Combat Demo Instructions

Not all of Last Odyssey is complete, but the essence of time is its scarcity. With that in mind, I have created the following document in order to simulate what combat will be like in Last Odyssey under the conditions of actual gameplay. To run this demo, you will need one GM to control the enemies, and 3-5 players to control a group of player characters. You will also need dice, specifically d10s, d4s, and possibly a coin and a few other miscellaneous types to simulate the Confused condition. You will also need objects to represent each character on the field, as well as a way of delineating where the front and back rows are in battle. I will provide stat blocks for enemies of tier 1, and later of enemies of all tiers, but each player will also need to create a character using the character creation rules outlined in the Combat Rules document.

Character Creation

When playing the combat demo, you should choose which tier you want characters to start at. At tier 1, you should follow the rules in the Character Creation Overview. You are allowed to ignore the parts that do not pertain to combat, and I recommend doing so for the sake of efficiency. If you start at a tier higher than 1, you go through character creation up to tier 1 as normal and then do the following:
Upgrade your character. Give your character all six advancements for every prior tier. For example, if you are making a character of tier 7, you will give yourself six flex powers, only one of which can be a Flex Shell, Flex Protect, or Flex Debilitate, five additional jobs, one job specialization talent, 30 points to upgrade your jobs, and 10 points to upgrade your attributes.
Customize Equipment. Give your character equipment appropriate to their tier. Characters of tiers 1-3 should start with Mundane equipment, characters of tiers 4-6 should start with Rare equipment, characters of tiers 7-9 should start with Expert equipment
Purchase Items. Each character should be given an additional 500 cr multiplied by their starting tier. At tier 7, you will have 3510 cr to spend on any items you can afford.

Setting Up Battles

Common enemies are divided into two categories: Normal, and Elite. Part of the purpose of this demo is to determine the contribution of each enemy to a combat encounter. Right now, I estimate that five Normals make up a decently challenging combat encounter, and that one Elite is the equivalent of two Normals. Boss enemies are meant to be a difficult challenge on their own for a single party.

To create a battle, choose a number of enemies equivalent to five Normals of the characters' tier. Be sure to note down their statistics, abilities, elemental and creature types, and item tables, as well as whether each enemy will start in the front or back row. I encourage you to mix and match enemy types to see which ones work best. Groups of enemies are designed to synergize with one another, but you can try out synergies between enemies of different creature types if you want. Just don't change their statistics!

The Gauntlet

Last Odyssey's combat demo is designed to test combat in the simulated conditions of an actual campaign. While you can also run single encounters with these rules, playtesters should focus on running an exercise called the Gauntlet. To begin a Gauntlet, choose which tier the player characters should begin at, and choose which tier they should end at. I recommend not testing more than one tier at once, but if you really want to do a marathon session I won't stop you. For now, the only possible Gauntlet will take characters from tier 1 to tier 2. The GM should prepare a number of battles for players that reward a cumulative amount of XP that is enough to bring them from their starting tier to the tier the Gauntlet ends at. Per the Combat Rules, each Normal enemy is worth 1 XP, each Elite enemy is worth 5 XP, and each Boss enemy is worth 10 XP per phase.

Each Gauntlet the group runs is divided into units called Gauntlet Rounds. The stages of a Gauntlet Round are as follows.
The Battle Phase: During this phase, the players battle enemies chosen by the GM. At the end of the battle, distribute XP and items to all players as normal. Any players that ended the battle while downed will also receive injuries per the Death and Injury section in the Combat Rules.
Recovery Phase: During this phase, all players regain half their maximum HP and MP, rounded down if they would not recover to full if their recovery were rounded up, and rounded up if they would. In addition, you can remove one injury from one player for free.
Shop Phase: During this phase, players may purchase custom items and equipment with the cr they have accumulated thus far. They may also sell the items they earned during battle if they don't want them in exchange for their equivalent cr value.

If players earn enough XP to buy character advancements within their tier, allow them to spend it during the Shop Phase. In the updated version of this guide, I will supply sample Bosses for your players to fight after the characters have sufficiently advanced to be able to move on to the next tier. In addition, each character should earn 1 Anima every three battles.

Feedback Guide

I will be present for much of the early playtesting of this game, and tabletop industry wisdom (and common sense) has

it that face-to-face conversations with playtesters are better than written feedback with no corresponding conversation. However, I will not be present for every playtest, and it is also imperative sometimes that I not be present, as this game is meant to be played without me in the room. When this happens, the participants are allowed and encouraged to provide as much feedback as they want, but there are a few guidelines that I need the bare minimum feedback to follow.

Players should at minimum answer the following questions:
What is your prior experience with RPGs?
What was your character's class and job or jobs? What was your overall intent with the build, if you had one?
How long did it take you to build your character, and how difficult was it to do so?
How difficult was combat for you? How difficult was it for the party?
How did you feel during combat? Anxious? Thrilled? Overwhelmed?

GMs should at minimum answer the following questions:
What is your prior experience with RPGs?
Report the Gauntlet you ran--each encounter, and its aftermath, including earned items and cr and character injuries.
How difficult was it to run combat?
How much did you enjoy being a GM during your playtest?
As far as you could tell, how did the players behave during the playtest? Was there anything in particular you noticed?

Enemies

Each enemy on the battlefield has the same combat statistics that player characters do, as well as a set of abilities, each with their own MP cost. Enemies can also take any of the basic set of actions outlined in the Actions, Turns, and Rounds subsection of the Combat Rules except for Summon Eidolon. While some enemies in Last Odyssey will flee encounters, enemies should not do so during the Gauntlet.

While enemies in combat are mostly the same as player characters, there are a few notable differences. First, enemies begin with a Shell of their elemental type in addition to their HP, and this Shell can be colorless if the enemy's elemental type is also colorless. Enemies also count as their elemental type for the purpose of calculating the damage they receive. Finally, each enemy has a creature type, which is a single word that describes what kind of being it is. Creature type interacts with a few equipment upgrades as well as a number of travel mechanics. In the base game, there are ten creature types: Human, Construct, Fairy, Animal, Demon, Angel, Elemental, Undead, Dragon, and Horror.

Tier 1 Enemies

Police: The police are deployed against protestors, activists, criminals, and anyone else that the government perceives as threatening the established order.

Cop (Normal 1, Human)
Elemental Type: Metal
Statistics: HP 10/Shell 5, Initiative 5, Mana 5, Physical Attack 4, Magical Attack 0, Physical Defense 2, Magical Defense 0, Evasion 2, Resistance 2, Physical Accuracy 4, Magical Accuracy 4, Status Accuracy 4
Truncheon. Melee. The Cop makes a basic physical attack..
Body Armor. Passive. The first time the Cop is hit by a physical attack, they do not take any damage.

Hover Drone (Normal 1, Construct)
Elemental Type: Water
Statistics: HP 8/Shell 12, Initiative 1, Mana 20, Physical Attack 2, Magical Attack 4, Physical Defense 2, Magical Defense 2, Evasion 0, Resistance 3, Physical Accuracy 2, Magical Accuracy 2, Status Accuracy 2.
Rubber Bullets. Melee. Makes a basic physical attack.
Water Cannon. Ranged. Costs 5 MP. Makes a magical water attack against a single target.
Tear Gas. Ranged. Costs 7 MP. Inflicts the Burn status on a single target with a successful status-inflicting roll.
Injection. Ally. Costs 5 MP. Restores 4 HP to a single ally.
Refill. Passive. If the Hover Drone takes water damage, they will absorb it into their MP instead, with all damage multipliers applying as normal.
Rebooting. Passive. If the Hover Drone takes any physical damage, they will no longer be able to use Rubber Bullets, Water Cannon, or Tear Gas for a single turn.

Spider Drone (Normal 1, Construct)
Elemental Type: Metal
Statistics: HP 2/Shell 8, Initiative 5, Mana 5, Physical Attack 2, Physical Defense 1, Magical Defense 0, Evasion 5, Resistance 1, Physical Accuracy 4, Status Accuracy 6
Pincers. Melee. Makes a basic physical attack.
Autocannon. Special. Makes a colorless physical attack that can hit enemies in the back row or front row if the Spider Drone is in the front row, and can hit enemies in the front row if the Spider Drone is in the back row. The Spider Drone may only use this ability once per battle.
Disarm. Special. Makes a physical attack roll that, if successful, takes a battle item of the GM's choice from the party inventory. This can take from characters in both rows while the Spider Drone is in the front row, but can only take from the front while the Spider Drone is in the back row.
Nimble. Passive. Once per round, the Spider Drone can move between rows for free.
Pickpocket. Passive. If the Spider Drone successfully dodges a melee attack, they can use the Steal ability against the attacker for free.

Lieutenant (Elite 1, Human)
Elemental Type: Cold
Statistics: HP 20/Shell 5, Initiative 6, Mana 15, Physical Attack 4, Magical Attack 2, Physical Defense 3, Magical Defense 1, Evasion 0, Resistance 3, Physical Accuracy 4, Magical Accuracy 0, Status Accuracy 0.
Fists. Melee. Makes a basic colorless physical attack.
Discipline. Ally. Costs 5 MP. Buffs the Resistance of a single ally.
Knock Some Sense Into Em. Ally. Does 1 damage to a single ally, and restores 5 MP as a result.
Faithful. Passive. If there is a Captain on the battlefield and they are hit by an attack that would otherwise down them, the Lieutenant is hit by the attack instead.

Captain (Elite 1, Human)
Elemental Type: Thunder
Statistics: HP 14/Shell 6, Initiative 6, Mana 10, Physical Attack 3, Magical Attack 1, Physical Defense 2, Magical Defense 0, Evasion 3, Resistance 2, Physical Accuracy 4, Magical Accuracy 3, Status Accuracy 4.
Baton. Melee. Makes a basic physical attack.
Cattle Prod. Melee. Costs 3 MP. Makes a thunder physical attack against a single target.
Ammo. Passive. The Captain's Pistol ability requires a resource called Ammo instead of MP. At the beginning of the battle, the captain starts with 0 Ammo.
Pistol. Ranged. The Captain makes a ranged physical attack against a single target.
Reload. Self. The Captain gains 1 Ammo.
Intimidate. Ranged. Costs 3 MP. The Captain debuffs a single target's Physical Accuracy.
Revenge. Passive. If an opponent misses the Captain with a melee attack, they can make a free use of Baton against them.
Retaliation. Passive. If an opponent misses the Captain with a ranged attack and the captain currently has Ammo, they can use Pistol against them immediately without spending AP.

Goblins: Goblins are sentient woodland creatures that have their own language and culture. During lean times, they will sometimes resort to raiding human settlements for food and supplies.

Skirmisher (Normal 1, Fairy)
Elemental Type: Wood
Statistics: HP 5/Shell 5, Initiative 5, Mana 10, Physical Attack 4, Physical Defense 1, Magical Defense 1, Evasion 2, Resistance 1, Physical Accuracy 4, Status Accuracy 4
Knife. Melee. Makes a basic physical attack.
Poison Arrow. Ranged. Costs 7 MP, attempts to inflict Toxin on an enemy.
Tactical Retreat. Passive. If the skirmisher is Shellbroken, it will move to the back row immediately for free.
Item Table: Restore MP, Inflict Toxin, 10 cr.

Arsonist (Normal 1, Fairy)
Elemental Type: Fire
Statistics: HP 3/Shell 7, Initiative 3, Mana 25, Magical Attack 5, Physical Defense 1, Magical Defense 1, Evasion 2, Resistance 1, Magical Accuracy 5, Status Accuracy 4
Firebomb. Ranged. Makes a fire magical attack that costs 5 MP.
Tinder. Melee. Inflicts Burn with a status-inflicting ability roll. This ability costs 4 MP.
Detonate. All. Kills the Arsonist and makes a fire magical attack against every enemy on the battlefield.
Bomb Vest. Passive. If the arsonist is hit by fire damage or is no longer able to use its abilities, it will use Detonate during the next Effect Phase.
Douse. Passive. If the arsonist is hit by water damage, it is no longer able to use Detonate.
Item Table: Magical Damage (Fire), Inflict Burn, 10 cr.

Prankster (Normal 1, Fairy)
Elemental Type: Shadow
Statistics: HP 5/Shell 5, Initiative 7, Mana 10, Physical Attack 3, Physical Defense 0, Magical Defense 1, Evasion 3, Resistance 1, Physical Accuracy 4, Status Accuracy 6
Steal. Special. Makes a physical attack roll that, if successful, takes a battle item of the GM's choice from the party inventory. This can take from characters in both rows while the Prankster is in the front row, but can only take from the front while the Prankster is in the back row.
Practical Joke. Ranged. Costs 7 MP. Makes a status-inflicting roll that, on a hit, inflicts the Confused status effect on an enemy.
Sand in the Eyes. Ranged. Costs 3 MP. Debuffs the Physical Accuracy of a single enemy.
Quick Fingers. Passive. If the Prankster successfully steals an item, they will use it immediately for free.
Item Table: Debuff Physical Accuracy, Inflict Confusion, 10 cr.

Boar Rider (Elite 1, Fairy/Animal)
Elemental Type: Earth
Statistics: HP 19/Shell 6, Initiative 8, Mana 15, Physical Attack 7, Magical Attack 2, Physical Defense 3, Magical Defense 1, Evasion 1, Resistance 3, Physical Accuracy 5, Magical Accuracy 2, Status Accuracy 2.
Stab. Makes a physical attack against an enemy.
Gore. Costs 1 MP. Makes a physical attack that has a base damage of 10.
Charge. Costs 5 MP. Makes a physical attack against an enemy in the back row. Can only be done if there are no enemies left in the front row.
Intimidate. Costs 3 MP. Debuffs an enemy's Magical Attack.
Spurs. Reduces the HP of the Boar by 5 in exchange for increasing its MP by 5.
Enrage. Passive. If the Boar Rider is Taunted, they will also become Berserk, which is the equivalent of the Knight's

Focus ability.

Too Stupid to Die. Passive. If the Boar Rider is reduced to 0 HP, it will not die until the Effect Phase at the end of the round.

Primal Fear. Passive. If the Boar Rider is hit with fire damage, it will become Confused.

Shaman (Elite 1, Mage)
Attributes: Cunning 3, Aggression 1, Magic 3, Toughness 1
Elemental Type: Wood
Statistics: HP 4/Shell 11, Initiative 4, Mana 25, Magical Attack 7, Physical Defense 0, Magical Defense 3, Evasion 3, Resistance 1, Magical Accuracy 6, Status Accuracy 6.

Ghost Hand. Ranged. Costs 3 MP. Makes a shadow magical attack against one character.

Hex. Ranged. Costs 3 MP. Lowers the Evasion of one target.

Medicine. Ally. Costs 5 MP. Heals the target for 7 HP.

Ritual Circle. Multi. Costs 2 AP. Gives every ally excluding the Shaman the Sacrifice status effect. Once the Ritual Circle is established, the Shaman can spend an additional AP to make one of its enemies part of it as well.

Blood Sacrifice. Ally. The Shaman immediately kills an ally that has Sacrifice inflicted on it to restore its MP back to full.

Ghost Talk. Passive. When one of the Shaman's enemies has the Sacrifice status effect and dies, the Shaman heals its MP back to full.

Doom. Passive. Characters with the Sacrifice status effect that are downed during battle cannot be revived until after the battle is over.