

Battle Items

Battle items are a specific type of inventory item that is usable during combat. Most battle items reproduce the effects of an ability such as Heal or Restore Mana, while others produce effects that no ability can reproduce.

The Party Inventory

Carry weight and capacity are represented in Last Odyssey by the Item Rating system. In addition to its effects and base cost, each item in the party inventory has an Item Rating that is an estimate of how much space it takes up during travel. The Carrying Capacity of each character is the maximum sum total rating of the items that they can carry at once. Each character's Carrying Capacity is equal to 5 times their Body attribute. Unless otherwise specified, all battle items have an Item Rating of 1. Travel items can have ratings of anywhere from 1-10, weapons have a rating of 5, armor has a rating of 10, and each accessory has a rating of 2. However, your equipped weapon, armor, and accessories do not count towards your carrying capacity, only extra equipment that you carry on your person.

During battle, all of the battle items that each player has are shared between party members. However, weapons and accessories are not. This means that any character can use any item in the party's inventory, but cannot equip another player's held weapons or accessories during battle. Once a battle item is used once, it is automatically expended and disappears from the party inventory as its material form is consumed to power the magical effect it causes. Only battle items can be used during battle, but all items including battle items can be used outside of battle. Unless otherwise specified, it takes a trivial amount of time for a character to use a battle item outside of combat, up to a few minutes. When you use a battle item, you can use it on any character on the battlefield including yourself regardless of where that character is currently located.

Item Effects

Each battle item has a discrete effect that it creates during combat. In theory, multiple items could lead to the same effect. Rather than having a fixed list of items, Last Odyssey has a fixed set of item effects that could be caused by multiple items. This is for two reasons. The first is that the value of an item to the players is determined by what it does, and not what it looks like, and this is reflected in the item's cost. The second is that the item that produces an effect in one setting may be different to its equivalent in another. For example, in a sci-fi setting healing items may take the form of injectors or medkits, while in a fantasy setting they could take the form of healing potions or poultices. GMs who are comfortable subverting these rules for the sake of improving the narrative should check in with their players about any changes they make to these rules, since they may erode game balance and thus interfere with the party's enjoyment of the campaign.

Every item's base cost is defined by its effect, how potent that effect is, and whom it targets. There are three Qualities of item: Mundane, Rare, and Expert. Whether or not an item is unique is a matter of narrative, not mechanical considerations, but any truly unique items do not have a sale value, since they are usually ludicrously expensive or priceless. Some items have effects that depend on their Quality, while others do not. In the rulebook, the former are referred to as leveled, while the latter are referred to as non-leveled. If an item is leveled, its cost if it's Mundane is given in the description of the item's effect. Each additional power level multiplies the cost of the item by ten. For example, if the Mundane version of an item costs 5 cr, then the Rare version will cost 50 cr and the Expert version will cost 500 cr.

Leveled Item Effects-

Restore HP. 1 cr. When used, this item restores a fixed amount of HP to a single character. If it is Mundane, it restores 5 HP, if it is Rare it restores 10, and if it is Expert it restores 20.

Restore MP. 3 cr. When used, this item restores a fixed amount of MP to a single character. If it is Mundane, it restores 5 MP, if it is Rare it restores 10, and if it is Expert it restores 20.

Physical Damage. 5 cr. When used, this item deals base colorless physical damage to a single character that can be affected by damage modifiers. If it is Mundane it deals 5 damage, if it is Rare it deals 10 damage, and if it is Expert it deals 20 damage.

Magical Damage. 5 cr. When used, this item deals base colorless magical damage to a single character that can be affected by damage modifiers. If it is Mundane it deals 5 damage, if it is Rare it deals 10 damage, and if it is Expert it deals 20 damage.

Special Damage. 7 cr. When used, this item deals base elemental physical damage of a specified type to a single character that can be affected by damage modifiers. If it is Mundane it deals 5 damage, if it is Rare it deals 10 damage, and if it is Expert it deals 20 damage.

Elemental Damage. 7 cr. When used, this item deals base elemental magical damage of a specified type to a single character that can be affected by damage modifiers. If it is Mundane it deals 5 damage, if it is Rare it deals 10 damage, and if it is Expert it deals 20 damage.

Debuff. 9 cr. When used, this item inflicts a debuff of the specified type. If it is Mundane, it debuffs by one level on the Bonus Tracker, if it is Rare it debuffs by two, and if it is Expert it debuffs by three.

Buff. 9 cr. When used, this item applies a buff of the specified type. If it is Mundane, it buffs by one level on the Bonus Tracker, if it is Rare it buffs by two, and if it is Expert it buffs by three.

Inflict Status. 12 cr. When you use this item, make a status-inflicting ability roll against the target's Resistance to determine whether or not the specified status is inflicted. If the item is Mundane, do not subtract anything from the roll. If the item is Rare, subtract 2 from the roll, and if the Expert then subtract 5 from the roll.

Revive. 15 cr. When you use this item, the targeted character is revived from being downed. If the item is Mundane, they are revived to 1 HP. If the item is Rare they are revived to half their maximum HP, rounded down, and if the item is Expert then they are revived to their current maximum HP.

Non-Leveled Item Effects-

Scan. 10 cr. This item applies the Artificer's Scan ability to a single target, revealing all current relevant information about it.

Remove Debuffs. 15 cr. This item removes all debuffs from a single character.

Remove Status Effect. 20 cr. This item removes a status effect of the specified type from a single character.

Negate Resistances. 50 cr. This item negates all of a target's elemental and/or status effect resistances until the beginning of the target's next turn.

Block Physical Damage. 100 cr. The next time the target of this item would otherwise take physical damage, they do not take any damage instead.

Block Magical Damage. 400 cr. The next time the target of this item would otherwise take magical damage, they do not take any damage instead.

Disable Attacks. 700 cr. The target of this item cannot use any magical attacks, physical attacks, or status-inflicting abilities during their next turn.

Haste. 800 cr. The target of this item becomes Hasted as though a character in the Support job had used Haste on them. This still cannot stack with any other applications of Hasted.

Slow. 900 cr. The target of this item becomes Slowed as though a character in the Saboteur job had used Haste on them. This still cannot stack with any other applications of Slowed.

Summon. 1000x(Tier of creature). When you use this item, it summons a creature, usually a monster of some type, to fight as an ally on your side. The first time it can take its turn is during the round after you summoned it.

Item Enhancements

In addition to their base effects, some items have special effects called enhancements that change when and how they can be used and whom they target on the battlefield. Most items will have only one enhancement, since enhancements that change their target are mutually exclusive, but some extremely rare items could have multiple. Each enhancement to an item multiplies its base cost by an amount given in the enhancement description. The possible enhancements are as follows:

Target-

All. This item affects all characters on the battlefield. Multiplies base cost by 2.

Row. This item affects all characters on a single row. When you use the item, you can choose which row it affects.

Multiplies base cost by 5.

Multi. This item affects all characters on the side it targets. Items that target allies will affect all allies, while items that target enemies will affect all enemies. Multiplies base cost by 10.

Other-

Dual. This item has the effect of two different items at once. The total cost of the item is the base cost of each item added together, multiplied by 5.

Delay. When you use this item, it does not trigger immediately. Instead, its effect happens during the Effect Phase of the round. Multiplies cost by 0.75, rounded down.

Random. When you use this item, it inflicts a random effect based on the element you roll on the random element table, which is detailed in the class description for the Harlequin.

Example Items:

Throwing Knife. Mundane, Physical Damage. Cost: 5 cr.

Elixir. Mundane, Dual, Restore HP and Restore MP. Cost: 20 cr.

Smoke Bomb. Mundane, All, Buff Evasion. Cost: 18 cr.

Shark Tooth Charm. Rare, Special Damage (Water). Cost: 70 cr.

Smelling Salts. Rare, Revive, Row. Cost: 750 cr.

Poison Dart. Rare, Delay, Inflict Toxin. Cost: 90 cr.

Experimental Combat Stim. Expert, Dual, Buff Physical Attack and Buff Physical Accuracy. Cost: 9000 cr.

Exquisite Fire Gem. Expert, Multi, Elemental Damage (Fire). Cost: 7000 cr.

Mandragora. Summon Dryad. Cost: 4000 cr.