Tactics Ogre: The Knight of Lodis Base Stats Guide

by Salasar Elerital   Updated to v1.00 on Apr 23, 2004

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Tactics Ogre Gaiden: The Knight of Lodis, Base Stats Guide.

V 1.00 and probably second-last



*** Preliminary note***

This FAQ is to be read by those who have already beaten the game and whant to
know more about its mechanics.
Hence, while there aren't many spoilers there will be no spoiler warning.




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*** About this FAQ and its author... Somewhat important, read this section***

First and foremost, I am Dark Kain (st.anselmi@tiscalinet.it) sometimes also
known as Salasar Elerital, expecially in the Gamefaqs forums and I'm your (not
so) typical Italian college's student that, among many other hobbies, enjoys
videogames, RPGs and strategical games.
While my english is somewhat decent (or, at least, I like to belive so) still
it is not exactly the best, hence expects several mistakes.

This FAQ is about an often overlooked aspect of Tactics Ogre Gaiden: the Knight
of Lodis (from now on TOg) the starting stats of the various characters.
Usually people belive that starting stats of the various characters are less
important that the stats' progressions of the various classes.
While this is true for the vast majority of the class/character combinations,
sometimes has proven to be totally false and sometimes... it was true, but my
study has uncovered some intresting but unknown (at least to myself :P) aspects
of the game.

Reading this FAQ you will discover that stat-wise Orson is no better than any
other archer (and maybe even a little worse), that Glycina and Lubina have
incredible base stats (the best of the entire game), that an Angel Knight
obtained by trascendence can be noticeably better than any other Angel Knight
in the game (including Lobelia) and you'll also learn wich character between
Cybil, Euphaire and Eleanor can reach the highest INT value.
And various other quirks of TOg :P.

A last word of advice: while I am pretty good with statistics and math
expressions, and while I have checked everything multiple times (for this FAQ
I've spent at least 80 hours of gameplay and around half that time in
computations plus the time to write this FAQ) I am just an human and so I am
wrong more times than I would like.
However If I write something is because I am reasonably sure that it is right,
then be shure to check, counter-check and counter-counter-check before sending
me a mail with "u suck" as the subject.
At least read this FAQ in its entirety (expecially the notes) and remember to
remove all the equipment from a character before checking.
I would like to point that I had to compute the base stats by "trial and error"
hence they are probably not perfect expecially for characters that appears only
later in the game.
If ANYONE (hello? anyone here? hello?) that can extract the exact values from
the game could send me the real values I will, of course, update this FAQ.

*** Basic concepts ***

- Differences beetween "starting stats" and "base stats":

First and foremost "stats" are the numerical values that represents STRenght,
INTelligence, AGIlity, Hit Points and Magic/Skill Points in TOg.
In this faq they will be expressed in the following format:

STR/INT/AGI   HP/MP (or SP for classes that use Sp instead of MP).

Some people belive that an enemy at the beginnig of a certain battle or a
character that has just joined your party have prefixed values in these stats.
This is totally wrong.

The stats an enemy or an "host" has at the beginning of a certain battle are randomized by a function based on his level (that is prefixed for that battle only), his actual luck (that is prefixed for that battle only), his actual class (again prefixed for that battle) and some certain constants (that are prefixed for that character period).
Basically the game starts with the stats the character "had" at his first level and then "level up" the character up to his level USING THE PROGRESSION OF HIS ACTUAL CLASS.
This happens for each host/enemy character at the beginning of every battle, regardless by any previous appeearence of the character in any previous battle.
This also happens each time a character joins your party regardless by the stats he had while being an enemy/host.

For more info about level up progressions for each class read Olans' Stat and code faq (could be found on www.gamefaqs.com).

In this FAQ the prefixed "1st level" stats of each characters are called "base stats", while the stats a character have at the beginnig of a battle or when he joins you are called "starting stats".
Starting stats are random and different each time you play, base stats are not.
Of course if the base stats of a character are high his starting stats will be too...
... at least if you and the character are both lucky.

- "Good Days" and "Bad Days"

Each time a character "levels up", including when the game computes the "starting stats" of that character for a certain battle (or when he joins you) his stats increase by certain predefinited values.
I.E. Each time a knight "levels up" he USUALLY gains +6 STR and a ninja gains +7 AGI.
I've said "usually" because the level up system is randomized and sometimes characters could have better or worse gains.
One common belif is that stat gains lower than 7 have a variance of 1, while those higher have a variance of 2.
This would mean that when a knight "level ups" could gain either +5, +6, or +7 STR, while a ninja could gain either +4, +5, +6, +7, +8 or +9 AGI.
I personally belive that this is not entirely true, since I have seen characters with a +5 STR rating gain +7 STR on particular luky level ups.
My teory is that the above is true for characters with an AVERANGE luck.
Luck is an hidden and variable stat that is based on character's biorhitm and could be qualitatively "deduced" by reading character's fortune in his status screen.

For more info about biorhytms, luck and fortunes read Terence Fergusson's biorhytms mechanics FAQ.

Basically my tehory says: "a character will have better gains if his luck is high".
From now on I will refear to high luck as "good days" and to low luck as "bad days".
Now a little trick: if you can choose when a certain character joins your party (namely Glycina, Lubina, Eupharie, Elrik, Lobelia, Saia and any persuaded character) have him join in a "good" day (or at least be shure that he is not in a bad day) so his starting stats will be better expecially for high-level characters.
Also if you are hiring a character (if his level is higher than 1) be shure that he is in a good day (an easy way: ask to hire several characters of the

same class and level and refuse them but only after looking at their stats,
after a while you will notice that around 1/2 have "medium" stats, around 1/4
have crappy stats, and around 1/4 have very good stats; then keep ask and
refusing until you can hire a character of the latter category).
Also training your characters when they have a good day is a good idea indeed.

- A note about Eleanor

They say that Eleanor has a "special bonus" that rise her stats of an extra +1
at each stats every time she gains a level.
After I've played TOg five times checking regularly her stats I don't belive
this rumour anymore.
Even if I am wrong about this (I could just be very unlucky in all my games,
very unlikely, but still possible) I am TOTTALY sure that this is true at least
for the computing of her starting stats, in this FAQS her base stats are based
on this theory.

As a side note... Eleanor is a character that has a very high averange luck
compared to the others and her good days are *really* good.
If my theory about good days and bad days is correct this could explain the
rumour, training Eleanor during her good days gives noticeably better stats
increases, but remember that trainig her during a bad day will give her crappy
stat increases anyway.

And finally... the base stats

For all the special characters any stat bonus from their starting emblems (such
as sniper's +10 AGI) has been removed for the purpose of the base stats
computation.
And, of course, their equipment bonuses too...

1 - Hireable characters

Soldier   24/12/20   130/8

Hawkman   24/18/20   120/5

Mermaid   20/18/24   110/8

Fairy   15/20/30   100/10

Octopus   15/25/15   140/15

Griffin   30/20/20   128/6

Cockatrice   30/20/20   120/6

Cerberus   21/18/20   130/6

Giant   30/18/15   120/5

Dragon   25/10/20   140/5

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Deneb           24/12/20        130/8
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Notes: These values are 100% corrects since by hiring lev 1 characters of this
classes there is no room for error :P
Notice that Soldiers have the lowest base INT and that I have listed Deneb here
because you have to hire her as a soldier.

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2 - Alphonse's starting troops

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Ninja           21/12/24        120/8

Archer          22/12/22        110/5

Cleric          18/18/18        110/10

Wizard          18/22/18        100/15
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Notes: Ninja and Archer are 100% correct, while Cleric and Wizard are... lets
say 99%.
This is because any cleric in Alphonse's starting troops starts at level 2 and
any wizard starts at level 3.
Of course these are the base stats for any other character of those class in
the game (except bosses and unique characters).
As a side note: look at clerics' base stats and memorize them you will know why
in a while...

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3 - Persuadable characters

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Gremlin         15/20/30        100/10

Ghost           15/35/20        115/10

Gorgon          20/35/20        130/15

Angel Kn.       20/20/20        110/10
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Notes: From now on the stats are somewhat imprecise since I had to work with
characters of not-really low levels.
Gremlins are an exception and their base stats are equal to fairies'.
Notice that Gorgons' have nice base stats and Angel Knights VERY CRAPPY ones.
This was quite a surprise (BTW I discovered it while checking Lobelia, of
course I checked several other AKs), now remember clerics' base stats...
very similar, true?
Now, I cannot be 100% shure about this (since AKs appears only later in the
game and at very high levels too I had to "round up" a bit) but I belive that
their true base stats are the same of clerics.
It could seem strange but it somewhat make sense since only holy people are
supposed to transmigate to AKs after death and who are the holy people by
default?
If their true base stats are really 18/18/18 110/10, then they sucks even more
expecially beacause they do NOT needs a such high intelligence and they could
really use Soldier's base stats.

Basically it is better an AK transmigrated by a Soldier of level 1-4 (even
higher if you manage to class change in someting better, like ninja) than a
"pure" AK, not really hard if you have stat raising items (snapdragons anyone?)
and several Life and Sorceror's cups.

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4 - Mandatory special characters

These are special characters that will automatically offer their services to
you during the course of the game (actually it is possible, but unlikely, to
miss Aerial in path B).

- Alphonse   30/18/25 (+14) 144/8 (+10)

Notes: 100% correct, his base stats varie since they are based on the questions
of the fortuneteller at the beginning of the game.
Basically 14 "extra" points are distributed between STR/INT/AGI and 10 more
between HP/MP.
Very high stats anyway, with the right asset and the sniper emblem Alphonse can
class change from soldier to ninja at level 1.

- Ivanna   24/12/20   130/8

Notes: I think that it is 100% correct, her base stats are no better than a
standard soldier, but she joins as a level 4 knight with the knight's
certificate emblem, very good asset at the beginning of the game, however later
in the game class-changing of level 1 soldier in knight is not that hard, still
those knights will be equal, and not better, than Ivanna.

- Aerial   25/20/25   120/20

Notes: Better than the standard mermaid, not much else to say except that she
starts in the unchageable so-so Mermeid class at level 17 with a lancer emblem
that offers absolutely no advantages ^^.

- Eleanor   20/25/20   130/8

Notes: See "A note about Eleanor" above.
Her high base INT is not a bonus, but a conpensation since she starts as a
level 13 soldier (veeeeeery veeeeeeeery bad!) with no emblems at all.
Still worth of using because of her special tecnique and very high luck, but
without using permanent stat raising items reaching the Charisma Emblem will be
quite hard unlike the vast majority of special characters.

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5 - Path A & Path B special characters

Either Shiven and Cybil, or Orson and Rictor will be mandatory characters
depending on wich path you will take during the game.
Orson's and Rictor's base stats are probably more accurate since they are also
low-level NPCs in the first two battles.
Shiven base stats are somewhat deducted from those of a standard Ninja.

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- Shiven        21/12/34        120/8


Notes: YAY! When you see a level 8 character with a starting AGI higher than 90
you know that he is good.
Not only he starts with a great class and great equipment but he will have a
nice extra +10 AGI compared to standard ninjas.
He joins as a level 8 ninja with no emblems.


- Orson         22/12/22        120/5


Notes: the black sheep among the mandatory characters, like Ivanna he has
absolutely nothing better than a standard archer (except for a sniper emblem,
but while good it is so easy to get, *expecially* by archers) and this is bad
since archer is a so-so class stas-wise.
AND ALSO he is the only mandatory character that joins automatically... during
a bad day!
Very very bad.
Joins as a Level 8 archer with the sniper emblem.


- Cybil         20/50/20        120/20


Notes: Oh my! 50 base INT!!!!!!! O_O
Not a single other character in the game, not even Eleanor raised as a cleric
if she really had her "+1 to all stats bonus" could beat her INT. Period.
She starts in the unchangeable ultra-powerful Sorceress class at level 23 with
the not really useful (for her) philosopher's stone emblem.
Still, I prefear Rictor's versatility, but if you want to see how good summons
can be, then Cybil is your choise.
As a side note when you fight her in path B she is VERY toned down since she
have a bad day AND she is in an enviroment that offer no bonus to air
characters and spells (quite the opposite).


- Rictor        25/25/25        140/20


Notes: my personal favorite characters has great base stats and no weakness
that, of course, also means not a single true speciality.
He joins in the unchangeable almighty High Priest class at level 23 with the
not really useful (for him) heavenly spirit emblem.
I would like to point that at high levels Divine Radiance is probably a better
attack spell than Ignuus Fatuus (and costs 5 MP less), you could also equip him
with Divine Radiance AND Ignuus Fatuus, but this would be a bit too redundant
and it would hamper his defensive spells asset. (I must admit that I go against
my advices since I like to equip Rictor with Ignuus Fatuus, Divine Radiance,
Heal Plus AND Clotho, while class-changing Alphonse to Warlock with Fluid
Magic, Time Flux and Atropos... with this asset they can beat the whole 3rd
chapter as a 2 man squad without using a single snapdragon).
As a side note when you fight him at the end of the 2nd chapter he has a
considerable enviroment advantage but he is in a bad day...



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6 - Fairy sisters


- Glycina       25/30/40        100/10
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- Lubina         25/30/40        100/10
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Notes: Monstrous base stats, the best of the game indeed... O_O
They are basically the same character except for a couple of differences; first
while they are twins, their biorhytms are differents.
Second Lubina joins with the crappy Don Quixote emblem.
Notice that if you want to obtain Glycina's Crescente (best bow in the game)
you will have to wait up to the last day of chapter 3 that unluckily it is a
so-so day for Glycina (and an *INCREDIBLE* good day for Lubina).
Hence the choise: the best bow in the game or Glycina at her fullest?
They both joins in the unchageable and
IMHO-unlike-the-common-opinion-very-useful special fairy sisters' class (way
better than the standard fairy class), Glycina at a variable level (based on
the day when you recruit her) and no emblems, Lubina at level 25 with the Don
Quixote emblem (sigh!).
As a side note: when Lubina has a good day she has the single best Fortune in
the game, better than Eleanor!!!!!!!

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7 - Euphaire & Elrik

- Euphaire   10/30/25   100/30

- Elrik   25/25/25   100/20

Notes: If you want them to join in a good day you'll have to fight them while
they have a good day.
Stat-wise Euphaire is basically a toned down Cybil (notice the lowest base
strenght in the entire game), while Elrik is as good as Rictor, but will
surpass him due to better class gains.
Euphaire joins in the great shaman class at level 16 with the philospher's
stone emblem (required to change back to her special class if you class-change
her).
Elrik joins in the exceptional Summoner class at level 17 with the pen and the
sword emblem (same as Euphaire).
As a side note, change Elrik to earth element ASAP (or better ASAYOG: As Soon
As You Obtain Gnome), several people think at his summon golem skill as a
poor's man summon and use that as a backup ability agains water-elemental
characters.
Bad idea: summon golem is a wonderful *phisical* attack as powerful as
Lachesis, even better if Elrik's element is earth, it is a great mage-killer
(just don't start tossing it against liches asking why it isn't working, 'k?).

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8 - Lobelia & Saia

- Lobelia   20/20/20   110/40

Notes: I hope the programmers were joking when they gave Lobelia a +30 SP
bonus...
Otherwise Lobelia's base stats are the same of a standard angel knight and this
is a bad new (remember, I think that they are 18/18/18 in reality).
Other bad news: Lobelia has a single good day in the entire game, hence if you
want to compensate her crappy base stats (the problem is not INT: she don't

needs it, the problem is not AGI: she will have a good final value thanks to AK
stats grow, THE PROBLEM IS STRENGHT! AKs are phisical-only characters, not
magical ones, at least Ninjas and Warlocks can cast spells AND fight) you have
to recruit and raise her during that day: the 1st day of the 3rd chapter.
If you've already fought a story battle in the 3rd chapter... too bad.
Maybe it is possible to avoid this by getting the berseker emblem fast enough,
I don't know.
She joins at level 25 in the
incredible-good-but-with-incredible-crappy-base-stats Angel Knight class.
With the Arcangel feather's emblem.
Better recruiting-killing-necromancing-reincarnating-retrascendencing her and
then have Saia joins too.

- Saia   30/20/30   140/20

Notes: Lobelia with Saia's base stats would be an awesome phisical fighter but
alas, it wasn't supposed to be.
Not much to say except that you need Saia if you want to reach a perfect 100%
score in "class" at the end of the game.
And that in the last series of battles "it" will be much more effective than
Lobelia as a front line fighter not only for the strenght gap that Lobelia just
can't compensate, but also beacause being a true opposite to Lobelia, the last
day of the game is the only good day for "it" (but what a day! Enrichment
fortune: high luck, high altitude, medium amplitude: second best possible
fortune in the game, just don't get the mark of valor emblem or you will lower
these benefices).
"It" joins in the not-incredible-good (that's AK boys!) Lesser Daemon class at
level 30 (just one level in battle and "it" doesn't risks the bogus hero
anymore).
Even if AK is better than Lesser Daemon I think that Saia is superior to
Lobelia since piling up all "its" not immediatly noticeable bonuses (Can use
the Bloody Cleaver at maximum efficience since "it" is bane and has Axes
competence, "its" STR is better than Lobelia's and "its" better base AGI
compensate a bit AK's superior AGI, but expecially, "its" luck rocks: it's
exactly like Eleanor's and this means not only better effectiveness in
combat, but improved stats gains too) poor Lobelia's crappy offencive power
crumbles...