

# Characters in Combat

A discrete instance of combat in Last Odyssey is called a battle. Any agent that can act during battles is called a character. The capabilities of a character during battle are represented by their attributes, their statistics, and their abilities. An attribute is a number from one to ten that represents how strong a character is in a general domain of aptitudes. A statistic is also a number, but is much less abstract, instead representing a specific capability in combat. Finally, abilities are discrete actions that characters can take during combat that supplement the actions that all characters can take. The abilities a player character can use are determined by the job they occupy and its current rank, their class, their items, their equipment, and whatever flex powers they take during character advancement.

Throughout these rules you will sometimes see numbers such as damage or statistics be referred to as *base* numbers. A number that is base has not been modified by any situation-specific bonuses or penalties. For example, the base damage of an attack is the damage that it would do to its target if there were no elemental or type modifiers involved, while the base Evasion of a character is what their Evasion is without any applied buffs, debuffs, status effects, or other situational modifiers. See the Combat Rules section for more details.

A character's stamina in battle is represented by two scores, their Hit Points and their Mana Points. Throughout these rules, these will be shortened to HP and MP, respectively. When a character is hit with an ability that counts as a physical attack or magical attack, their HP is reduced by the calculated damage number associated with the ability and the statistics of both the attacker and their target. When a character uses an ability that has an MP cost, their MP is reduced by that amount. Characters may never use an ability that costs more than their current MP. A character's MP can never be below zero. If it is reduced to zero, they cannot use abilities that cost MP, with the exception of if they are Sages and still possess Spell Slots. If a character's HP is reduced to zero or below, they are referred to as being downed. A downed character cannot act and cannot be the target of more effects. See the Death and Injury section for more details.

Attributes:

Body. A character's Body is a measure of how adept they are at pushing their athletic abilities to the limit, from hand-eye coordination to endurance running.

Mind. A character's Mind is a measure of how quick and able they are at intellectually challenging tasks, from logical debate to solving mathematical puzzles.

Spirit. A character's Spirit is a representation of their strength of personality. This governs their aptitude for social interactions, as well as their ability to empathize with others.

Statistics:

Initiative. A character's Initiative determines when they act in combat. The higher their Initiative is, the sooner they act. Their base Initiative is equal to their Mind times 2 plus the bonus they receive from their class at Tier 1.

Health. A character's Health is their base maximum HP during combat. It is equal to their Body times 5 plus the bonus they receive from their class at Tier 1.

Mana. A character's Mana is their base maximum MP during combat. It is equal to their Spirit times 5 plus the bonus they receive from their class at Tier 1.

Physical Attack. Any physical attacks a character makes deal a base amount of damage that is increased by their Physical Attack unless otherwise specified. A character's base Physical Attack is equal to the bonus given by their equipped weapon plus the bonus applied by their current job if there is one.

Magical Attack. Any magical attacks a character makes deal a base amount of damage that is increased by their Magical Attack unless otherwise specified. A character's base Magical Attack is equal to the bonus given by their equipped weapon plus the bonus applied by their current job if there is one.

Physical Defense. Any physical damage a character receives is reduced by their Physical Defense. A character's base Physical Defense is equal to the bonus from their equipped armor plus the bonus from their current job if there is one.

Magical Defense. Any magical damage a character receives is reduced by their Magical Defense. A character's base Magical Defense is equal to the bonus from their equipped armor plus the bonus from their current job if there is one.

Evasion. A character's Evasion reduces the likelihood that they will be hit by either a physical or magical attack. A character's base Evasion is equal to the bonus from their equipped accessories plus the bonus from their current job if there is one.

Resistance. A character's Resistance increases the likelihood that they will resist status-inflicting abilities. A character's base Resistance is equal to the bonus from their equipped accessories plus the bonus from their current job if there is one.

Physical Accuracy. A character's Physical Accuracy increases their likelihood to hit an enemy with a physical attack. Their base Physical Accuracy is equal to their Mind plus their Body.

Magical Accuracy. A character's Magical Accuracy increases their likelihood to hit an enemy with a magical attack. Their base Magical Accuracy is equal to their Spirit plus their Mind.

Status Accuracy. A character's Status Accuracy increases their likelihood to inflict negative statuses on their targets. Their base Status Accuracy is equal to their Body plus their Spirit.