

Combat

All instances of violent combat involving the player characters in Last Odyssey are referred to as battles. Each battle takes place between two opposing sides, with the player characters and their allies on one side and their enemies on the other. Any elements of the battlefield that cannot act by themselves can still be interacted with by characters that use the Interact action. The effects of the Interact action always trigger during the Effect Phase of the battle. See the Actions, Turns, and Rounds section for more details.

Starting a Battle

At the beginning of every battle, note every character participating in the battle, and mark down which side they are on, the players' or their enemies'. Neither side can move to the other side's part of the battlefield for the duration of combat.

There are two possible rows that a character can occupy on each side of the battle: the front row and the back row. At the beginning of the battle, each player chooses which row their character occupies, and the GM determines which rows their enemies and allies start on.

Enemies and allies in the front row of their respective sides may be targeted by any kind of attack or ability, and may also make any kind of attack or use any kind of ability.

Enemies and allies in the back row may not target enemies with any melee abilities, and also cannot be targeted by enemy melee abilities.

Once you have determined the starting location of every character on the battlefield, you may now determine the initiative order. The initiative order is the order in which each character acts during a round. The higher on the initiative order they are, the sooner they act. The act of determining the initiative order during combat is referred to as *calling initiative*. To call initiative, each player calls out a number between 1 and 8. The lower the number is, the more likely it is that the player will go first on a tie. The higher the number is, the more likely it is that the player will go last on a tie. Players who call out a 1 are guaranteed to go first on a tie.

Once all players have called their numbers, the GM rolls 2d4 and reads out the result. Players who called a number equal to the number that the GM rolled count as having an Initiative of 1.5x its base value for the rest of the battle. Players who called a number equal to or above the number the GM rolled will always act last on a tie with an enemy, while players who called a number below the number the GM rolled will always act first on a tie with an enemy.

Once Initiative has been called, compare the modified Initiative scores of all of the characters in the battle and rank them from lowest to highest. The order in which the characters will act every round starts with the character with the highest Initiative score for the battle and goes in order of descending Initiative until it ends with the character with the lowest Initiative score for the battle. Ties between player characters and their enemies are resolved based on the results of calling initiative, ties between player characters are resolved by player fiat, and ties between enemies are resolved by GM fiat.

The last step before the first round of a battle begins is the first Paradigm Phase of the battle. During the paradigm phase, each player should choose what job their character will occupy during the first round. They may choose to change this at the end of each subsequent round.

In some battles, such as when one side is ambushed, either the players or their enemies will have an extra turn at the beginning of a round called the First Strike. During the First Strike, the side that has the upper hand will be able to take a free turn before the players call initiative. The order in which characters act during the First Strike is determined by the players if they have the upper hand, and the GM if their enemies do. During the First Strike round, all characters on the side that has the upper hand have only 1 AP instead of their usual 2 or 3. During a battle where the players have the First Strike, the first Paradigm Phase triggers before the First Strike round commences, and the second Paradigm Phase occurs right before the beginning of the first round. Once the First Strike round is over, call initiative as normal.

Actions, Turns, and Rounds

The standard unit of time that each battle is divided into is known as a round. After the initiative order is determined and all other pre-battle steps are taken into consideration, the first round of combat begins. This round, and each subsequent round, are divided into three phases:

The Action Phase. This is the phase in which each character on the field takes their turn in the order determined by their respective Initiatives.

The Effect Phase. This is the phase in which any environmental effects not caused by abilities take place, such as the turning of a boat or lightning striking one of the characters. This is also the phase in which either side can Advance if the situation is appropriate.

The Paradigm Phase. During this phase, each player on the field can choose to switch jobs. Doing so does changes out the bonuses to their statistics but does not affect any abilities that are already in play, such as the Defender's Taunt or the Saboteur's status effects.

Sometimes, multiple effects can occur at once during the Effect Phase. When this happens, damage takes precedent, followed by healing, followed by status effects, followed by everything else.

The time during a round when a given character is allowed to act is called their turn. Each action you take costs an amount of a resource called Action Points, or AP for short that depends on the type of action you are taking. Once you

run out of Action Points during your turn, your turn ends and the turn of the character next in the initiative order begins. If there are no characters left in the initiative order, the round enters the Effect Phase. Characters of tier 1-5 have 2 AP per turn, while characters of tier 6-10 have 3 AP per turn. Most actions cost 1 AP unless otherwise specified.

During the Effect Phase, if there are no characters in the front row on one or both sides of combat, then their opponents can choose to Advance. When they do so, all of the characters on the opposing side now count as being in the front row instead of the back row. If both sides are in the back row during the Effect Phase, the players choose whether or not to Advance before their enemies do.

On a character's turn, they are limited to performing the following actions:

Basic Attack. The character makes a colorless physical attack against a single enemy. This does base physical attack damage as outlined in the next section. No matter what, this attack always counts as a melee attack.

Use Ability. The character uses one of their abilities. Some abilities have an MP cost, which reduces the character's MP by the stated amount after the ability is used.

Use Item. A character may spend 1 AP to use one of the items in the party inventory on a target or targets of their choice. Once an item is used, it is permanently removed from the party inventory.

Move. A character may move from their front row to their back row, or from their back row to their front row at the cost of 1 AP.

Summon Eidolon. A character may expend 3 Anima to summon their Eidolon. This does not cost any AP. When they do so, neither they nor their allies are able to act but also cannot be targeted by enemies until the Eidolon disappears.

During the first round it is summoned, an Eidolon can act during the turn of the character that summoned it with the amount of Action Points its summoner has remaining. At the beginning of each subsequent round that a character's Eidolon is in play, they must spend 1 Anima to keep the Eidolon on the field, after which the Eidolon acts in the appropriate order determined by its Initiative, with ties broken by the results of the Initiative call. Otherwise, it disappears, and all characters are able to act again as normal. If the Eidolon drops to zero HP, it also disappears, and all characters are able to act again as normal.

Hold AP. During your turn, you may spend one of your remaining AP to designate it as held. When you do so, choose a character that is acting after you in the Initiative order. You will have an extra turn after that character's called a held turn in which you have only 1 AP to act. You cannot hold more than 1 AP at a time, and you cannot hold AP on your extra turn. In other words, you can only hold 1 AP once per round.

End Turn. If you still have AP remaining, you can choose to end your turn early without acting. You will lose your remaining non-held AP, but you will still get the chance to act on your held turn if you have one.

Interact. During some battles, there will be contextual objects that players can interact with. If they do so, they must use the Interact action. Performing simple actions, such as flipping a switch, asking a question, or breaking a window, requires 1 AP, while performing more complex actions, such as logging into a computer or lowering a drawbridge, may require an entire turn or more to complete.

Swap Equipment. You can spend an AP to put your weapon away, equip a weapon you are proficient with from your inventory, take an accessory off, or put an accessory from your inventory on. You cannot take armor on or off during battle.

Flee. If you still have AP left, you can end your turn immediately to flee the battle. If you do so, you leave the battlefield at the end of the Effect Phase, and can no longer act or be acted upon by any of the remaining characters. If all player characters flee, the battle ends, and you do not gain any XP or items. What happens after player characters flee and whether or not they can flee in the first place is up to the GM's discretion. Flee cannot be used by characters that occupy the front row.

Attacking and Defending

Some character abilities, such as buffs and debuffs, succeed no matter what. However, there are three types of abilities that can fail to activate their effects: physical attacks, magical attacks, and status-inflicting abilities. The same mechanics listed below for player characters and their allies targeting enemies also apply to enemies targeting player characters or their allies.

Physical Attacks. When you make a physical attack against an enemy or enemies, roll a 1d10, subtract your Physical Accuracy from the result, and then add your opponent's Evasion. If the resulting number is equal to a 7 or below, you hit and deal damage that reduces the target's total HP. Otherwise, you miss and deal no damage. The base damage of the attack is equal to your Physical Attack minus the enemy's Physical Defense plus the result of the 1d10 roll you made earlier multiplied by any relevant damage modifiers. Against multiple enemies, you only roll the 1d10 once, and use the resulting number to determine whether you hit and the base damage you deal against each one separately.

Magical Attacks. When you make a physical attack against an enemy or enemies, roll a 1d10, subtract your Magical Accuracy from the result, and then add your opponent's Evasion. If the resulting number is equal to a 7 or below, you hit and deal damage that reduces the target's total HP. Otherwise, you miss and deal no damage. The base damage of the attack is equal to your Magical Attack minus the enemy's Magical Defense plus the result of the 1d10 roll you made earlier multiplied by any relevant damage modifiers. Against multiple enemies, you only roll the 1d10 once, and use the resulting number to determine whether you hit and the base damage you deal against each one separately.

Status-Inflicting Abilities. When you use a status-inflicting ability on an enemy, roll a 1d10 and subtract your Status Accuracy from the result. To determine whether or not each enemy is hit, add their Resistance to the result of your roll. If the result is equal to or below a 5, they gain the status effect you are attempting to inflict. Against multiple enemies, you only roll the 1d10 once, and use the resulting number to determine whether you successfully inflict the status against each one individually. See the Status Effects section for more details.

Sometimes, the total Evasion or Resistance of the target of an ability is great enough that there is no chance that the ability will hit them. For status-inflicting abilities, this means that they cannot be hit. For magical and physical, attacks, however, rolling a 1 will still lead to a hit. If the resulting damage would be 0, it is still 0.

The minimum amount of base damage you deal with an attack is 1. However, the base damage you deal is not equal to the final damage the enemy takes. Instead, the final damage they take is equal to the base damage of the attack multiplied by any relevant modifiers. When a character makes a magical attack against an opponent that has a Shell active, they do double damage. Likewise, when a character makes a physical attack against an opponent that does not have a Shell active, they also do double damage.

Some attacks that you make, such as Cleave or Elemental Storm, will target multiple characters at once. When you make one of these attacks, you only make one attack roll and subtract the corresponding accuracy bonus from it. However, to determine whether or not you hit each enemy and whether or not you deal damage if applicable, you should subtract each enemy's Evasion or Resistance from and add their defense stats to your roll independently of one another. For example, let's say you have a Physical Accuracy of 3 and a Physical Attack of 2. You attack two enemies, and roll a 5 on your 1d10, meaning that your accuracy result is a 2 and your damage result is a 7. The first enemy has an Evasion of 6 and a Physical Defense of 1, so you miss against them. The second enemy has an Evasion of 2 and a Physical Defense of 3, so your attack hits them with a base damage of 4.

Every ability that you use has a target. Abilities that target the Self only affect the character using them, abilities that are Melee can only be used from the front row and can only target enemies in the front row, abilities that are Ranged can be used from any row and can target any character on the field, and abilities that are Special have fixed targets that are specified in the ability description. Abilities marked as Passive do not have a range, since they do not have any targets, and abilities marked as Ally will target you or an ally. Finally, abilities marked Multi can target multiple characters depending on the description of the ability, and abilities marked Reaction will specifically target a character that has taken a specific action or has just fulfilled a specific requirement. You may also use Ally abilities on enemies if you so choose. In this case, they count as being Ranged.

Elemental Damage

In Last Odyssey, magic takes myriad forms when used. Many creatures and effects produced by Mana can be classified by their *elemental type*, which is the kind of energy that they direct when present in the material world. In Last Odyssey, there are nine elemental types, each with a distinct look:

- Fire* magic channels the power of heat and flames, and often has a reddish color.
- Water* magic channels the power of the sea and of storms, and often has a deep blue color.
- Earth* magic channels the power of gravity and solid rock, and often has a brownish color.
- Wind* magic channel the power of air currents and cyclones, and often has a yellowish-green color.
- Thunder* magic channels the power of electric charge and current, and often has an orange-yellow color.
- Wood* magic channels the power of plant life and microorganisms, and often has a dark green color.
- Ice* magic channels the power of snow and bitter cold, and often has a light blue color.
- Light* magic channels the power of radiation and the sun, and often has a whitish color.
- Shadow* magic channels the power of darkness and the unknown, and often has a purple-black color.

Many attacks and all status effects have an associated element. If this is the case, the damage that the attack does is multiplied by an amount determined by both the element of the attack and the element of the target. An ability or character that does not have an elemental type is referred to as *colorless*. Unless they have a Shell active, player characters count as colorless for the purpose of calculating the damage they take from enemy attacks.

All abilities with an elemental type have their effects modified against targets with an elemental type. An attack of a given elemental type will have its damage multiplied by a number determined by the elemental type of the target. Characters with a Shell active will count as being of the Shell's element for the purposes of calculating how much damage they receive. All elements will have as many types they are strong against as types they are weak against, but not always to the same degree. For example, Wood is strong against Light, Shadow, and Wind, while Fire is only strong against Ice and Wood, but is more powerful against Ice than Wood is against Light, Shadow, or Wind. When selecting their elemental type, players should consider how reliable they want the damage of their attacks to be.

When you are trying to determine the elemental modifier for a particular attack, consult the table below by finding the elemental type of the attack listed in the left-hand column and matching it with the elemental type of the target on the top row. The correct multiplier is at the cell at the intersection of the row the attacker's element occupies and the column the defender's element occupies. If either the attack or the target are colorless, the elemental multiplier is automatically equal to one. When the resulting damage that a character takes after all multipliers are taken into account is not equal to an integer, round that number down to the nearest integer. For example, if a character takes 2.5 damage according to the elemental table, this only counts as taking 2 damage in practice.

	Fire	Water	Earth	Wind	Thunder	Ice	Wood	Light	Shadow
Fire	1	0.5	1	0.25	1	4	2	1	1
Water	2	1	0.5	4	0.25	1	1	1	1
Earth	1	2	1	0.5	4	0.25	1	1	1
Wind	4	0.25	2	2	1	0.5	0.5	4	0.25
Thunder	1	4	0.25	1	1	2	2	0.5	0.5
Ice	0.25	1	4	2	0.5	1	2	0.5	1
Wood	0.5	1	1	2	0.5	0.5	1	2	2
Light	1	1	1	0.25	2	2	0.5	0.5	4
Shadow	1	1	1	4	2	1	0.5	0.25	1

Status Effects

When a character successfully hits another with a status-inflicting ability, the target or targets of the ability in question are now under the received status effect until they are either cured by an item or ability. Abilities that inflict status effects on a target also have an associated element. Unlike damaging abilities, however, elemental resistances do not change the actual effect of the ability. Instead, they change the probability that the target will receive the status effect at all. When a character uses a status-inflicting ability against another character on the battlefield, consult the element table in the last section, with the element associated with the power on the left-hand column and the element of the target on the top. The associated multiplier does not change the quality of the status effect, but instead the probability as follows:

0.25x. The target is immune to this status effect.

0.5x. The status effect is inflicted when the result of the status-inflicting ability roll is 3 or below instead of 5 or below.

2x. The status effect is inflicted when the result of the status-inflicting ability roll is 7 or below instead of 5 or below.

4x. The target cannot evade this status effect.

There is no such thing as a colorless status effect.

There are nine status effects in total, one for each element. The status effects and their corresponding elements are listed below.

Fire: Burn. The affected character cannot receive any healing and cannot be buffed while this status is active. Any buffs they have already received remain active until otherwise removed.

Water: Confusion. When a character becomes Confused, assign each character on the battlefield a number in ascending order, with the Confused character assigned a 1. When that character uses an ability, attacks, or uses an item, flip a coin and make their player call heads or tails. If they call right, their ability targets the character they want to target. If they call wrong, roll a die with a number of sides greater than or equal to the number of characters on the field. The target of the ability will then be the character associated with that number. If the target is out of range of the ability, make this roll again until you land on a character who is. Melee attacks can target all allies, and ally abilities can target all enemies. Multi abilities will target all characters on the side of the character who is the designated target. Characters can additionally target themselves with offensive abilities due to this attack. Non-player characters with this condition call a side of the coin determined by the GM.

Earth: Petrify. The affected character is unable to use the Move action, and their base Evasion counts as being half its current value rounded down, including buffs and debuffs. If the value is negative, it is not reduced in this manner. They may still Advance as normal.

Light: Blind. The affected character's Accuracy values count as half their base value (counting bonuses from equipment) rounded down. Buffs and debuffs to this value still apply as normal.

Ice: Frostbite. The affected character is unable to use their basic attack, use items, or use any abilities that restore Health or Mana. Any abilities they have that heal passively, such as the Priest's Prayer or the Auto Heal equipment power, are not negated by this status effect.

Wind: Fatigue. When the affected character uses an ability that costs MP, the total MP cost they pay to use said ability is doubled.

Thunder: Paralysis. Any physical attack rolls the character makes automatically fail. This includes basic attacks or counterattacks due to item or job abilities.

Shadow: Silence. Any magical attack rolls the character makes automatically fail. This includes basic attacks or counterattacks due to item or job abilities.

Wood: Toxin. During the Effect Phase at the end of a round, this character takes damage equal to one tenth of their base maximum HP rounded down with a minimum damage of 1, not counting any buffs or debuffs but still counting modifiers from equipment.

Buffs and Debuffs

Some abilities modify the statistics of their target. Abilities that increase a target's statistics are called buffs, while abilities that decrease their statistics are called debuffs. When you use a buff or debuff on a character, it does not increase or reduce the statistic directly. Instead, it moves that statistic up and down something called the Bonus Tracker. By default, the bonus to each of a character's statistics is +0. A single level of buff applied to that statistic gives it a bonus of +1 for the duration of the battle. Another level raises this bonus to +3, and the final level raises it to +7. Subsequent buffs do nothing. Likewise, a single level of a debuff on a statistic imposes a penalty of -1, a second level imposes a penalty of -3, and a third will impose a penalty of -7. Further debuffs do nothing. In addition, buffs and debuffs are capable of cancelling each other out. One level of buff will cancel out one level of debuff, and vice versa.

Another way of putting the above is that each level of buff raises the statistic one level up the Bonus Tracker, and each level of debuff lowers the statistic one level down. There are seven levels on the Bonus Tracker in total, corresponding to additive modifiers of -7, -3, -1, +0, +1, +3, and +7. All character statistics start in the middle of the Bonus Tracker at +0, and return to the middle at the end of every battle. Buffs and debuffs cannot be resisted, although some passive equipment bonuses and monster abilities will render a character immune to certain buffs and/or debuffs. Character statistics can be buffed and debuffed to any value, including negative ones. The exceptions to this are a character's maximum HP and maximum MP, which both have a minimum value of 1.

Shells

Most enemies and any characters that have had a Shell ability used on them have a special status effect known as a Shell. A Shell is a pool of temporary HP that has a fixed elemental affinity, and can be colorless as well. When a character's Shell is active, they will take double damage from all magical attacks. In addition, when determining the elemental modifier to the damage they take or to their status effect modifier, you should take the target's elemental type to be the element of the Shell. No character with the exception of some Bosses may have more than one Shell of a

given type active at a time, and no player character may ever have a Shell that has more HP than their base Health. An enemy's maximum Shell is determined by the starting Shell they have in combat, and they cannot receive a Shell higher than this of any elemental type.

When a character's Shell is reduced to zero, they are referred to as Shellbroken. Characters who are Shellbroken take double damage from physical attacks. Characters who have not had a Shell applied to them during the battle also take double damage from physical attacks, per the Attacking and Defending section. When a character's Shell is first broken by an attack, subtract the amount of damage the attack did to the character's Shell from the total final damage of the attack, modifiers included. If the resulting number is greater than the character's remaining HP, the character is downed. If the resulting number is less than the character's remaining HP, they do not take any additional damage. Damage dealt in this way is referred to as overflow damage.

Death and Injury

When a character drops to 0 HP or below inside of combat, they are considered downed. When a character is downed, all of the effects applied to them automatically go away, including buffs, debuffs, Haste, Slow, status effects, and Shells, with the exception of Toxin, Frostbite, and Burn. They cannot act, and cannot be the target of any actions except those that revive them. When they are revived during the battle, they take the place they previously occupied in the Initiative order, and will act on the first turn they have after the turn of the character that revived them. However, when they are downed they also lose the opportunity to act on their held turn regardless of whether or not they are revived before it.

If a downed character is not revived before the end of a battle, they will come back to life at 1 HP after the battle is over but at the cost of sustaining an injury. When this happens, roll a 1d12 and consult the table below to determine the effect.

1. The character's max HP is reduced by 5.
2. The character's max MP is reduced by 5.
3. The character's Initiative is reduced by 1.
4. The character's Physical Attack is reduced by 1.
5. The character's Magical Attack is reduced by 1.
6. The character's Physical Defense is reduced by 1.
7. The character's Magical Defense is reduced by 1.
8. The character's Evasion is reduced by 1.
9. The character's Resistance is reduced by 1.
10. The character's Physical Accuracy is reduced by 1.
11. The character's Magic Accuracy is reduced by 1.
12. The character's Status Accuracy is reduced by 1.

A character can theoretically sustain an infinite number of injuries in battle. Still, no injury can ever reduce their HP or MP below 1, and can never reduce their statistics below 0. While a character is traveling, other characters can heal their injuries by treating them during the Camping Phase of each round of travel. Otherwise, in order to have their injuries treated, characters must either pay a healer for services or rest in a proper shelter. If a character is doing the latter, they will recover one injury per night rested in the order they received them.

A character cannot be reduced below 1 HP outside of combat. However, they can still sustain injuries if they take additional damage while they are at 1 HP. In general, they will take one additional injury every time they take damage that would make them drop to 0. The exception to this is when they are killed by either a Villain or Monster. If so, then they can permanently die, and must be resurrected at a temple (rules for this will be discussed further in the travel section).

Paradigms

As each player character levels up, they will unlock and advance their rank in six different jobs: Striker, Caster, Healer, Defender, Support, and Saboteur. During battle, they may choose to switch which job they occupy during the Paradigm Phase. Any character can switch to any job they have already unlocked with no restrictions except that they may only do it during this phase or outside of combat. When they do so, they should remove the bonuses to their statistics that the previous job they occupied conferred, and add the bonuses to their statistics that their new job confers. In addition, they are only able to use the abilities they have unlocked in a particular job when they occupy it, and cannot switch jobs at any time in battle apart from during the Paradigm Phase.

When the players switch jobs in combat, this is called a paradigm shift. A specific combination of player characters and jobs is known as a paradigm. There is no limit other than the absolute combinatorial limit to the number of paradigms a party can possibly occupy. However, players are encouraged to experiment with effective paradigms and to name and record their favorites so that they can plan strategies for future battles.

Ending Combat

A battle is over when one of the two opposing sides has no active characters remaining on the field. If the players have all been downed or killed, the party will lose something important before they come to. For example, a group of robbers will steal all of their cr, a group of wolves might eat all of their supplies, and a monster might kidnap them and drag them into their lair. Permanently killing a group is impossible with rare exceptions, and even then usually requires player input and/or the expenditure of Anima on the part of the GM.

At the end of a battle, every downed enemy will grant the entire party Experience, shortened to XP in the rest of the

rulebook, and also award them items. By default, each downed enemy in combat awards 1 XP to each member of the party regardless of that enemy's tier. Elite enemies are worth 5 XP, and Bosses are worth 10 XP per phase. If the players successfully flee a battle, they do not receive any rewards. However, if their enemies successfully flee, the players still receive the rewards for any enemies they downed before the rest fled.

Sometimes, players will encounter enemies that are of a higher or lower tier than they are. If this is the case, subtract the players' tier from the tier of the enemies of a different tier and then add this modifier to the amount of XP that they earn from said enemy. The minimum amount of XP that players can earn from a given enemy is 1, and the maximum is 10, with the exception of antagonists, who do not have tiers in the same way that other enemies do. For example, if a group of player characters of tier 3 defeats 5 elite enemies of tier 1, then the total amount of XP they earn will be 10.

In addition to earned XP, each defeated enemy drops an item from its Item Table, while Elite enemies will drop two items from their Item Table. The Item Table is a list of three possible items that an enemy can drop, each of which is assigned a number from 1 to 3. To determine which item an enemy drops, the GM rolls a d4. The value they roll corresponds to the item the enemy drops. If the GM rolls a 4, the enemy does not drop an item. Stealing from an enemy has the opportunity to grant up to one additional item to the party per enemy. See the Thief rules for more details.

At the end of a battle, most status effects and all buffs, debuffs, Shells, and other effects are removed from all characters that participated. However, certain status effects can linger on characters between battles depending on which status effect was inflicted. Otherwise, they stop as soon as the battle is over.

Burn: Burns remain after combat, but can be healed by a full night of rest.

Toxin: At the end of every travel round, characters inflicted with Toxin must roll a 1d10 and add their Resistance to the result. If the result is below a 5, they take damage equal to one tenth of their max HP, rounded down, with a minimum damage of 1. If the result is above a 5, the Toxin goes into remission and they stop taking damage. Toxin is cured by a full night of rest, but if another battle starts before they are cured then they start taking damage every combat round again, and will start taking damage every travel round again after the battle is over. The damage done by Toxin outside of combat cannot ever cause a character to drop below 1 HP.

Frostbite: Frostbite remains after combat, but can be healed by resting next to a significant heat source (including a warm or hot climate, or a campfire). Resting in the cold does not count.

All other status effects not listed go away after the end of a battle.