related Studium expansion!

Read Roll Choose Consequences

Sleep is a rare commodity amongst the denizens of the Studium. Safe slumber is afforded to the lucky few. Far more common is the appearance of black and red eyes, strained by time in the waking world. For this reason, a night's rest is commonly referred to by the Sparrows as "new eyes". They commit themselves to providing incoming Adepts with 300 new eyes. You were unfortunately, only afforded 90. Here's how you spent them...

WHOMEVER IS READING THIS ALOUD...

Your passion for study became apparent to the Sparrows. They opened their knowledge to you. Symbols and abstract philosophies took root in your mind unlocking a powerful command of the Studium's dark rituals. **Become the Signifier.**

WHO AMONG US LAST HELD A KNIFE?

Something shiny and sharp sat on your High Sparrow's desk. Compulsively, when the moment seemed right, you lurched towards it. Your grasp was snatched! The High Sparrow had you by the forearm when they whispered "You'll survive longer than the others. Let me show you..." **Become the Sin Eater.**

THE FINAL TWO ROLL A 1011. WHOMEVER ROLLS HIGHEST...

Sparrows placed you in a sparring match with a peer. You were ruthless. At some point you were handed a bow and arrow, and asked to remove a strap from an Adept's shoulder. You didn't miss. You would eventually kill a fellow Adept, at the command of the Sparrows, of course. **Become the Toxophilite.**

WHOMEVER REMAINS...

You didn't pick this for yourself... You just happened to walkthrough the Studium's gates looking like the biggest, baddest, back-breaker of your class. The Sparrows acknowledge your natural gifts and encourage you to shield your fellow Adepts. **Become the Upper Classman.**

2 EQUIP YOURSELF

Since you're flying around Tabletop Simulator, the demo has already been unboxed and we've laid everything out for you. Take this time to get to know the space and game components.

Class Cards

Besides being a visual representation of your starting character, your Class also offers you a Class Ability (A) or Class Trait. Traits are active as long as the class is equipped. A Class Ability requires spending 1 CP (Class Point) to activate the ability. CP is rare, so use these special abilities sparingly. **Each player begins play with 1 CP.**

Gear Cards

Gear cards offer a range of abilities, armor, and stat buffs. The type of Gear can be found in the text (B) just below the name of the item. There are three primary types of Gear:

Armor

Armor cards typically include temporary hit points (C) that can be added to one of the four character body targets (but not always!). Special types of armor can also include stat buffs (Z) and in rare cases, special abilities that can be taken as actions (as indicated by a * icon).

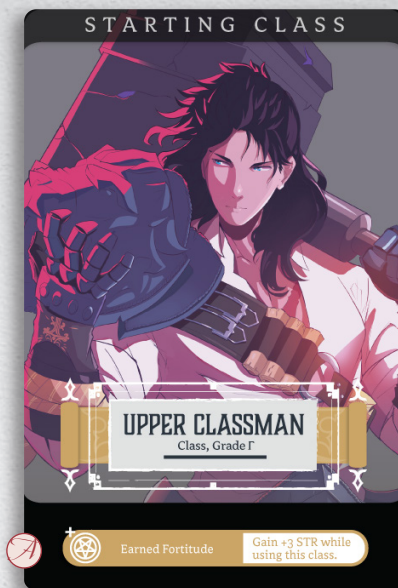
Weapons

Weapons may include special requirements (Z) or traits, but will almost always provide an attack action indicated by *A* icons. You will find three other indicators within each attack:

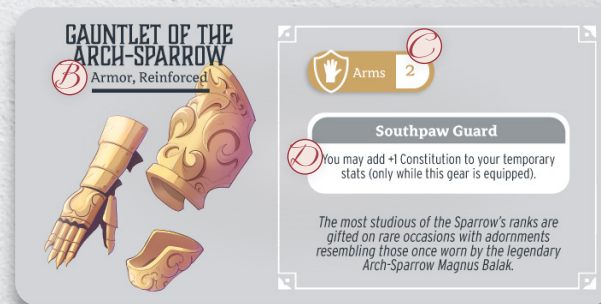
RNG (F) The target of your attack must be within this number of spaces. You can count them as though you were counting movement. You cannot count diagonals.

SPD (G) This is the number of D11 that you may roll to see if you are able to hit the oponent. You are trying to match or beat their ARC (Armor Class). Each success will count as a single hit and you can go on to roll damage! **Note: you are not required to roll all dice. You can choose to take few chances to hit** (or slow your roll, so to speak).

Weapon Damage Dice (H) You will roll colored hit dice equal to the number of successful hits that you rolled previously. The color of Damage Dice you will roll is indicated here.





Note: If there is additional context for your class ability, it will be on the reverse side of the card.



Standard Damage Dice will have a gold color that matches most weapon cards.

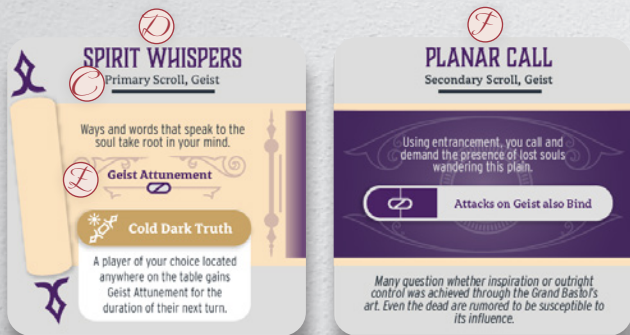
Relic or Cursed Weapons

While Standard Damage Dice will indicate the amount of damage inflicted by the number of swords shown on their faces, **Relic** or **Cursed** weapons will have special dice with multiple unique damage faces. These formidable weapons feature special damage scenarios. The faces on the reverse side of the weapon card detail the special damage.  You will be able to identify these weapons and their dice by the unique color  represented on the front of the card.




Accessories



Most accessories will improve your combat abilities. Just like armor and weapons, they may include special actions, traits that buff stats, temporary hit points, or even stranger ways to give you an advantage in battle. Pay close attention to the way that your accessory might help give you an edge. You'll almost certainly need it.

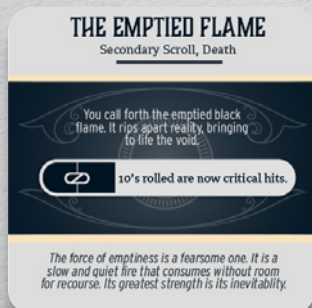



In the example above, the scroll action "Cold Dark Truth" can be used at any time that the scroll is equipped regardless of whether or not it is attuned using a Secondary Scroll. The "Attacks on Geist also Bind" modifier that the Planar Call scroll provides can only be in effect if a Geist Primary Scroll is equipped.

Scroll Cards

There are two classes of scroll cards, as identified by the text underneath the scroll's name.  Unless stated otherwise, all scrolls can be equipped immediately when encountered. A player may choose not to equip a scroll. If so, it remains on the board in the hall where it was found until a player enters that hall and chooses to equip it.


Primary  Only one Primary Scroll can be equipped. You perform the rites on the scroll and it binds to you and your weapon. If you remove a Primary Scroll, it will fall to ash. This scroll defines your attunement which is indicated by the text on the scroll.  In order to gain attunement, you will also need to equip a matching Secondary Scroll and have 2 or more Insight (as outlined on Page 5).

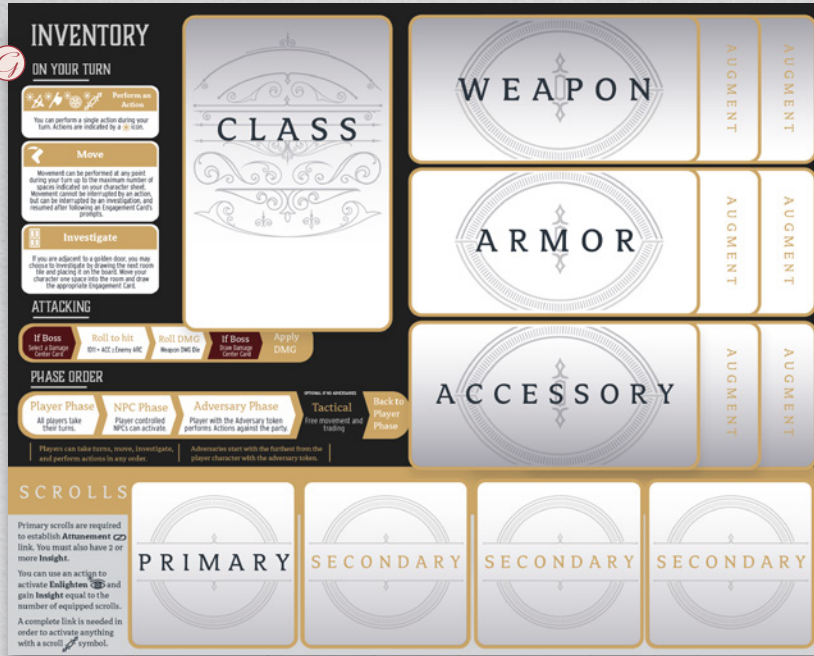


Secondary  Any Secondary Scroll can be equipped or unequipped in any Secondary Scroll slot. However, any status effects, bonuses, or secondary actions featured on the scroll will require a matching Primary Scroll on your character **Inventory Board**. This is also required in order to gain attunement. Secondary Scrolls can still be used as indicated by **Engagement Cards**, regardless of whether or not they are attuned. They can be dropped, traded, or unequipped freely and without spending an action.

Attunement Many advanced enemies will have higher tiers of HP that can only effectively be damaged by attuned attacks. Additionally, attunement can be especially effective against bosses. Attunement is specific to the class and color of the scroll that you use to become attuned and, unless otherwise specified, can only be considered an attuned attack against enemies that match. Some gear and scrolls do apply Global Attunement, which ignores this rule of matching class and color.

Character Inventory Board

You're now acquainted with the gear available to you. It's time to have each player equip their class specific Gear Cards. Each player can begin by selecting a Character Inventory Board , placing their specific cards in the sections labeled Class, Weapon, Armor, and Accessory.





In addition to containing helpful information about what you can do during your character's turn, you will also find instructions on how to perform attacks as well as information on phase order.


For this play session, you will not begin with equipped Primary or Secondary Scrolls, however you may encounter them during play.



Note: You will find four stacks of Gear cards with their specific class noted on the reverse side.


Character Sheet


Next, you will need to locate your Character Sheet and input your character name . For Tabletop Simulator, this can be a little bit tricky. There should be a notepad where you can make notes. If you want to download a Character Sheet that you can mark-up on your computer (or even print?), head over to watchtowergaming.com/TTS.


On this sheet, you can also mark one Cohesion Point.  During this play session, each Cohesion Point will let you add +1 to any D11 roll, so long as you are in the room with another member of your group. Cohesion Points represent all of the benefits that come with having learned to work together as a team.


Each player begins play with 2 Insight,  gained from studying with the Sparrows. 2 or more Insight is required to activate Scroll Attunement. Players may spend their action during their turn to activate Enlighten which will allow them to gain Insight equal to the number of scrolls they have equipped.

Lastly, scan of your Inventory Board and add any temporary stats  that provided by your equipped Gear Cards. Also, take this time to pencil-in (mouse-pointer-in? whatever...) your temporary armor hit points into each shield next  to the corresponding location. You'll use (and erase) these temporary hit points as you take damage.


 Name _____

 Cohesion





 Insight

 Enlighten
 Action can be used to gain Insight equal to equipped scrolls

Class Points

	Speed	Accuracy	Strength	Luck	Constitution	Movement
Permanent Stats	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text" value="6"/>
 Temporary Stats	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Damage Centers



Head		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Body		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arms		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Legs		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Afflictions


3 THE FORSAKEN WARD AWAITS

During this first encounter, you'll explore the Forsaken Ward. In the final game, both the halls of this ward and the events you experience in them will be random. However, for this demo you will experience one specific sequence of rooms and the corresponding events. The Hall Tiles and Engagement Cards have all been placed in order so that you can play through the scenario by simply drawing from the top of each pile during an Investigation.

Hallway Board

You will see that a Hallway Board  has already been placed in the center of your play space. On it, you'll find gold entrances  that represent doorways to the halls of the Forsaken Ward. During the Player Phase, players can move to the space adjacent to these gold entrances and choose to Investigate by:

- Drawing a tile from the top of the Hall Tile stack. 
- Draw and read the corresponding Engagement Card from the top of the Engagement Card Deck. 

In Tabletop Simulator, you'll find a bag that contains miniatures for each player's character. Now place each of the four miniatures on the Hallway Board in the space labeled **START**. 

Hall Tiles

When a Hall Tile is drawn from the top of the Hall Tile Stack by a player that has chosen to Investigate, it should be flipped and placed so that the one of the gold entrances aligns to their character's space on the board.

Players are free to place tiles any way that they like, as long as a gold entrance connects the character's space to the tile. Be wary of placing a doorway in a direction away from the party. When horror lies in wait around each corner, straying too far from the path of your companions can have frightful consequences.






Engagement Cards

The core game features a grid system to randomize Engagement Cards, however you will have a curated experience here in Tabletop Simulator.

After flipping and placing a Hall Tile, you can simply draw the next Engagement Card from the top of the Engagement Card pile. **DO NOT** flip this card after drawing it. Instead follow the prompts as indicated on the face of the card. Only flip the card once instructed to do so by its text.

Engagement Card Elements

At the top of the Engagement Card is a gold ribbon  that will note the Ward it belongs to and the Engagement Card number. If the text on this ribbon appears upside-down in relation to the body of the card, you are on the reverse side. Flip it over and begin with the side that includes content oriented to this ribbon.

In the top right corner of the card you will find the prompts  that will help you play through the Engagement Card. These prompts are typically only for the player who has drawn the card as part of their Investigation, unless specified otherwise. Some cards may also include  a symbol that allows other players to perform an Investigation on the same Engagement Card (by making an alternate choice). Keep an eye out for special interactions noted on your Engagement Cards.

Engagement Cards offer straight forward prompts that typically include choices and dice rolls. Players are encouraged to read the cards out loud to the group and allow the story to unfold as they progress through the Studium's ward. Consequences may only effect the revealer of the engagement, but players will almost certainly need the aid of their companions.

 FORSAKEN 
ENGAGEMENT 0.1



ASHEN REMNANTS

You come upon a scorched room. A howling noise fills the space, and yet no wind is felt on the skin. Fire once raged here, leaving but few remnants of furniture and part every piece of art is a plaque that credits a single painter: The 

Choose...

THESE PAINTINGS... COULD THERE BE MORE THAN MEETS THE EYE?

From your short time with the Sparrows, you've learned of paintings that can shape the soul. In some cases, even to attain greatness.

Roll 1D11 and flip this card.

COULD

Everything here looks as though it could come crumbling down at any second. Perhaps still there is something to be salvaged?

Roll 1D11 and flip this card.

Another may investigate.

After completing this card, flip it back over and leave it in the play space. You or another player that is investigation range of this hall may investigate and follow the "Choose" prompt that you did not choose. Afterwards, discard this card.

"The rarity of windows which haunts us each day is a familiar blight upon all Studium dwellers. Let this republication of the much beloved journal detailing the application of black oak collars to your candles keep your halls ever alight."

Pater Ewin, House Wick, (1135 A.P.) *Fighting Away Darkness: contemporary traditions in candlemaking* (2nd Ed., PP 443)

Tables and Rewards

Once you flip Engagement Cards, you'll be forced to reckon with the consequences of your actions. When a dice roll is made, the reverse side of an Engagement Card will typically include a table. 

The intro to the table applies to every roll. On the left side of the table, you'll find a  number or number range that applies to your specific dice roll along with the results of that roll on the right.

Most rolls and choices have some kind of consequence indicated by bold text. You may have Spoils  in addition to these consequences that will aid you in your fight for survival.



THE SPOILS

CHOOSE TO RECEIVE AND EQUIP



YOU APPROACH BURNT ART...

You come upon a burnt painting with twisting vines and roots that dig deep into an underground cave of stone limbs. It steals your mind.

	0-1 DAMAGING	Your eyes lock with the painted roots and your body is overcome by an unknown force. Pain rips through your body as one of your legs is twisted until splintered irreparably. Suffer Broken Leg affliction: remove all leg armor points and eliminate all leg hit points.
	2-4 LOSS OF	Your finger traces the painting, following the spiraled roots, their swirl of organic matter causing a whirlpool of emotion within your mind. Are your companions who you thought they were? Lose 1 Cohesion Point.
	5-11 SPOILS ON	Averting your gaze before becoming entranced, you seize a nearby candle to light a controlled fire that results in the rest of the painting being destroyed. You survive.

7

4 PLAY

Phase Order

Play is broken up into multiple phases with some optional tactical choices. A full cycle through the phases is considered a Round. Phases include:



Player Phase | Players take turns performing Movements, Actions, or Investigations in any order that they decide. Players do not need to complete all three at one time, but instead can take turns doing any of each or none at all if they would like.

NPC Phase | If any player is controlling an NPC, they will activate that character similarly to a Player Character, except limited to the actions and movement displayed on their NPC Card. NPCs cannot Investigate.

Adversary Phase | The player holding the Adversary Token begins with the Adversary furthest from their own character and performs the movements, and then actions as outlined on the cards in play. Attacks need to be resolved before moving on to the next closest Adversary to their character. Once all enemies have activated, the player hands the Adversary token to the next player at the table (going counter-clockwise).

Tactical Phase (Optional) | If at the end of the round (or at the start of play), there are no active Adversaries on the board, the group may choose to have a Tactical Phase. During this phase, players may discuss and freely move their character miniatures anywhere within the play space. They may also freely trade, pick-up, or drop scrolls. However, players cannot perform Actions or Investigate during this phase and must wait until the next Player Phase commences to do so.

On Your Turn

Player Characters can perform an Action, Movement (**all players start with 6 movement**) and Investigation on their turn in any order that they would like. Players may also split their turns within the group, choosing to hold one or more of their three options until another player has completed a portion of their turn.



Investigate

If you are adjacent to a golden door, you may choose to Investigate by drawing the next room tile and placing it on the board. Move your character one space into the room and draw the appropriate Engagement Card.



Perform an Action

You can perform a single action during your turn. Actions are indicated by a  icon.



Move

Movement can be performed at any point during your turn up to the maximum number of spaces indicated on your character sheet. Movement cannot be interrupted by an action, but can be interrupted by an investigation, and resumed after following an Engagement Card's prompts.

The Player Phase is meant to be fluid with players acting in unison and aware of each-other's choices. Don't forget that your group was trained by the Sparrows to operate as a unit and your ability to work together seamlessly is a reflection of your training.

The “11-Sided” Die

The core gameplay device in Studium | No Exit is the “11-sided” die. When rolling for Engagement Cards, you will most commonly use this die to explore or accomplish interactions, and results will apply to a table on those cards.

When rolling to attack adversaries, you will also use the D11 die to decide whether those hits are successful. There are two special results on the D11:

0 - The Terror Roll | You have been overtaken by your fear. Frozen by it. When rolled, you end your attack immediately and cannot perform any Actions, Movements or Investigations for the remainder of the round.

11 - The Critical Roll | You’ve struck an adversary with extreme precision and to great effect creating another opportunity to strike. Of course you’ll take it. You can roll your Weapon Damage Die twice for this hit, so long as you are not attacking a Boss Adversary. Some Boss Damage Center Cards may allow special interactions for Critical Rolls, however most of the time Boss Adversaries are formidable enough to avoid these attacks.



Important Note: When rolling to hit with a weapon that has a SPD greater than one, Terror Rolls and Critical Rolls have a nullifying effect on one another, causing all dice to be taken simply as values. For example, if two Terror Rolls occur, but the third die of an attack is Critical, the result would two 0’s and one 11, without any additional effects.

Attack Actions

Attack Actions are most often performed using your Weapon Gear, however other types of Gear may also provide Attack options.

Attackers begin by selecting an Adversary, or in the case of Boss Encounters, selecting a Damage Center. A player rolls a D11 hoping to match or beat the enemy’s ARC (see Engagement Card Adversaries) to land a hit. For each successful hit, the player rolls their Weapon Damage Dice. If the player is attacking a Boss, they will need to draw the top card from the Damage Center that they had decided to target and resolve the prompts. Finally, the damage is applied to the Adversary and the attack is complete. Blood Tokens can be placed on or near the enemy to track damage.



Demonstration...



In this example, the Signifier is attacking the Bellowgeist using the Ranged Attack Action from their Signifier’s Flail Weapon. The player checks their weapon’s RNG. In this case the RNG is 2 and the Bellowgeist is two spaces or less away putting them in range. The attack has a SPD of 2 allowing the Signifier to roll 2 D11 to hit the Adversary, hoping to roll equal to or higher than their ARC. The result is a 5 and a 10. The 5 does not hit, but the 10 is a successful hit. Finally, the Signifier rolls the golden Weapon Dice as indicated on the card. The result is two swords so the Bellowgeist takes 2 damage.


Stat Bonuses




You may receive temporary and permanent stat bonuses either through gear or through the course of play. Each will offer unique benefits, most often during combat, that might help turn the tide of battle.

SPEED	ACCURACY	STRENGTH	LUCK	CONSTITUTION	MOVEMENT
Roll additional dice each time you attack	Add to result of a D11 roll when attacking	Add to the damage result when rolling weapon dice	Add to result of a D11 roll outside of combat	Subtract from damage taken to a center once per attack	Add to the number of spaces you can move



Engagement Card Adversaries


Adversaries are often found on Engagement Cards when they are triggered by an engagement. Unless otherwise specified, Adversaries are placed on the board but do not act until the Adversary Phase.


Enemy HP  can be found at the top of the card, with each box equalling one hit point. Some Adversaries may have purple or blue colored HP boxes. This indicates a higher tier enemy who may be immune to standard attacks.



The grid  on an Adversary card indicates in bright red where the Adversary spawned by the Engagement Card can be placed. The deep red or deep blue  colors indicate a place where the player may place their character and must correspond to whether that player chose the deep blue or deep red option on the front of the Engagement Card. Finally, the gold wall  of the grid indicates the wall where the player who investigated entered.

Next to the grid is the Adversary's combat stats:

ARC  represents the number that an attacking player must roll or beat using a D11 in order to land a successful hit. The player would go on to roll their Weapon Damage Die for each hit and then apply that damage to the card in the form of Blood Tokens. 

SPD  This is the number of D11 that your foe will roll to see if they are able to hit you.

ACC  Your foe will need to roll this number or beat it in order to land a successful hit.

DMG  Your enemy will roll a Damage Center Die  for each successful hit. This DMG number represents the total damage dealt to the Player Character at each location that is rolled on the Damage Dice.

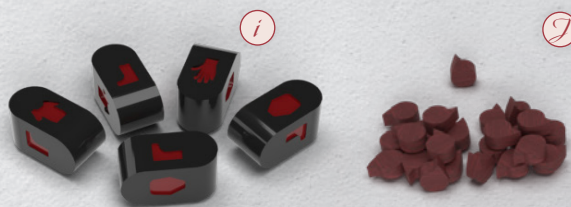
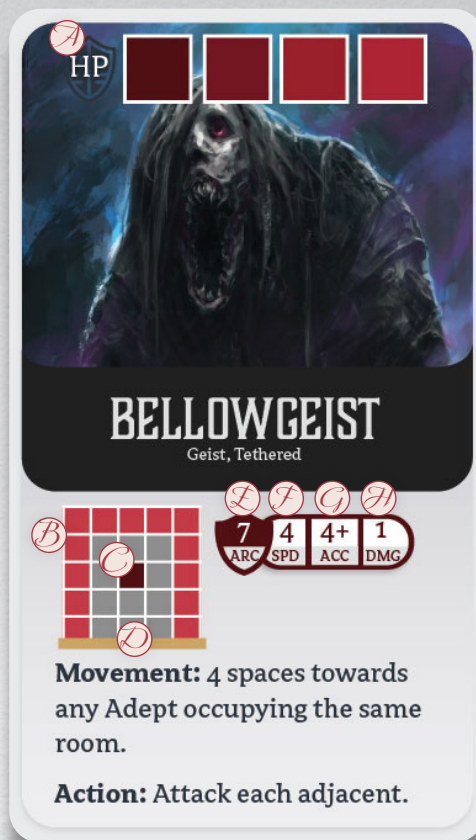
Controlling Adversaries

During the Adversary Phase, the player holding the Adversary Token will activate each enemy on the board starting with the one furthest from their Player Character. The Movement and Action prompts will guide the monster's actions. Pay close attention to any limitations in these sections such as targeting only players in the same room.

If a player controlling an Adversary has the choice of attacking themselves or a fellow Adept and chooses to spare their own character, that player must reduce their Cohesion by one point.

Demonstration...

In this situation, the thrall could have attacked either player. The player controlling the Adversary chose to have it ignore his own character, the Upper-Classman, and target the Sin Eater instead. The Upper-Classman loses 1 Cohesion as a result.



Taking Damage

When an Adversary successfully hits a player character, and Damage Dice are rolled, the enemy's DMG is applied to each location (Damage Center) as a result.

If there are any armor hit points at a Damage Center they are reduced or erased. Armor is not destroyed and can remain in the Character Inventory Board, however it is rendered ineffective and won't provide any defensive benefits.

If the Damage Center is exposed, that location suffers direct damage up until the point that it becomes a Severe Wound. Each box next to that Damage Center should be marked off until reaching the bold square. Once a Severe Wound is inflicted and the bold box is marked, no additional damage will be taken from that inflicting hit.

A second attack to a Severe Wound is potentially fatal. If a Damage Center is hit while having a bold box marked off, the player must immediately have a Death Tarot drawn or else perish (see later section on Death Tarot cards). Death Tarots can only be drawn once per Damage Center and cancel all remaining damage to that center. A third attack to a Severe Wound is considered fatal.

Demonstration...

In this scenario, the Player Character already has some armor and damage. Sybil Vane successfully hits him twice and rolls two Damage Dice. They come up Head and Body, and apply 2 damage to each center. The player erases 1 armor hit point and applies 1 damage to the head center. The body center takes 2 exposed damage causing a Severe Wound.

Other Rules

As you play, there will inevitably be questions surrounding specific rules or exceptions. Here are some additional rules that may become relevant during your first play session...

Diagonals

You can only move in cardinal directions and cannot move diagonally. Similarly, neither you, nor your Adversaries can attack Diagonally.

Line of Sight

When attacking with a ranged weapon, you can target a foe that is within range anywhere in a room while you are outside of it, but only if you are standing at the door.

Ranged attacks can be performed targeting an enemy, even if another Player Character is in the way. Just be sure that you tell them to duck.

Occupied Spaces

Only one Player Character or Adversary can occupy a single space. You can freely move through another Player Character or NPC's space (with a polite "pardon me"), however you cannot move through an Adversary's space. They are far less inclined to let you through.

Death Tarots



There are four Death Tarot decks. You do not draw your own Death Tarot. Instead, select another player to draw from the deck that corresponds to the Damage Center where you received the Severe Wound. The player you select reads the card to you and if the Death Tarot does not result in immediate death, there may be an Affliction that you will need to take note of on your character sheet.





Other Rules (continued...)


Controlling NPCs

NPCs operate just like Player Characters in nearly every way with only a few exceptions. Engagement Cards will typically indicate who is gaining control of the NPC, most often based on the player that performed the Investigation. They can be placed on the Hall Tile in any space of the revealers choosing unless otherwise specified. NPCs will activate during the NPC.

NPCs cannot perform an Investigation; however they can perform Actions  indicated on their card as well as perform Movement. 

NPCs take damage just like Player Characters, based on the number of hit-boxes that they have for each Damage Center.  When all hit boxes for a specific Damage Center are filled, it is considered a Severe Wound. If they are hit again in that specific Damage Center, it is considered fatal. They do not get to draw from the Death Tarot deck.

NPCs also differ in that they can suffer damage when losing Insight. Unlike Player Characters, the shock of being unable to come to grips with the horrors of the Studium can be fatal. If there are Insight hit boxes  on an NPC card, they should be treated just like a Damage Centers.

NPCs will most likely have a condition  at the bottom of the NPC Card that dictates whether or not they will continue to operate as an NPC over time. Following the prompts, you may be rewarded, or you may simply be abandoned.

Facing the Boss

The space at the end of the Hallway tile labeled “Boss” is a locked door that requires progress through the entire scenario before gaining access. Once inside through the course play, you may not leave the boss space. The only way out of the Forsaken Ward is through. There is no exit back the way that you came.

Boss set up is automated through Tabletop Simulator, so you will be able to follow additional instructions once you have played through the main scenario of this demo.

Adjusting Difficulty (not recommended)

In this demo, the difficulty is set intentionally high and it is possible that all players perish before completing the boss encounter. In Studium | No Exit, players persevere by regrouping after delving into wards like the one featured here. Growing with your companions, upgrading gear, and exploring the rites of the Studium are some of the ways that encounters after the first become easier to survive. In this demo, if you’re looking for lower or higher difficulty, here a couple homebrew ways to adjust:

Lower Difficulty - Subtract 2 from all Adversary ARC values. Most players have the ability to hit hard when they are successful. This should level the playing field.

Higher Difficulty - Give one of your four players the Adversary role permanently and enter the Forsaken Ward with only 3 Player Characters. Bodies matter. Surviving the Studium with one less in the head count can be tricky.



5 TIME TO GET MOVING

During this first encounter, you'll explore the Forsaken Ward. In the final game, both the halls of this ward and the events you experience in them will be random. However, for this demo you will experience one specific sequence of rooms and the corresponding events. The Hall Tiles and Engagement Cards have all been placed in order so that you can play through the scenario by simply drawing from the top of each pile during an investigation.

You can now move on to the Prologue and Forsaken Ward story content included in the Tabletop Simulator space.



Thank you again for playing. If you enjoy this experience and want even more of the Studium, we'll need your help to bring it to life. Please consider following this project on Kickstarter and signing up to receive updates by scanning the QR below!

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KICKSTARTER



STUDIUM

NO EXIT®

GLOSSARY

ACC | Accuracy for an Adversary is the number that they need to roll at or above in order to hit a player.

Accessory | Gear cards that are designated as an Accessory and can be equipped in the Accessory section of a Character Inventory Board.

Accuracy | Accuracy for a player is a value that is added to the result of a D11 roll when attacking.

Action | Designated by a small star icon, only a single action can be taken during a player or NPC's turn.

Advanced Weapon Damage Dice | An Advanced Weapon Gear card will indicate the special faces and a unique color that correspond to this kind of dice.

Adversary | Classification for hostiles that are spawned either by story text or Engagement Cards

Adversary Phase | Phase when all Adversaries activate. Last Phase in a single round. During the Adversary Phase, the player performs the actions of each Adversary starting with the one furthest from their Player Character and moving inward towards them.

ARC | Armor class is the number that a player must roll at or above with a D11 in order to hit an Adversary.

Armor | Gear cards that are designated as Armor can be equipped in the Armor section of a Character Inventory board. Armor Points offered by Gear Cards are temporary hit points that can be noted on a player's Character Sheet.

Arms | A Damage Center that can be targeted by Adversaries. A value on the Damage Center Dice.

Attunement | Status that affects Attack outcomes can require both Insight, specific Gear Cards, or Scroll Cards.

Blind | Subtract 2 from all rolls made to hit. If performing an Investigation, you must have another Adept within two spaces of the Golden Door.

Body | A Damage Center that can be targeted by Adversaries. A value on the Damage Center Dice.

Boss Attack | Card classification. Boss Attack Cards are drawn and resolved during the Adversary Phase of a Boss Fight.

Boss Damage Center | Card classification referring to a specific area that the Player Character would like to target with an attack. Must be selected before rolling to hit.

Character Sheet | Used to input Player Character specific information including Damage Center Hit Points and Traits.

Class | Card classification that also offers a specific Class Ability or Class Trait to aid a Player Character. Can be equipped to the Class section of a Character Inventory Board.

Combat | If there are any Adversaries on the board, Players are considered to be in Combat.

Common Time | Takes place immediately following the completion of a Ward.

CON | Constitution is a value that should be subtracted from damage taken to Damage Center once per attack.

Controllable NPC | Players control NPCs just like they would a Player Character with a handful of exceptions.

Critical Hit | When rolling an Advanced Weapon Damage die and getting a Critical Hit, you can reroll that Damage Die.

Critical Roll | When rolling a D11 and getting a result of 11, you can roll your Damage Dice twice for the single hit.

Critical Wound | Damage a Boss to the point where a Critical Wound is inflicted can affect the course of play or provide rare rewards. For the effects to be active, a player must successfully roll to hit the Critical Wound card.

D11, 11-Sided Dice | The 12-sided die with a 0 value. Used in most Engagement Cards and when rolling to hit.

Damage Dice | 4-sided dice that are used to identify which Damage Center is affected by an Adversary attack.

Death Tarot | Four sets of tarot cards that correspond to each of the Four Damage Centers. When hit in a Damage Center that already has a Severe Wound, draw this type of Tarot at random and have another player read it aloud.

Engagement | An event triggered by an Investigation that is resolved by following the prompts on the front side of the card.

Enlighten | Type of action. Used to regain Insight equal to the number of equipped Scrolls.

Exhaustion | A player's Movement is reduced by half for the duration of their next turn. If dividing an odd number, round down.

Gamebook | You're looking at it.

Gear | Segmented into three types of cards: Armor, Weapons, and Equipment.

Hall Tile | Pulled at random from the top of the Hall Tile stack and placed on the board so that the Golden Door on the tile matches the Hallway Board.

Hallway Board | Players may move through this space and select any of the Golden Doorways to begin an Investigation.

Head | A Damage Center that can be targeted by Adversaries. A value on the Damage Center Dice.

Insight | Noted on the Player's Character Sheet. Can be affected by events or attacks. Insight can also be a unique Damage Center for NPCs. Insight is required in order to gain Attunement.

Inventory Board | Used to organize and "equip" Gear Cards, Class Cards, and Scroll Cards.

Investigate/Investigation | If you are adjacent to a golden door, you may choose to investigate by drawing the next Hall Tile and placing it on the board. Move your character one space into the room and draw the appropriate engagement card. This movement is free.

Legs | A Damage Center that can be targeted by Adversaries. A value on the Damage Center Dice.

LUCK | Add this value to the result of a D11 roll as long as you are not in combat.

Mini-Boss | A classification given to Adversaries that occur during Engagements but have a higher tier of Hit Points.

Movement | Can be performed at any point during your turn up to the maximum number of paces indicated by your Character Sheet. Movement can only be in cardinal directions and cannot be diagonal. All players begin with 6 Movement. Movement cannot be interrupted by an Action but can be interrupted by an Investigation (resumed after following the Engagement Cards prompts).

NPC Phase | Occurs after the Player Phase. Any Player controlling an NPC may choose to perform an Action or Movement as indicated by the NPC card.

Phase Order | Player Phase > NPC Phase > Adversary Phase > Tactical Phase (situational) > Repeat...

Player Character | Miniatures represent a Player Character on the board. Player Characters are also represented by their Character Sheets and Inventory Board.

Player Phase | The first Phase in the Phase Order. Players may use this time to perform Actions, Movement, Investigations, or Trades.

Primary Scroll | Bound to the player upon being equipped and cannot be traded. Primary Scrolls are required for Attunement and define the type of Attunement a Player receives.

RNG | This value represents the number of spaces from the attacker that an Attack Action can be performed. The target must fall within the number of spaces matching the value. Distance is measured similarly to movement and spaces cannot be counted diagonally.

Scroll | A classification of card that can be equipped on the Inventory Board. See Primary Scroll or Secondary Scroll.

Secondary Scroll | Can be dropped, Traded, or unequipped freely without spending an Action. Special Traits on Secondary Scrolls require Attunement in that specific Scroll Type.

SPD | Value representing the number of dice that should be rolled when using an Attack Action. Dice are rolled simultaneously. You may choose to roll fewer dice than the total value.

Tactical Phase | Optional Phase that can take place if there are no Adversaries on the board. During this Phase, Players can move freely to any unoccupied space on the board.

Terror Roll | When rolled, you end your attack immediately and cannot perform any Actions, Movements, or Investigations for the remainder of the round.

Tethered | Status that prevents a Player or Adversary from leaving the Hall where they reside.

Trading | Secondary Scrolls or Relic Scrolls can be Traded freely without spending an action. If the players performing the Trade are in combat, they must be adjacent to each other. If out of combat, they can be Traded freely as long as each player shares the same room or are on the Hallway Board.

Weapon | Gear cards that are designated as a Weapon and can be equipped in the Weapon section of a Character Inventory Board.

Weapon Damage Dice | D6 dice that contain sword symbols representing Damage. These dice are used when a Player has successfully hit an Adversary.