

Character Advancement

As characters in Last Odyssey progress through the campaign, they earn experience points, or XP for short. The pool of XP that a character has earned can be spent on making them stronger by increasing their attributes and unlocking new abilities. In many other tabletop RPGs, character progression is tracked by levels. Last Odyssey's character levels are called tiers. Characters of a given tier can spend XP on four distinct improvements to their character: unlocking a new job or specializing in a current one, taking what's known as a flex power, adding 1 to one of their attributes, and advancing 3 Ranks in a job they are currently able to occupy. The last two of these can be done twice per tier, while the first two can only be done once.

The XP cost of each improvement a character buys is equal to the number of improvements they have already bought plus one multiplied by twice their current tier. For example, at tier 1 the very first upgrade a character buys will cost 2 XP, while the last one will cost 12 XP. Characters of tier 10 can buy improvements as normal, but are maxed out at tier 10. If a character in your campaign reaches max level, this means that it's time for the campaign to start wrapping up and/or for that character to move on and be changed out for another one. Every time you advance a tier, you also gain access to the class ability or stat bonus of the corresponding rank.

Advancing Attributes

When a player chooses to advance one of their character's attributes, they spend the requisite XP based on the formula given in the introduction to the Character Advancement section and can then add +1 to either their Body, their Mind, or their Spirit. The next time they take this improvement during the same tier, they cannot improve the same attribute that they did before. The maximum value that any of a character's three attributes can have is 10, although there is no corresponding floor or ceiling on their statistics

Advancing Jobs

When a player advances their character's Rank in a job, they are now able to use all of the abilities associated with that Rank or lower while they occupy it. Players can save up Ranks whenever they take this improvement until they are ready, but they cannot spend them except when they take this improvement again. Unlocking the Rank 10 Eidolon ability at the end of a job's ability list counts as advancing by 2 Ranks instead of 1.

Unlocking Jobs

Characters of tier 1-5 can have new jobs unlocked for them when their player takes the corresponding improvement. When a character unlocks a new job, they become able to occupy it during combat. In addition, they are automatically able to use the job's Rank 1 ability without needing to advance it with another improvement.

Once a player has unlocked all six jobs, they no longer able to unlock any more. Instead, taking this improvement from tiers 6-10 unlocks one of the job specialization talents listed in their class description. These talents are passive abilities that slightly change the way the job functions, and are only active while a character of the associated class whose player has bought the talent with XP occupies their corresponding job. There are six talents available per class, one for each job.

Flex Powers

When a character takes this improvement, they gain an extra ability called a flex power that they can use regardless of what job they currently occupy. At tiers 1-5, characters may purchase the following flex powers:

- Flex Buff. Ally. When you take this power, choose one of the nine character statistics. This ability costs 10 MP, and raises the specified statistic of the target by one level on the Bonus Tracker.
- Flex Debuff. Ranged. When you take this power, choose one of the nine character statistics. This ability costs 6 MP, and lowers the specified statistic of the target by one level on the Bonus Tracker.
- Flex Bolt. Ranged. When you take this power, choose a non-colorless elemental type. This ability costs 10 MP, and makes a magical attack of that elemental type against a single target.
- Flex Strike. Melee. When you take this power, choose a non-colorless elemental type. This ability costs 10 MP, and makes a physical attack of that elemental type against a single target.
- Flex Statistic. Passive. The player character gets a +5 bonus to their Health, a +5 bonus to their Mana, or a +2 bonus to their Initiative.

After reaching tier 6, characters may also purchase the following flex powers:

- Flex Debilitate. Ranged. When you take this power, choose a status effect. This ability costs 14 MP, and attempts to inflict that status on a single enemy with a status-inflicting ability roll.
- Flex Shell. Ally. When you take this power, choose a non-colorless elemental type. This ability costs 14 MP, and increases the Shell of a single target by your current Magical Attack. This power works the same as the Support's Shell ability.
- Flex Protect. Ally. When you take this power, choose a non-colorless elemental type. This ability costs 18 MP, and makes you or a single ally Protected against that elemental type.
- Flex Proficiency. Passive. The player character becomes proficient in a weapon or armor they were not previously proficient in.

You may take multiple of each variety of flex power. However, you may only take one power of each elemental type or statistic of each of the four. For example, a character could have Water Strike and Water Bolt, but could not have two

Water Bolt abilities that were both flex powers. Characters *may*, however, take the flex power versions of abilities that they also have access to in a particular job, so a character could have Water Bolt as a Caster ability and Water Bolt as a flex power. They would simply only be able to use the flex power version of Water Bolt unless they were a Caster.

Advancing Tier

Once a character has bought one of each of the six tier improvements, they are ready to increase their tier. To do so, they must spend 3 Anima to summon their Eidolon and commune with them, either through using them in battle or having them appear during a major moment of crisis for the player. What this moment of crisis is can be negotiated with the GM. Once this has been done, the character advances to the next tier.