

Character Creation Overview

Last Odyssey has the structure of other conventional tabletop roleplaying games in that each player takes control of a single character called a player character. A group of player characters is called a party. The role of the party is to be agents in the world, taking quests, going new places, and driving change. As they continue on in the campaign, they will grow stronger and pick up new items and equipment. The basic measure of a character's strength is a number called their tier, which goes from 1 all the way up to 10. In the following section, I will outline the process for making a new character to join the party which starts at tier 1 with no upgrades. For characters beyond tier 1, see the Character Advancement section.

Creating Character Concept

While much of what is on their character sheet determines how they perform in combat, characters in Last Odyssey are more than just chess pieces on a board or gladiators made to bleed and die in battle, but are also fully fledged human beings in their own right. Therefore, the first thing you should do before you write down any numbers is think a little bit about what kind of person your character is. When you have a general idea of their personality and appearance, write down a few sentences describing who they might be. These can be as detailed or as vague as you like. However, there are two mandatory parts to your character concept that you should decide before moving forward. The first of these is their Aspiration, which is what drives them--what they want to accomplish, what kind of person they want to be, or what code of honor or ethics they want to follow. The second of these is their Relationships, who are the people or groups they feel the strongest connection. This could be anything from tribal or religious affiliation to a character's family, their best friends, or their lovers. Writing down Relationships with other player characters is also strongly encouraged. A character starts with one to three Relationships and one Aspiration, although they can have as many as they like during the game. Players are also encouraged to fill in and change their characters' Relationships as they continue, particularly with other player characters. After you have written a sentence or two describing each, you have enough to count as a concept. You should also begin to think about their name and what they might look like.

Setting Attributes

After you have made your character concept, the next step is to determine your character's attributes. These will also determine their starting statistics. You can read more about them in the Characters in Combat section. What they do partially depends on your selected job, but each one also contributes to three statistics no matter what:

Body contributes to a character's Health, Physical Accuracy, and Status Accuracy.

Mind contributes to a character's Initiative, Magical Accuracy, and Physical Accuracy.

Spirit contributes to a character's Mana, Status Accuracy, and Magical Accuracy.

Players do not have total freedom to set these stats at the beginning of the game. If you want a more balanced character, set all three to 2. If you want a character that has more Health, Initiative, or Mana, set one of their attributes to 3, another to 2, and another to 1. There are no other options for attribute arrays at character creation.

Choosing Class

A character's class is a single title that summarizes their professional background. Class abilities are utility powers that give characters an extra edge in and out of combat. In Last Odyssey, there are nine total classes that players can choose from.

Rangers are wilderness experts who specialize in targeting individual enemies and rendering them more vulnerable to being hit.

Thieves are criminals and spies who can steal items from enemies in battle and use stealth to gain the upper hand.

Artificers are scientific experts that augment their magic with items and their items with magic. They can also gain more information about enemies in combat.

Sages are experts in spellcasting that can use Spell Slots to rely more heavily on their magical attacks as well as counter enemy attacks.

Priests are religious leaders and icons that can restore their allies' MP as well as provide passive healing during combat.

Dancers use the magic of art and performance to support their allies and defeat enemies. In combat, they can copy other characters' powers and change their elemental type at will.

Knights swear loyalty to a cause, whether that be a political movement, a knightly order, or a deity. In combat, they are physical specialists that also have a bonus to their mobility.

Commanders lead their allies from the back or the front, using their given rank to their advantage. They can give Orders to other player characters to allow them to act outside of the Initiative order.

Harlequins are tricksters, con artists, and gamblers. In combat, they can manipulate the winds of fate to inflict random effects in order to gain the upper hand.

When you choose your class, it will determine several aspects of your character, some of which will also be relevant later. You should record them now.

Armor Proficiency. A character's armor proficiency is what type of armor they can wear. At character creation, your character starts with a Mundane piece of that type of armor equipped.

Weapon Proficiency. A character's weapon proficiency is what type of weapon they can wield. At character creation, your character starts with a Mundane piece of that type of weapon equipped. Each weapon grants a +1 bonus to a single statistic. Be sure to note it down.

Buff. This sets the statistic that the character buffs when they occupy the Support job. Later on, they will also gain

permanent bonuses to it when they increase their Rank.

Debuff. This sets the statistic that the character debuffs when they occupy the Saboteur job.

Stat Bonuses. These are extra bonuses to the character's Health, Initiative, and Mana that their class gives in addition to the numbers determined by their Body, Mind, and Spirit.

In addition to the above, a character's class also provides them with a set of abilities they can use regardless of what job they occupy as well as a set of passive abilities called job specialization talents that they gain when they occupy certain jobs. At character creation, they begin with the ability to use their class's rank 1 ability. When choosing your class, be sure to read ahead and think about what kind of abilities most appeal to you.

Finally, before you move on you should give your character either a Lucky accessory or a Mystical accessory that has no attached upgrade that they can equip in their accessory slot. See the Accessories section for more details.

Choosing Elemental Type

A character's elemental type determines the elemental type of some of the abilities they gain from their jobs. More specifically, they determine the elemental type of the damage they deal with certain Striker and Caster abilities, the element of the Shells they apply and the damage they can immunize their party members from as a Support, and the status effect they can apply as a Saboteur. The nine elements are Fire, Water, Earth, Wind, Thunder, Ice, Wood, Light, and Shadow. See the Jobs and Elemental Damage sections of the rules for more details.

Choosing Starting Job

A character's job is a set of abilities that they can use during combat that determine what role they take during combat. As they advance in Tier, characters will gain multiple jobs that they can switch between during the Paradigm Phase of combat. Eventually, every character in the party will be able to use any job. However, at character creation all characters start with only one job available. See the Jobs section for more details.

Strikers specialize in dealing physical damage to their enemies.

Casters specialize in dealing magical damage to their enemies.

Healers specialize in restoring their allies' HP and negating debuffs and status effects.

Defenders specialize in drawing enemy attacks and negating the damage they do to allies.

Supports specialize in buffing allies and applying Shells, which are a form of temporary HP.

Saboteurs specialize in debuffing and applying negative status effects to enemies.

When you choose your character's starting job, they automatically gain access to that job's Rank 1 ability, which you should mark down on your character sheet.

Each job grants extra bonuses to three different character statistics equal to their Body, Mind, and Spirit that are listed in their description in the Jobs section. Whenever you take a new job, including now, you should note down the statistics that they give bonuses to. When you calculate your statistics, you will take these into account. Eventually, you will have separate sets of statistics listed for all six of your character's jobs.

Calculating Statistics

At this point, you should now have enough information to determine your character's statistics. Below, the formulae for determining each of them are given in shorthand. To see them in more detail and learn more about what each statistic does, see the Attributes and Statistics section as well as the Combat Rules.

Health determines a character's maximum HP. It is equal to $[\text{Body}] \times 5 + [\text{Class Bonus}]$.

Initiative determines when a character acts during combat. It is equal to $[\text{Mind}] \times 2 + [\text{Class Bonus}]$.

Mana determines a character's maximum MP. It is equal to $[\text{Spirit}] \times 5 + [\text{Class Bonus}]$.

Physical Attack determines a character's base physical damage bonus. It is equal to $[\text{Weapon Bonus}] + [\text{Job Bonus if applicable}]$.

Magical Attack determines a character's base magical damage bonus. It is equal to $[\text{Weapon Bonus}] + [\text{Job Bonus if applicable}]$.

Physical Defense determines the base reduction to the physical damage a character takes. It is equal to $[\text{Armor Bonus}] + [\text{Job Bonus if applicable}]$.

Magical Defense determines the base reduction to the magical damage a character takes. It is equal to $[\text{Armor Bonus}] + [\text{Job Bonus if applicable}]$.

Evasion determines the base reduction to enemies' chance to hit a character when they attack. It is equal to $[\text{Accessory Bonus if applicable}] + [\text{Job Bonus if applicable}]$.

Resistance determines the base reduction to enemies' chance to inflict a status effect on a character. It is equal to $[\text{Accessory Bonus if applicable}] + [\text{Job Bonus if applicable}]$.

Physical Accuracy determines a character's bonus chance to hit with physical attacks. It is equal to $[\text{Mind}] + [\text{Body}]$.

Magical Accuracy determines a character's bonus chance to hit with magical attacks. It is equal to $[\text{Spirit}] + [\text{Mind}]$.

Status Accuracy determines a character's bonus chance to inflict status effects on enemies. It is equal to $[\text{Body}] + [\text{Spirit}]$.

Carrying Capacity is how many items you can hold in your inventory at once. It is equal to $[\text{Body}] \times 5$.

Creating Eidolon

Once you have determined every aspect of your character, you should now be ready to create their Eidolon. A character's Eidolon is a godlike being whose appearance in the world is the most powerful manifestation of their magic. Think of them as a combination between a patron saint and a guardian angel. Each player character has a single

Eidolon that grows more powerful as they grow more powerful. In combat, player characters can spend Anima to summon their Eidolons. See the Eidolons section for information on the rules for using them. During character creation, you should record your character's Eidolon's name and appearance, as well as its statistics, which are equal to your character's base statistics multiplied by 5, excluding bonuses from your current job. The exception to this is that Eidolon's do not have Mana because their attacks are either free or have an Anima cost. In addition, a character's Eidolon has the same elemental type as them for the purposes of determining the outcomes of attacks and status-inflicting abilities that target them during battle.

There are six classes of Eidolon, one for each job. Your Eidolon's class does not have to correspond to your starting job. Each Eidolon class can use the Attack and Full Restore abilities, and also gains two more abilities depending on class. See the Eidolons section for more details.

Strikers gain the Cleave and Elemental Strike abilities.

Casters gain the Magic Bolt and Elemental Bolt abilities.

Healers gain the Heal and Cure abilities.

Defenders gain the Shield and Barrier abilities.

Supports gain the Enhance and Shell abilities.

Saboteurs gain the Reduce and Sabotage abilities.

Finishing Touches

At this point in character creation, you have all of the necessary information required to play your character. Make sure all of it is recorded properly on your character sheet. In addition, be sure to write down any other relevant information you can, such as their height, weight, gender, eye color, backstory, real and apparent age, and other character elements.

Finally, all characters receive 10 cr at character creation. Players may use some or all of this to purchase battle items. Whatever amount is left over after they are done purchasing items is carried with them into the beginning of the game. Talk with your GM and see the Battle Items section to learn the kinds of items you might purchase in this manner.

Before you are finished with your character, go through the following list to ensure you have done everything. Have you:

1. Given your character a name and appearance?
2. Chosen your character's Aspiration and Relationships?
3. Set your character's Body, Mind, and Spirit?
4. Chosen your character's class, and recorded its rank 1 ability?
5. Recorded your character's weapon proficiency and starting weapon?
6. Recorded your character's armor proficiency and starting armor?
7. Given your character either a Lucky or Mystical accessory?
8. Recorded the buff and debuff associated with your character's class?
9. Chosen your character's elemental type?
10. Chosen your character's starting job, and recorded its rank 1 ability?
11. Recorded the three bonuses to your character's statistics that their starting job provides?
12. Calculated your character's Health, Initiative, Mana, Physical Attack, Magical Attack, Physical Defense, Magical Defense, Evasion, Resistance, Physical Accuracy, Magical Accuracy, Status Accuracy, and Carrying Capacity correctly according to the provided formulae?
13. Recorded all of your Eidolon's statistics?
14. Recorded your Eidolon's elemental type?
15. Recorded your Eidolon's four abilities?
16. Written down your Eidolon's name and appearance?
17. Given your character 10 cr, and bought any items with it that you can afford?

If you have done all of this, then congratulations, you are now ready to play Last Odyssey!