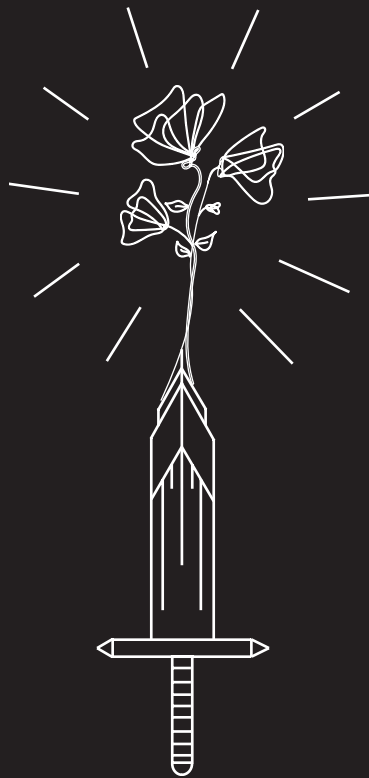


Quick Start Solo Adventure
recommended ages 10+

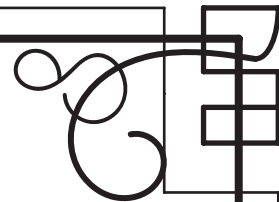
LIGHT **STRIKERS**

Battlebook 1



www.lightstrikersrpg.com

Introduction



The Light Strikers RPG blends scifi, fantasy, and super powered heroes into an anachronistic landscape. Everything epic you've ever dreamed of exists here in some form. You'll find a never-ending mixture of races, mystical treasures, enchanted areas, transforming robots, mythic beasts, supernatural powers, evil monsters, and wicked villains. So be prepared for full-on immersion and surprises. The stories that take place here focus on heroic battles, powerful enemies, timeless romances, whimsical fairytales, intriguing mysteries, and legendary adventures. You'll enjoy fun times, great memories, and exciting gameplay with family and friends.

Located in the world of Adamah, the Altasharon kingdom of humans spans across the vast majority of the openlands, across the three continents. Everyone here speaks a *shared language*. Towns have multi-story buildings, homes, streets, parking lots, markets, shopping areas, entertainment venues, and are surrounded by nature and wildlife. A new breed of Elves control most of the forests from their ***Elven Vel'spires***. A new breed of Dwarves rule within the majority of the overlands from within their ***Dwarven Rak'sidiums***. In the skies above, there is a kingdom of sky Dragons that reigns and flourishes. All four dominant races do their best to work together in order to maintain a peaceful coexistence. Unfortunately, there are a multitude of criminal organizations, rebels, revolvers, and vagabonds that complicate matters on a regular basis. Elementals attack alongside natural disasters, while other dangers such as brutes, dragon wyrms, and unforeseen entities rise from the underlands beneath the ground. And a new looming threat has appeared. An evil race of supernatural monsters and spirits known as the ***Krixters***. They're been sporadically invading Adamah, from a seemingly limitless amount of different dimensions known as the visek shreds.

Early in the history of Adamah, while the world was still developing, humans waged wars between their various bloodlines, slaughtering each other for dominance. During this time, the Elves and Dwarves were developing their civilizations, safely within their forest and mountain fortresses. A family bloodline of humans led by "Galineon the unslayable," emerged victorious and ruled over the remaining humans. Life was harsh, until one night, he had a divine vision that forever altered his perceptions of life and rulership. Thus, the next evolution of Adamah's human civilization began as Galineon shifted the progress of the humans into an age of peace and enlightenment. This led to the birth and the current reign of the Altasharon Kingdom as it is to this day. Spirituality, culture, arts, knowledge, and science all began to thrive. With this shift, there came a day when beautiful prismatic crystals rained down from the heavens, and grew into supernatural flowers that possessed the immeasurable holy energy, "Spiritus." A valuable resource that the humans cultivate, it powered them into the next age of supernatural technology, and the discovery of their latent Spiritus powers. Next, the Altasharon Kingdom built the prestigious Light Striker Academy to foster and awaken the holy Spiritus powers of those willing to train and become a heroic ***Light Striker***. Living amongst the people, and for the people, they are the championing force of the world that preserves love, equality, peace, and beauty.

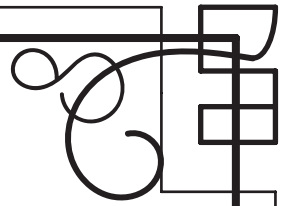
SC Notes: "***Revolvers***" are groups that want to see the world of Adamah in a survival-of-the-fittest state of chaos. They all want to take down the Altasharon kingdom, as well as the ruling Elf and Dwarf kingdoms. All groups of revolvers believe that all inhabitants of the world should be able to live completely free, and can do whatever they want, whenever they want. There are many different groups of revolvers, all with their own leaders, and independent plans.

"***Rebels***" live in their own communes and self-governed societies. They have chosen not to recognize the Altasharon kingdom. They primarily remain isolated, but some take political actions against Altasharon. Although rare, some also become violent and aggressive.

"***Vagabonds***" choose to use their freedoms to wander the world either by themselves, or within a very small tight knit group. They each have their own motivations and agendas.

*All of these groups can be of mixed races, but the vast majority are human.

Light Strikers



Light Strikers are stunning, magnificent, and awesome. Each Light Striker has their own fantastic remixed style. Most use their regular first name, but some like to have a special alias.

However, it is common for Light Strikers to form a special group of friends, known as a “cadre.” These groups almost always have a special team name.

The Empress Queen of Altasharon is pictured on the left. She’s an Imagizard, and she’s using her Spiritus class powers to **Spiriforge** an energy shield in her right hand, and a sword in her left. In addition, Imagizards can **Spiricast** powerful effects and Spiriforge other objects at will.

On the right is an example of a Light Striker that belongs to the class known as the “Braver.” This stylish guy is named, “Devren.” Be on the lookout, you just might meet him on this adventure. Bravers are hyper fighters with superhuman physical strength and speed. With their special training, they use Spiritus to perform grand fighting techniques.

There are two other Light Striker classes; the “Exalter” and the “Trick Scout.” Armed with laser guns, and mecha weapons, Exalters mix Spiritus, science, and technology. They can combine with transforming deckabots and have atomic control. Trick Scouts favor their fancy fighting techniques with a pair of trick blades that combine into a bow. They also have the ability to manipulate the fabric of reality. All four are equally fun and powerful. Each class is fully customizable so that no two are ever the same, and will be just as unique as you. Now, it’s time for your adventure. And maybe one day soon you’ll become a Light Striker!



Materials & Rules

Clash System (solo adventure version)

To play, you need: at least two 6 sided dice (more is better), a writing instrument, and this book. If you'd like, you can print out these pages single sided and staple them together along the left side like a book. Your character sheet is on page 4. Set it aside now, before stapling the book together.

Directions: Read the page, follow the instructions for rolling, taking actions and taking turns. You'll be asked to roll dice. Then look at the effects that describe **success** or **fail**. When failing, if you're able to reroll, the **2nd fail** describes what happens when you fail after you reroll. This book will notify you when you're able to reroll. After you **fail** or **succeed**, that action is over and you can continue reading.

Clash - Unless otherwise specified, this means to roll **two** 6 sided dice. Next, follow what the game asks you to do. For the most part you'll count the **total** result. If you are asked to **Clash** with a number (**#**), your total roll must be equal to or higher than the **#** for you to succeed. You'll also see a "type" before the word Clash (*i.e. Speed Clash*, etc.). This means that if you can reroll, you'll need to spend one of that stat point to reroll your Clash. You'll ignore the prior roll and replace it with your new Clash. You can only reroll this way once per a Clash. Next time you make a new Clash, you can spend 1 stat point to reroll. Some results will also refer to a range of numbers, like **2-5**. This means all results count: **2, 3, 4, and 5**.

6S: Roll one single 6 sided dice.

Hit Points / HP: Whenever you do damage to something with HP, subtract the amount of damage from their HP. When it reaches 0 or less, it's eliminated. Proceed with the story.

The Sage Commander (SC) is the narrator and the referee of the game. When you play the full edition with your friends, the SC is the player who controls the game. In this solo game, there will be gray boxes that represent info about the world and further rules explanations as told by a SC.

*And with that,
get ready to have fun,
learn about the world of
Light Strikers,
and go on
an incredible adventure!*

Turn to page 2.

Character & Story

You live in the world of **Adamah**. It's a place wrought with exotic beauty, filled with diverse culture, and ripe with adventure. You've lived your whole life in the town of **Halney**. With plenty of diverse communities, it's an ideal place for any human resident. And you've grown quite fond of the town's charm. Although there are many familiar faces, you still run into new people regularly. The colorful buildings and homes look charming and comfy, with their flowy and free-form architecture. Everyone's as relaxed and easygoing as possible. It's a comfortable place that's easy to live your entire life in.

You are a (*choose: adult or teenager*) and have plenty of friends here. With the help of said friends and the community, you've built yourself a cozy home down the road from where your parents live. It reflects your tastes and personality. Your father specializes in crafting and repairing home exteriors. And your mother designs and manufactures crystal powered technology throughout the town. She works on a bunch of different devices such as lamps, cooking equipment, and rytils.

SC Notes: A ryl (rye-til / rī-til) is a crystal powered vehicle. They all differ in styles, but each one consists of a large cabin with seats and amenities that fits up to six adults. Although seen around towns, they are more often used for travel across farther distances to other nearby cities.

Both of your loving parents enjoy their work and are great at it. In your case, you've been working part-time at various item shops, clothing boutiques, restaurants and grocery stores. Adapting to different situations has always been a trait that comes naturally to you. And you've always had a knack for being able to find and gather all kinds of resources in **risky** and **dangerous** places. Citizens who do this type of freelancer work are known as **tradeloaders**. You take your resources and sell them to your local clients who own shops. And you also fill orders for clients in other towns. So you often go to the ports to load up items onto the giant bird-ships and uni-whale ships.

SC Notes: A bird-ship is a nafoodal bird over 80 feet tall, large enough to support a cabin on its back that holds up to 100 people and a cargo bay. A uni-whale ships is a sea creature over 200 feet long with a curvy horn and a cabin.

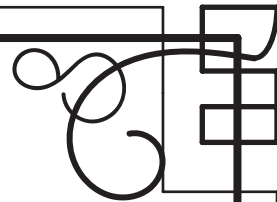
It's the middle of the afternoon and you've been out for a few hours in the nearby **Scalaloo forest**. This part of the forest you're in always has a variety of useful plants, minerals, and more. It is known that one should be cautious when venturing deep into these parts. You understand the risks and are well prepared. Today, like the past few weeks, has been fine. And nothing too eventful has occurred as of late. Hues of lush pink and bright purple triangle shaped leaves flutter in the air around you. They shed from the trileaf trees that grow in abundance here. You're nearing the border of the forest, which is beside the **Dwarven mountains**. These mountains belong to the enormous and very powerful **Dwarven Rak'sidium** of **Galadundarnee**. It's the largest and most powerful of all the Dwarven empires in the entire world.



A tradeloader citizen in the world of Adamah.

Turn to page 3.

Starting Stats



Look at your character sheet on page 4. Your hit points (HP) represent the amount of damage you can take. When you take damage, subtract the damage from your maximum HP and write your new total.

If you ever reach 0 HP, you can keep going and try again by rolling and regaining 6S HP.

This is your willpower and perseverance. Use the starting stats below to fill out your character sheet.

Whenever you take damage or spend Stat points, record it on your character sheet.

Strength (4) is physical power, coordination, execution, resilience, and composition.

Speed (4) represents how fast you move, flexibility, physical reaction, and timing.

Spiritus (None)

Intellect (4) is knowledge, memorization, deduction, synthesizing and creating information.

Smarts (4) is wit, improvisation, resourcefulness, awareness, and cleverness.

You also gain 3 more points to split among your Strength and Speed.

And you also get 3 more points to split among your Intellect and Smarts.

These are your **maximum** stats, and if you gain any stat point, you **cannot** go above these values.

You will have the opportunity to spend stat points, but when you have 1 stat point left, you **cannot** spend it.

Your items and weapons are also listed on your mini-character sheet.

And you're wearing light armor and clothes in your favorite colors and materials.

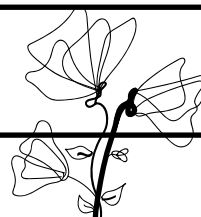
SC Notes: You may not be a Light Striker yet, but you're still going to go on an adventure! Light Strikers are people who have had their Spiritus powers awakened and choose one of four classes to hone their Spiritus powers. To become a Light Striker you must attend the Altasharon Academy, where they awaken your powers. The professors there will help teach and train you.

After filling out your character sheet on page 4, continue your adventure on page 5.

Name

Hit Points

19



Max Current

Strength

Speed

Spiritus

Intellect

Smarts

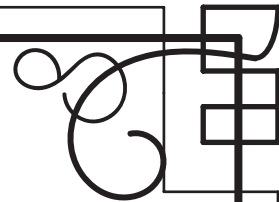
ITEMS

backpack
rope
grappling hook
whistlehorn
tuff tape
net pod
dagger
large pouch
2 metal vials
2 healing potions

WEAPONS

multi-hammer
sword

Scalaloo Forest



After slicing through a thick patch of long, scraggly and rough **grizzleweed** with your **short blade**, you come across a medium sized trench. The trench is lined with bushes of **chroma berries**. You can tell right away they're ripe from how fully plump and colorfully vibrant they are. About 34 feet wide and a little over 21 feet deep, with effort, you're able to climb in and out of the trench. After you've fastened your **grappling hook** and your **rope** to a nearby **trileaf tree**, you climb down. Using your **dagger**, you slice some chroma berries off their rubbery stems. You put some of these nutritious berries into your **pouch**. Snacking on a few, they have a faint taste but you enjoy their cool and refreshing zest.

SC Notes: These always make a valuable commodity, since chroma berries are used for making colorful dyes and inks. They are uncommon and grow in areas where lots of creatures compete for these berries. Therefore, they can be quite dangerous to gather.

As you start to pluck a chroma berry from deeper in the bush, a **sampa** jumps out and startles you! Holding on to the chroma berry in your hand, he tries to pull the berry away to no avail.

SC Notes: Sampa are the size of an adult fist. Their bodies are covered in bright colored fur. Sampas have a pudgy face with large round eyes that match the color of their fur. They have clear jelly bellies that swirl around with crackling plasma. This plasma generates electrical energy.

He finally gives up and lets go of the chroma berry, but he's not happy about it. Sampas are cute, but when they get scared or angry, they let off a lightning **shock** from within their plasma jelly bellies!

Speed Clash 6. This means roll two 6 sided dice (2d6), and the total result # must be 6 or higher. Do that now and look at your result.

Success!

Stop rolling and turn to page 6.

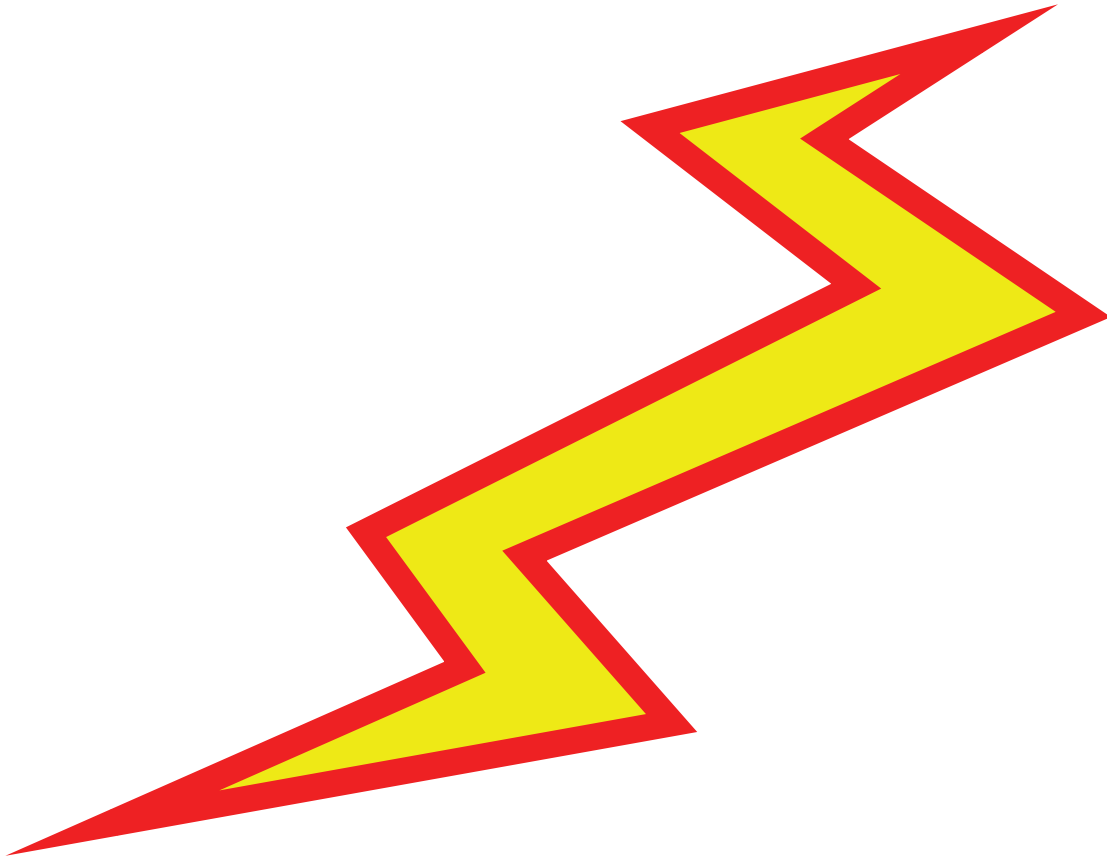
Fail!

You can spend 1 **Speed** stat point to reroll, once. Or go to page 7.

2nd Fail!

Stop rolling and go to page 7.

Shocking Sampa



You pull your hand back fast enough before getting hurt. Sampas are known for their possessive tempers.

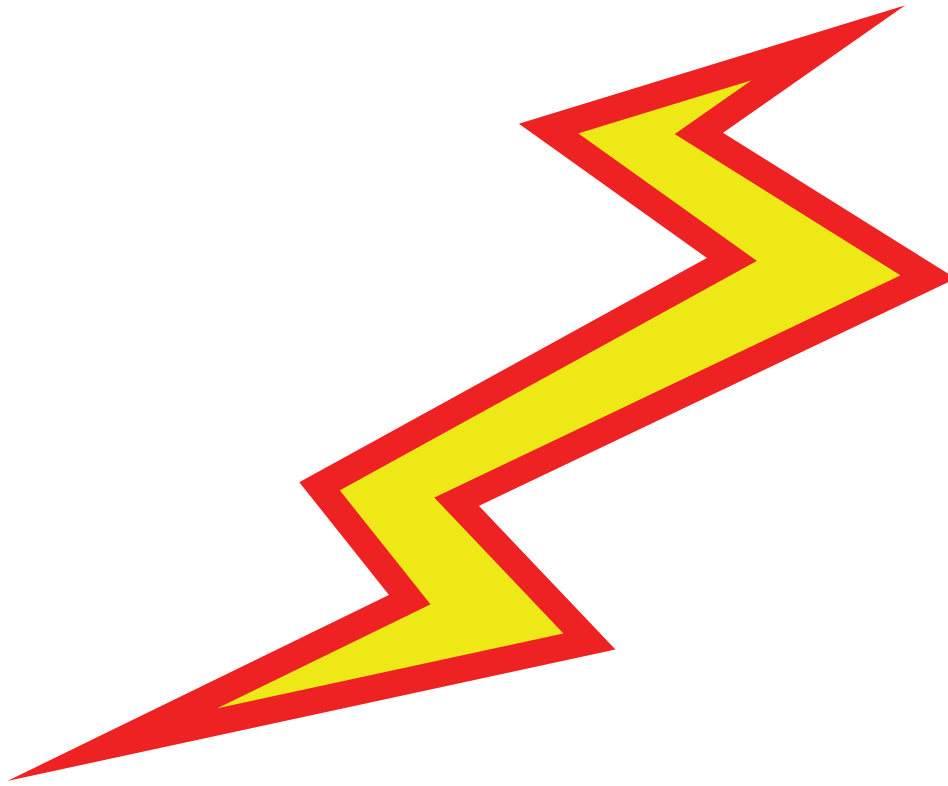
After *>scrunching<* his face at you, the sampa *squittily squeaks* at you.
Next, he raises his tiny fist at you and waves it around in anger!
He quickly bounces away before you can do anything else.

But not to worry, you'll leave plenty of chroma berries for him to come back to later.

Using your *rope*, you climb out of the trench.

Go to page 8.

Shocking Sampa



Angry that you're ruining his snack time by taking "his" chroma berries, he does **6S damage** to you.

Sampas are known for their possessive tempers.

Subtract 1 from you HP and write your new total down.

After *>scrunching<* his face at you, the sampa *squittily squeaks* at you.

Next, he raises his tiny fist at you and waves it around in anger!

He quickly bounces away before you can do anything else.

But not to worry, after taking a bunch of chroma berries, you'll leave plenty for him to come back to later.

Well, that wasn't too bad. And you're used to the possible dangers while out foraging.

You decide it's best you keep searching around a little more.

You've been taking it easy the last few weeks anyway.

Using your *rope*, you climb out of the trench.

Go to page 8.

Climbing back out, **you must spend 1 Strength stat point now**. It's still early in the day, so you decide to seek out a few more things worth bringing back with you. You head a little bit farther down the edge of the forest. Rumbling rocks trickle down nearby. A **thump** ahead of you catches your attention as a creature leaps down, straight ahead, 10 feet away. It's a small **barcu**. This one is about 3' tall, 200 pounds, with six thick legs.

SC Notes:

Barcu have a reddish silver body covered in jagged metallic rocks with small crevices. There are also a bunch of **yoobools**, which are sticky green worms, that live on barcu as parasites. On the barcu's huge muscular neck and head are layers of more rock armor. At the top of its head is a various shaped arm with a sharp claw. This claw is what barcu use to gather food and attack their prey. They're very aggressive omnivores, and when they're hungry enough, they'll try to eat anything that has meat on its bones. They also have high stamina and endurance.



A sketch by jr. artist Shoondilham III, Light Striker Academy student

The barcu initiates combat and charges straight at you! It's within 10 feet, so it can easily move and attack on its turn. To simply run away won't get you anywhere. It will outlast you, and chase you down. You need to somehow subdue this creature for your own safety. Now it's your time for your free reaction to **defend** as the barcu gets within a few feet of you, and tries to grab at you with its claw and ram you!

Speed Clash 5 to safely get out of the way! (roll 2d6 and the total result # must be 5 or higher)

Success!

Stop rolling. You get out of the barcu's charging path and you take no damage!

Fail!

You can spend 1 **Speed** stat to reroll, once. Or you can stop rolling now and take 6S **damage**.

2nd Fail!

Stop rolling.
You take 6S **damage**.

Now it's your turn.

As a free action, you can take out and use either your **hammer**, **sword** or **net pod**.

If you use your **hammer**, you can damage the barcu easier, and knock it out without killing it. Barcu are tough, and after being knocked out, it will be back on its feet in no time.

Turn to page 9.

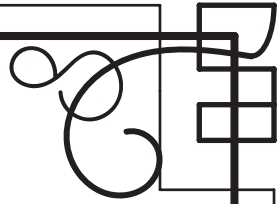
If you use your **sword**, it's harder to hit the barcu, but there's a chance of getting a quicker lethal kill. You can always drag it back home and use it for food and materials. Barcu are usually cooked and dried into a salty, tender, thick jerky.

Go to page 10.

If you trap it in your **net pod**, it's a one-time chance, but you might be able to incapacitate it for a while, giving you enough time to easily get away.

Go to page 11.

Barcu Battle!



Barcu has 8 HP

You attack with your *hammer!* **Clash 5** (roll 2d6 and the total result # must be 5 or higher).

Success!

Stop rolling to attack the barcu.
Instead, **roll 6S** and do that much **damage**.
After you roll for damage, you can spend 1 **Strength** stat point to do +2 **damage**, once.
Write down the damage the barcu takes.

Fail!

You can spend 1 **Strength** stat to reroll, once.
Or stop rolling, and your attack slides off the barcu's bone and doesn't hurt it.

2nd Fail!

Stop rolling. Your strike missed.

After your attack succeeds or fails, your turn is over.

If your last attack with the *hammer* brings it down to 0 or less HP, you knock it out.
Go to page 14.

If the *barcu* still has HP, the *barcu takes its turn*.

Barcu's turn: it dashes past, hooks around and charges straight back at you with its claw.

Roll 6S for the barcu's **damage**, and you can try to dodge by making a **Speed Clash 5**.
If you fail, you can spend 1 **Speed** stat point to reroll, once.

After the barcu charges at you, and either hits or misses you, it will be your turn afterward.
Keep taking turns this way until either you or the barcu are defeated!

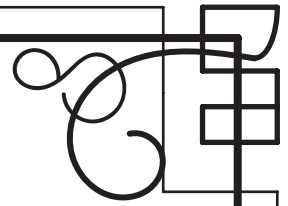
On your turn you can do 1 of 3 things:

You can either wait for it to get close, or move to chase after it, and then use your action to attack it again with your *hammer* just like before.

If you want to switch your weapon and try to kill it with your *sword*, go to page 10.

If you want to throw your *net pod* at it, go to page 11.

Barcu Battle!



Barcu has 8 HP

You attack with your **sword!** **Clash 7** (roll 2d6 and the total result # must be 7 or higher).

Success!

Stop rolling to attack the barcu. Instead, **roll 6S+2** and do that much **damage**. You can also spend 1 **Strength** stat point to do +2 **damage** after you roll, once. Write down the damage the barcu takes.

Fail!

You can spend 1 **Strength** stat to reroll, once. Or stop rolling and your attack deflects off the barcu's bone and doesn't hurt it.

2nd Fail!

Stop rolling. Your strike missed.

After your attack succeeds or fails, your turn is over.

If your last attack with the **sword** brings it down to 0 or less HP, you kill it.

Go to page 15.

If the **barcu** still has HP, the **barcu takes its turn.**

Barcu's turn: it dashes past, hooks around and charges straight back at you with its claw.

Roll 6S for the barcu's **damage**, and you can try to dodge by making a **Speed Clash 5**.

If you fail, you can spend 1 **Speed** stat point to reroll, once.

After the barcu charges at you, and either hits or misses you, it will be your turn next.

Keep taking turns this way until either you or the barcu are defeated!

On your turn you can do 1 of 3 things:

You can either wait for it to get close, or move to chase after it, and then use your action to attack it again with your **sword** just like before!

If you want to switch your weapon and try to knock it out with your **hammer**, go to page 9.

If you want to throw your **net pod** at it, go to page 11.

Barcu Battle!

Barcu has 8 HP



You take the **net pod** in your hand. It's about the size of a 4" ball. You press the two buttons on opposite ends. Now toss it at the barcu! Within seconds, it opens to reveal a 15' **net**!

Now you need to roll a Clash to see if your thrown **net** will get the barcu, (no rerolls) and hopefully he won't dodge it.

Before you roll, you can spend 1 **Intellect** stat to add +2 to your **Ranged Clash**, once.

After deciding, make a **Ranged Clash 8** to try and get that net on the barcu. Don't forget to add +2 to your roll if you spent 1 **Intellect**.

Success!

Go to page 13.

Fail!

Go to page 12.

Barcu Battle!

Barcu has 8 HP



Your *net* slides around the ground and gets tangled up. You won't be able to use it again. And yours is custom made of special materials that biodegrade after 30 minutes. But worry about that later, the barcu charges at you!

It's the *barcu's turn to attack* and he's ready to take you down. Since you just threw the net, you can't react fast enough as the barcu slashes you with its claw.

You must spend 1 Strength stat point now. And you take 4 *damage*. Next, make a *Strength Clash 7*.

Success!

Stop rolling. You push the barcu away from you without taking any more *damage*.

Fail!

You can spend 1 *Strength* stat to reroll, once. Or stop rolling and take +2 *damage*.

2nd Fail!

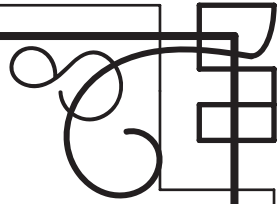
Stop rolling and take +2 *damage*.

Now it's your turn, you gotta end this!

If you want to try to knock it out with your *hammer*, go to page 9.

If you want to try to kill it with your *sword*, go to page 10.

Barcu Battle!



A sketch by jr. artist Shoondilham III, Light Striker Academy student

Your **net** wraps around the barcu, constricting it down with all the weights attached to the ends. The barcu tumbles down into the dirt.
Thrashing around, it tries to break free.

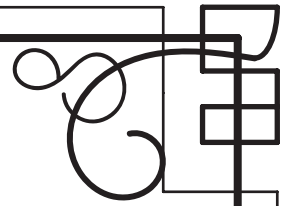
Quick! Now's the time to decide, what do you want to do next?

It'll be a while before the barcu frees itself from the net.
Your net is made of special materials that biodegrades after 30 minutes.
Make sure you get far enough away, so it won't be able to chase you down.
Go to page 16.

You can whack it with your **hammer** to knock it out.
Then go to page 14.

You can deliver a killing blow with your **sword**.
Then go to page 15.

Barcu Battle!



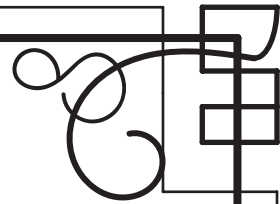
A sketch by jr. artist Shoondilham III, Light Striker Academy student

Victory!

The barcu is knocked out, and you're safe.
He will regain consciousness in due time.

Go to page 16.

Barcu Battle!



A sketch by jr. artist Shoondilham III, Light Striker Academy student

Victory!

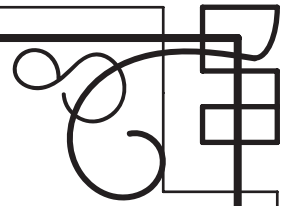
You slayed the barcu.

It will definitely make some good supper for you, your family and the community.

You can tie up its legs with your ***tuff tape*** and drag it back with to town with your ***rope***.

Or you could always leave it for the predators and scavengers out here.

After you decide, go to page 16.



Time to head back!

SC notes: Normally you'll need much longer to replenish stats, but go ahead this time and add 1 point back to any one of your stats, just not to your HP.

You can also drink one or both healing potions since you are not in combat and able to rest. Make sure to subtract what you use from your character sheet's item section.

Drinking a healing potion gives you back 4 HP.
You cannot have more HP than your starting HP.

On the way back home, you make sure to enjoy all the lovely sights and sounds around you. It truly is a mystical forest filled with all kinds of colors, shapes, flora, and fauna. The sun is warm, the breeze is cool, and the soft ambiance is harmonious.

But wait....

Up ahead, you see your town....

But it's being ***attacked***....?!

You hear ***yells, cries, and crashes!***

Your body feels a flood of emotions.

Rearing its monstrous form, a gigantic **multi-headed beast** tramples through your town! Bursts of energy erupt from the spectacular powers of heroic **Light Strikers** fending it off in the distance. You've heard the fantastical stories about them. You've even seen these heroes passing through your town every now and then.... But never did you think you'd see an epic and truly terrifying scenario such as this! Rumors of Krixters have been spreading, but now they're here!

SC Notes: The majority of humanoid Krixters have cohesive appearances, but many also take on a similar form of the humanoid or creature they most recently killed and consumed. There are many different types of krixters, but they are all sinister and seek to consume all of creation.

As you run towards one of the town gates, it's damaged, but you desperately try and open it anyway.

You must spend 2 Strength Stat points now, but you cannot go below 1 Strength. If you cannot spend Strength, you'll have to take 4 **damage** instead. You make your way through, but the road that leads back home is filled with rubble and collapsed homes. You'll have to go around.

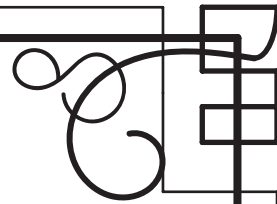
Going left takes you through the **market**. There's a **male Light Striker** there. It's a bit faster to get home, but you see more enemies that way.

To go to the **market**, turn to page 19.

Going right is the longer path back home past the **youth school**, but there doesn't seem to be any enemies there. You also see a **female Light Striker** in the area.

To go to the **youth school**, turn to page 17.

Youth School



You make your way past the West side youth school. To your relief, it appears that all the kids have safely gone home, and there's nothing horrific happening here. At least not anymore. The female Light Striker in the area is in her mid 20's, with blonde hair, blue eyes, in a heavy duty white ivory body suit. The suit is laced in a few parts with golden and black technological armor, like the flexible metallic two piece skirt on her hips. She has on a red beret and matching scarf.

She calls to you, "Be careful! There's a Krixter hiding somewhere here!"

You glance around, and not a moment too soon, she yells at you again, "On the ground, by your feet!"

Five elongated crusty arms with searing evil energy, flails at your legs, **Speed Clash 8!**

Success!

You jump away unharmed!

Fail!

You can spend 1 **Speed** stat to reroll, once. Or stop rolling and take **6S damage**.

2nd Fail!

Stop rolling, you take **6S damage**.

You tumble forward, as the female Light Striker lifts up her **laser rifle** and starts blasting high-intensity shots at the krixter's arms! Pulsing rhythms of flashing lights trail from her laser gun. She destroys the krixter, breaking it into shards of dark crystals before you can get a clear view of it. The krixter's shriek trails off into the distance. The girl grabs a hold of your arm, and helps you regain your balance.

"You okay? That was close, sorry about that. My name's **Solennya**. I'm an **Exalter** Light Striker, stationed here to make sure this zone is under control."

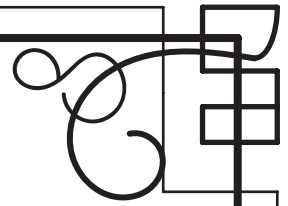
You tell her your name, and ask what's going on.

Solennya replies, "The Krixters breached through a portal at the center of this town. We've been ordered to direct all civilians to safety at the south entrance of town."

You've heard stories and news about these menacing Krixters your whole life, but never have you seen them. Krixters are responsible for many horrific things. Although fear creeps into your belly, you must press on!

Turn to page 18.

Youth School



You explain to Solennya that your parents live in the north side, and no matter what, you're going to them first. And you'll help anyone you can along the way. Rather than forcing you not to help your parents, she decides to support your decision. To your surprise, she walks over to her **solocycle vehicle** parked nearby. With some funky sounds, it transforms into an **8' tall mechanized deckabot** and approaches you.

It speaks in a synthesized voice, "Self repairing protocol complete. Now, lady Solennya, perhaps if you permit, although this person may not be able to drive me, I can go ahead to look for any possible dangers."

SC Notes: Deckabots are sentient robotic creations of supernatural technology & science. They are infused with Spiritus. Each one is custom programmed as a companion specifically for an Exalter. Deckabots are able to transform into weapons and vehicles.

Solennya turns and looks at her deckabot, "Thank you **Jaxley 78**. That's kind of you, but please understand that I'd rather not risk something else happening to you. But don't fret, we do have something that'll help our new friend. Open your box compartment please."

A chamber opens up on Jaxley 78's back. He kneels down, and Solennya takes out a round gray, orange, and blue mechanical device that's 6 inches in diameter. It has a cable strap to wear around your waist or sling over your shoulder.

"Here, this is a **mini-deckabot** transformed into a **quadgency orb**. It will help you by giving you a limited sampling of Light Striker powers." She kindly hands it to you.

You cautiously look at it. It's foreign and intimidating.

Solennya notices your hesitation. "Don't worry, we use these for training students at the Light Striker Academy. And also for special cases and emergencies such as this. Jaxley 78 and I believe in you. Godspeed."

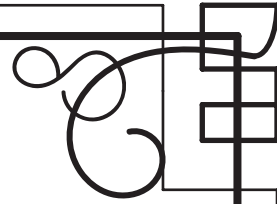
You put it around your neck and feel **energy** surge through your body.

You ask Solennya how to use it and what it does. She assures you that it will help you, and your natural instincts will guide you. You thank her and put it over your neck. After excusing yourself, you rush to your parents.

Before you go, she offers to **heal** you. Spiritus energy flows from her eyes and hand. A sphere of energy lights up your wounds, **roll 6S+2** and gain that much HP. Also, if you still have a **healing potion**, you can take it now and gain back 4 HP. Make sure to subtract what you use from your character sheet item inventory. Either way, you cannot have more than your starting maximum 19 HP.

Go to page 21.

Market



A battle ensues in the market. There's a male Light Striker in his twenties, who's caught in the fray with some grotesque krixters. He's got black hair parted perfectly in the middle and a pair of black framed glasses. He's also wearing slim fitting dark orange pants, a gray turtleneck, boots and a dark blazer with colorful paisleys. Surrounded in an **orange smokey aura**, he's rapidly dashing and flying from one krixter to the next, while he delivers devastating kicks flashing with light, that shatter the monsters into pieces. As one Krixter tries to retreat, the Light Striker channels bright glowing light into his hand and shoots forth a **blinding beam** that destroys the krixter in a radiating blast! Now, you need to make your way through, but you also need to avoid the krixters, debris, scattered goods, and other hazards. You take a deep breath and psych yourself up. Then you dash, and maneuver through the market!

Make a **Speed Clash 7!**

Success!

You nimbly avoid danger!

Fail!

You can spend 1 **Strength** stat to reroll, once.
Or stop rolling and take 3 **damage**.

2nd Fail!

Stop rolling and take 3 **damage**.

As you reach the end and get closer to the Light Striker, you notice two **Krixters** with their attention set on you. They go after you! **Smarts Clash 7!**

Success!

You nimbly avoid danger!

Fail!

You can spend 1 **Smarts** stat to reroll, once.
Or stop rolling and you take **6S+2 damage!**

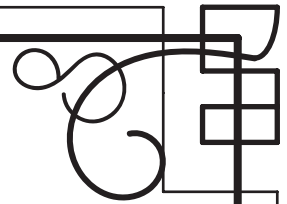
2nd Fail!

Stop rolling and take **6S+2 damage!**
Thankfully, you're able to quickly get away as they claw and scrape at you, drawing blood.

As you pass the Light Striker, he destroys the last krixter attacking him. Then he sets his sights on you and yells, "Hey! Get down now!" You duck low and get down. A burning pain radiates across the top of your head. Glancing up, you can barely see a hissing and bubbling dark **mass** flying over your head. Staying down on the ground, you hear the Light Striker yell as he fights. Even with your eyes closed you can feel **explosions** of light from the impact of each mighty hit that the Light Striker lands upon the Krixters.

Turn to page 20.

Market



Several moments later, all is still. The sounds of boots crunching upon the ground halt by your side. “You okay? Let me help you, here, stand up. I’m **Devren**. A **Braver**. Have no worries, I’m in charge of eradicating any Krixters in this area. I’m supposed to direct you to the South entrance. You’ll be safer there.”

As you look up, the Light Striker reaches out his hand and helps you stand. You quickly explain who you are. You also tell him how you’re on your way to help your parents, and anyone else you can along the way. Devren eyes you suspiciously for a moment.

“Hmm.... I see.... It does me no good to restrain you or keep you here. And I wholeheartedly understand. Tell you what, let me give you this.” He takes a few steps away and rustles through a **backpack** hidden behind one of the market stands.

Devren returns with a round gray, orange, and blue mechanical device that’s 6 inches in diameter. It has a cable strap to wear around your waist or sling over your shoulder.

“This here is a **quadgency orb**. And it’s also a **mini-deckabot** that can transform. We use it for training new students at the Light Striker Academy. Or for special cases and emergencies such as this. Now get going so you can help your parents. You’re brave. That’s one great quality to have. Godspeed.”

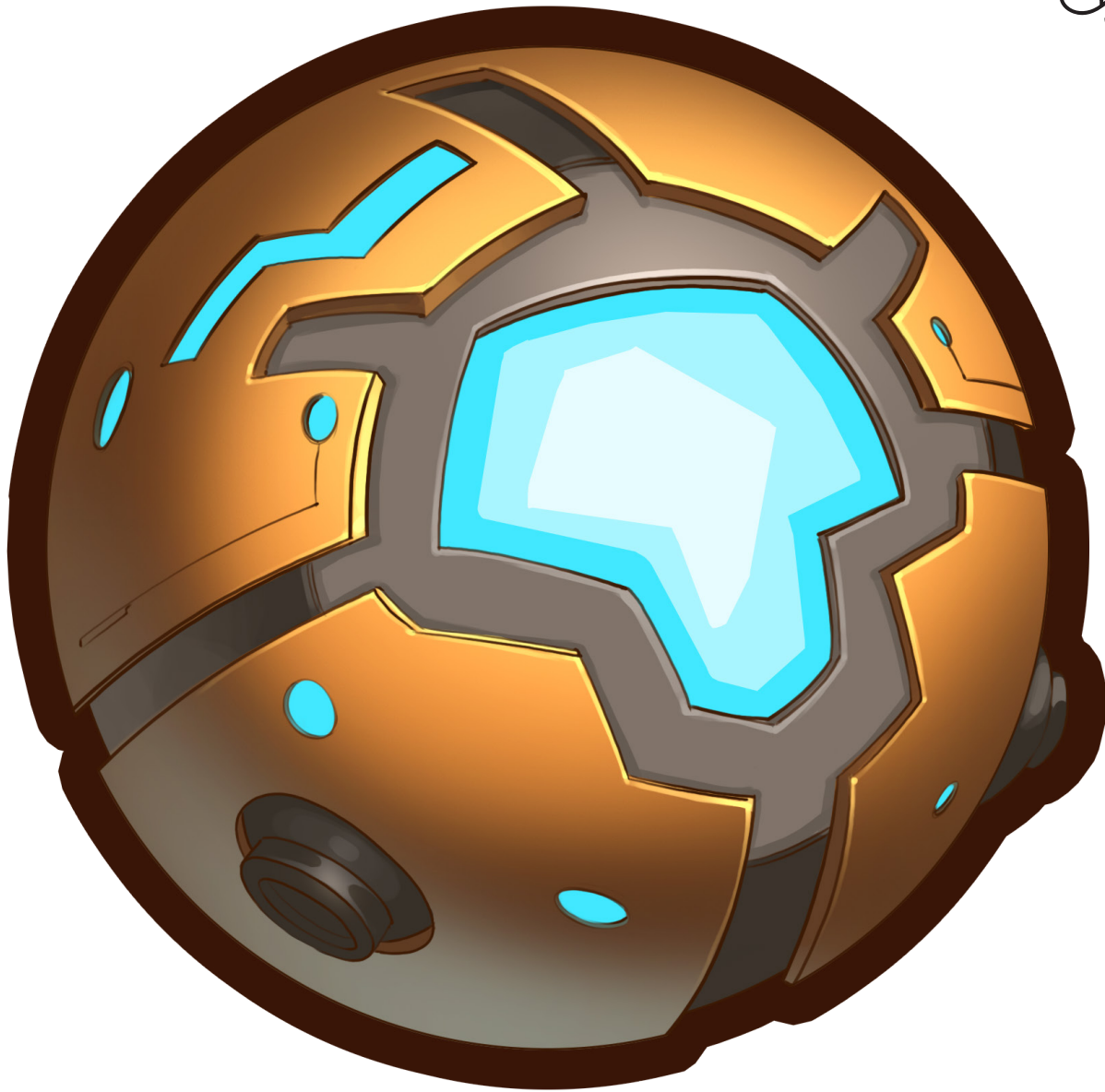
SC Notes: Deckabots are sentient robotic creations of supernatural technology & science. They are infused with divine crystal energy. Each one is custom programmed as a companion specifically for an Exalter. Deckabots are able to transform into weapons and vehicles.

You put it around your neck and feel **energy** surge through your body. You ask Devren how to use it and what it does. He assures you that it will help you, and your natural instincts will guide you. You thank him, put it over your neck, and excuse yourself as you rush to your parents.

Also, if you still have a **healing potion**, you can take it now and gain back **4 HP**. Make sure to subtract what you use from your character sheet item inventory. You cannot have more than your total starting 19 HP.

Before you leave, Devren pats you on the back. You feel a pulse of **energy** that jolts your body. **Gain +2 Strength stat**, but it cannot go over your starting maximum amount.

Turn to page 21.

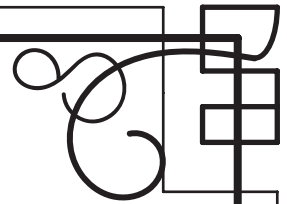


SC Notes: Congrats! You got a *Supernatural* item! Write this new item down on your character sheet. The quadgency orb temporarily awakens the Spiritus inside you and grants you simplified powers from each of the four Light Striker classes. On your character sheet, add 7 points to your *Spiritus Stat* now.

Running back home, you're still in shock at all the chaotic mess of destruction around you. A small army of **krixters** has *actually* attacked *your* hometown. It makes you sick to your stomach. And you have to use every ounce of will power to avert your gaze from the 500 foot tall **multi-headed beast** that's rampaging in the distance. Even from afar you can tell it has slimy, thick black and gray leathery skin, that's rough and ridged. It roars fiendishly as it smashes through homes and spits acidic beams from its mouth. It's too horrific for you to look at for long. Hopefully the Light Strikers kill it soon.

Turn to page 22.

Parent's Home



You're starting to get exhausted, but you see your home just up ahead....

There's a **krixter** attacking your parents! Just like all the other krixters you've been seeing, this one is about 7 feet tall, humanoid, with a large gross mouth, and another larger, filthier mouth on its belly.

Rage and **worry** try to deter you, but you stay focused.

Desperate to save your parents, you run at the krixter, committed to attack it with everything you've got! Your father, scratched and bloodied, struggles to strike the evil Krixter while it approaches your mother.

As you draw closer to your parents, an exhilarating feeling of **nearly limitless power** fills your hands.

Uncontrollably, your arm extends out, and prismatic **energy** stretches out of your hand as you **Spiriforge** a large 10' **prismatic hammer** near the krixter. **You must spend 1 Spiritus stat point now.** Instinctively, you wave your hand to smack the krixter with the hammer!

Your giant hammer breaks apart into dissolving crystal fragments.

Clash and do **damage** equal to the **total result # of your roll!**

Keep track of the damage you do.

KRIXTER has 24 HP

The **krixter** falls and slides across the ground.

While it stands back up, your father carries your mother and they run to safety thanks to you! You continue making your way towards the bloodthirsty krixter. It gets up and rushes at you!

There's enough time for you to do something before the krixter reaches you.

Spiritus begins emanating from your hands as your arms raise out towards the krixter.

A new sensation fills your body, and you find yourself **Spiricasting** at the krixter!

You must spend 1 Spiritus stat point now.

Clash!

Total # 2-5

Holy energy explodes out of your hands and feet. You move around uncontrollably for a few seconds. You unfortunately failed to use the Spiricast.

Total # 6-12

Rippling waves of energy explode around the Krixter, criss crossing, and doing 5 **damage** to the Krixter. **Roll 6S**, if your # is **even**, the Krixter takes that much additional **damage**.

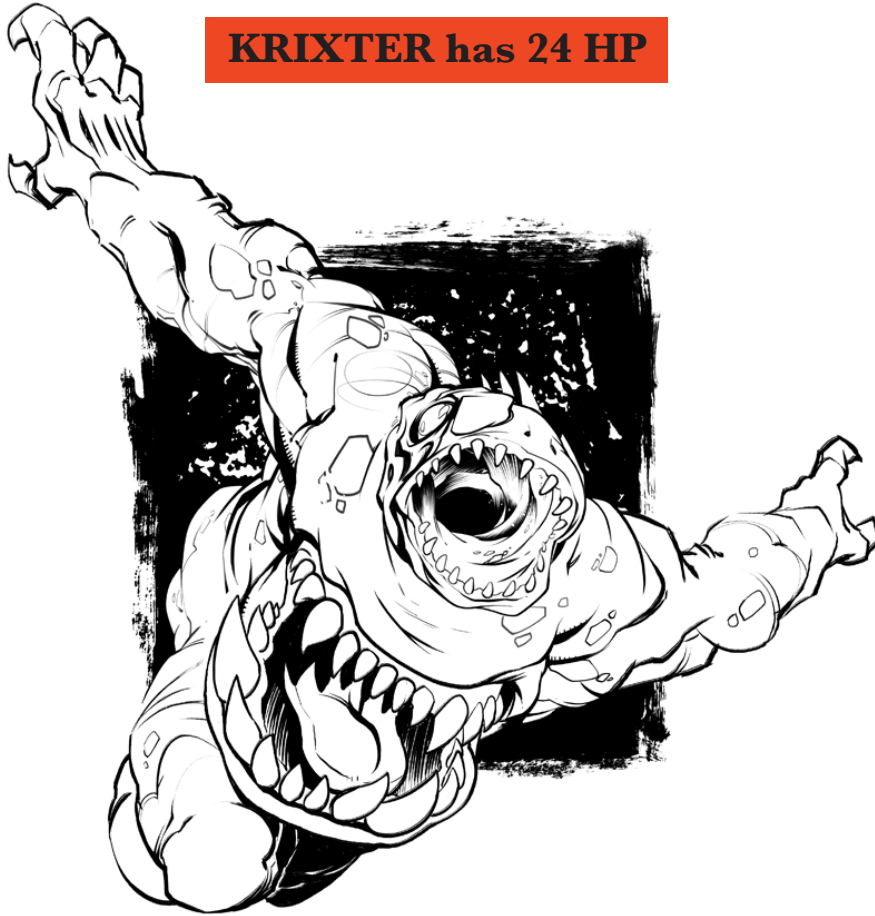
More enraged, the **krixter** runs at you!

A glow of Spiritus covers your arm and erupts into a **shield** of **Holy energy!**

The krixter leaps at you with both of its hideous mouths wide open!

Turn to page 23.

KRIXTER has 24 HP



The **krixter's** bites threatens to do 6 **damage** to you!
Now you get a free reaction, so you can try and defend the krixter's attack.

Clash!

Total # Odd

You **successfully** block the Krixter's attack with your **shield**, crackling with energy!

Total # Even

You **fail** to block it, and you take damage from the Krixter's attack! You can spend 1 **Intellect** stat point and reroll, once.

2nd Fail

If your total # is **even** again, you subtract the damage from your HP and record your new total.

SC Notes: You now experienced what the mighty Imagizards can do with their supernatural powers of Spiritus. Being able to manifest and create almost anything you imagine is just the beginning. Imagizards also **Spiricast** incredible effects, and raise dragons as pets!

Now it's your turn to attack!

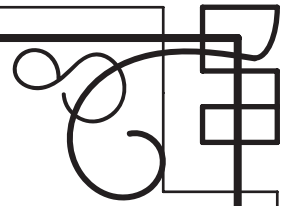
The shield fades from your arm, but now your fists and feet begin feeling hot with a surge of **Spiritus**. You now realize you have newfound power to fight like you never could've before!

You can either take out your **hammer** and **short blade** to fight, holding one weapon in each hand, use only one of them, or you can simply forego them altogether and use your fists and feet.

Regardless, you're ready for battle!

Turn to page 24.

Krixter Battle!



KRIXTER has 24 HP

After glancing at all the **chaos** around you and seeing the expressions of fear on your parents' faces as they watch you from a safe distance, an **aura** bursts from within your body and surrounds you!

You must spend 1 Spiritus stat point now.

The aura is a deep midnight blue, smokey and wispy. It **pops** and **crackles**.

Your newfound instincts cause you to dash forward in an explosive leap towards the krixter!

In a **flurry of combos**, you repeatedly strike at the krixter with increased **Strength & Speed!**

To **attack** with this fighting technique, **Clash**.

Next, look at **each individual** dice result #.

This represents a mix of all your quick and strong attacks.

For each **individual** dice that's a **1, 2, 3 or 4, (1-4)**, you hit and do that much **damage** to the krixter! Don't touch those dice for the time being!

If you do **not** roll any **1-4's**, it's because your attacks missed and/or the krixter defended it.

Now, for **each** dice that is a **1-4** that you rolled, reroll **that** dice.

Just like before, you successfully hit and damage the krixter again for every **1-4** that you get!

Keep doing this until you don't roll any more **1-4's**, or the krixter reaches 0 or less HP.

Once you are done with any extra rolls, your **attack** is complete.

As soon as your **attack** is complete, you can spend 1 Strength stat to do +3 additional **damage**.

Now your **turn** is complete.

If at any point the **Krixter reaches 0 or less HP**, turn to page 25.

But if the **krixter** still has 1 or more HP remaining, it attacks right back!

Make a **Clash** for the krixter, and **if the total result # is between 2-6**, the krixter's attack is going to hit you for that much damage unless you successfully defend against it!

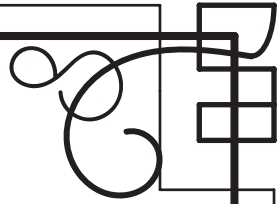
You will defend as you did earlier, with your Imagizard **shield**.

Clash, and **if your total is an odd #**, you block the krixter's attack and take no damage!

Continue taking turns in this way, fighting until the krixter reaches 0 or less HP.

If you bring the Krixter down to 0 or below, turn to page 25.

Krixter Battle!



The **krixter** shatters into shards of **dark crystals**!

Awesome!

SC Notes: You just unleashed a barrage of Braver attacks! The Braver is the class that develops the most honed warriors of all the Light Strikers. They are masters of any melee weapon, whether it be their fists, feet, blade or bludgeon.

You rush to your parents and embrace them.

Your father's tone hardens, "I'm glad you're okay. But how did you do that?"

You explain how a Light Striker gave you the orb. And now you want to help whoever you can.

Your mother is concerned, "Please be careful. We love you."

You nod and embrace them again.

To your left, you hear a **woman's voice, yelling in pain.**

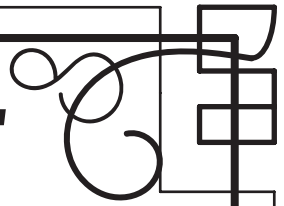
To your right, you hear a **man screaming for someone to help his daughter.**

Who do you help first?

If you choose to help the **woman**, turn to page 26.

If you choose to help the **man**, go to page 27.

Down the Street



As you dash over, you see the woman in the distance, further down the road, and instantly recognize her. She's a hairstylist who is always very prim and stylish. But now, she's scratched up, and a complete mess from the **krixter** attack. She's holding two large scissors in each of her hands. The **krixter** also looks damaged, but it dodges her next attack, and knocks her down with a kick! She's badly hurt and exhausted; the krixter is about to kill her!

Panicked, you realize there's no way you'll get to her in time...

One of your hands reaches out and glows with ***Spiritus!***

Vibrant energy courses around her, and you see her injuries start to heal! She's rejuvenated. As the krixter attacks her, she's able to roll out of the way, get up, and run! You yell at her to hide, and that you'll be back to help her.

The krixter starts bubbling up and lurches towards you as fast as it can! Staggering in random directions, like it's somehow glitching reality, it looks like it's about to explode!

A computerized voice projects from the **quadgency orb** around your neck. It says, "You're doing quite fine. Now please, allow me to be of assistance."

The cable around your neck snaps off as the **quadgency orb** transforms into a **laser rifle!** Holding it in your hand, it feels perfectly formed to your grip.

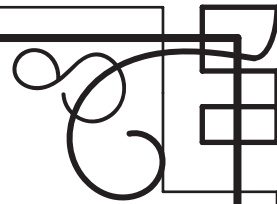
The voice speaks to you again, "Aim at the krixter and pull the trigger. I will do my best to help. Auto-aim mod port initiated."

You raise your **laser rifle** at the krixter...

SC Notes: These are some of the features unique to the Exalter class. In addition to your very own personal sidekick deckabot you can transform with, you have Spiritus powers that excel at healing and protecting your friends!

Go to page 28.

Once a Home



A few houses down, you see a familiar man, but someone you don't know personally. He's 37 years old, with spiky black hair, green eyes, always wearing a uniform with tight pants and a big green shirt. He's one of the community's main delivery workers. Always a funny guy who's never not cheerful. His right arm looks broken. Half of his home is ripped apart.

He's yelling for someone to help his daughter. "Please save my daughter, she's only nine, and there's something hideous in there!" No questions asked, you rush into their home.

The robotic voice speaks to you from the **quadgency orb**, "Please allow me to provide some tactical combat advice. Your chances of saving the child will greatly increase if you are able to surprise the enemy Krixter before it has a chance to harm either you or the girl. I can provide you with just enough energy to use a power. Please look to your right and open what you see."

You must spend 1 Spiritus stat point now.

As you look to your right, a sizzle of Spiritus energy that traces the space next to you.

It outlines a **strange looking door** beside you.

It's not a standard door, instead, it has a constant **waviness** and **dream-like** look.

As you open it, you **peel away a section from the fabric of reality**.

After stepping inside, the door **melts away** and you're in an alternate reality zone.

It looks exactly the same as from where you came, except everything is black and white.

Your feet feel lighter as you make your way upstairs, quickly glancing in each direction. Finally, you reach a room in the far back. The vile krixter looks badly damaged already, but has enough strength to lift the girl out from beneath her bed!

You rush up beside the krixter and in the blink of light, you snap back into reality with your **short blade** and you stab right through the head of the krixter and slice downwards with all your strength, instantly killing it! The krixter's hideous body splits in half, crumbles apart, and scatters into dark crystals. You carry the little girl back down to her father.

"Thank you!" He hunches down to embrace his daughter. "Come here, I love you so much! You okay?" The girl nods. The man wipes his daughter's tears, looks up at you and smiles. You tell them to wait here, and you'll be back to escort them to safety.

If you still need to try and save the **woman**, [go to page 26](#).

If you already attempted to help the **woman**, [go to page 29](#).

SC Notes: The power to manipulate reality is part of what makes the Trick Scout class so versatile. They are also incredibly tricky and are masters of dual blades as well as bows & arrows, stealth and combining items.

Down the Street

KRIXTER has 5 HP remaining

Now it's your turn. You point the rifle at the **krixter** and fire!
The rifle recoils as a bright laser shoots out.

Ranged Clash 5. But this time, *add +5 to your total roll.*

Success!

For each point your **total #** is higher than the **Ranged Clash 5**, you do that much **damage**. Record the amount of **damage** you do to the krixter. If you reduce the krixter to 0 or less HP, it's destroyed! Your **deckabot** says, "Crystal energy ammo depleted. Needs to be recharged." It transforms back into its orb shape with a chord, attaching itself around your neck once again.

Fail!

You can spend 1 **Intellect** stat to reroll your Clash, once. Or stop rolling and go to the **Krixter's** turn.

2nd Fail!

Stop rolling and go to the **Krixter's** turn.

If you succeeded and haven't attempted to help the **man**, go to page 27.

If you succeeded and you've already attempted to help the **man**, go to page 29.

Krixter's turn: It continues to lurch towards you.

Then it's your turn. Shoot at it again with the same **Ranged Clash 5 with +5.**

Success!

For each point your **total #** is higher than the **Ranged Clash 5**, you do that much **damage**. Record the amount of **damage** you do to the krixter. If you reduce the krixter to 0 or less HP, it's destroyed! Your **deckabot** says, "Crystal energy ammo depleted. Needs to be recharged." It transforms back into its orb shape with a chord, attaching itself around your neck once again.

Fail!

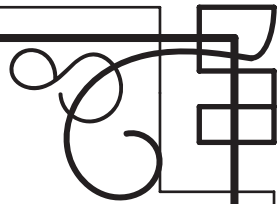
You can spend 1 **Intellect** stat to reroll your Clash, once. Or stop rolling, and the Krixter quickly explodes into a bubbling poison doing 5 damage to you!

2nd Fail!

Stop rolling and the Krixter explodes into a bubbling poison doing 5 damage to you!

If you haven't attempted to help the **man**, go to page 27.

If you've already attempted to help the **man**, go to page 29.



As you stop to catch a brief moment of respite, you look around and see the extent of all the shocking destruction and suffering the **Krixters** have caused. Although attacks like these have been rare, this danger appears to be rapidly increasing.

You realize you need to head back to your parents and escort them to the South gate. Your friends could still use your assistance. And there'll be other civilians who'll need help too.

You clutch the **quadgency orb** in your hands for a moment and look down at it.

Time for you to decide!

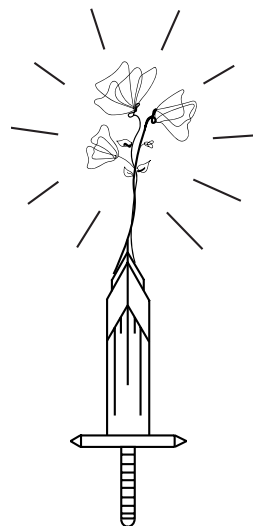
To be continued.....

SC notes: There is so much more to discover in the world of Adamah. You'll be surprised at all the beauty, wondrous places, and epic stories that are being brought to life. And there is an infinite amount of enemies, monsters, and adventures that await you. You'll be able to create fun & legendary memories with your family & friends!

The Clash system is fast, fun and detailed, yet streamlined and easy to play. Soon, you'll be able to create your own original Light Striker! The Academy pack has the complete game.

After you complete this solo adventure, the next book in the Adventure pack is the Hero Upgrade kit 1. We also recommend that you read Quest Blasters #1 and then The Bladed Kiss. These books provide the rules-lite Clash System, info, and world-building for you to enjoy!

See you in Adamah, fellow Light Striker!



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