Introduction

The document you have on your screen right now is a set of instructions that will allow you to set up and run combat encounters for the purpose of playtesting Last Odyssey's combat system. There will be other rules written down in this document that do not pertain to combat, but they are works in progress. They are not meant to be tested at present, as they are not fully connected to their intended context. That being said, feedback on them is welcome if you have any.