

# Tactics Ogre: The Knight of Lodis Special Characters FAQ

by mibel83

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Version 2.7

Written by Mibel83

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Table of Contents

I. History

II. About This FAQ

III. The "Special" Characters

1. Main Character

2. Ivanna

3. Glycinia

4. Cybil

5. Orson

6. Shiven

7. Aerial

8. Eleanor

9. Eupharie

10. Elrik

11. Lubina

12. Rictor

13. Saia

14. Lobelia

15. Deneb

IV. Legal Info

V. Credits

VI. Final Words

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I. History

5/14/02: Version 0.0 Started FAQ

5/15/02: Version 0.5 Added new info on: Saia, Rictor, Lubina, sent FAQ in

5/15/02: Version 1.0 Added a massive amount of better info, filled out Shiven and Cybil. Working in Lubina

5/16/02: Version 1.5 Wow I did too much work today. Finally done with basics, as far as I know, send in more info if there is any.

5/16/02: Version 1.5 Decided to add history, sex, birthday, element and alignment of each character. With help from bearsman6 ;).

5/16/02: Version 2.0 Finished sex, birthday, element and alignment

5/16/02: Version 2.5 More and more info, histories finished.

5/17/02: Version 2.5 A little touch up work. Made mistake of not changing my version number...Oops.

5/19/02: Version 2.6 Been gone this weekend so no updates, made a section on player's opinions/strategies.

5/22/02: Version 2.7 Finished up some stuff, and submitted an update

5/26/02: Version 2.7 Added some stuff about Deneb, with help from Tetra.

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II. About This FAQ

This FAQ will tell you of all the special characters (the ones that are

plot related, are different classes, or just look different from everybody else) and how to find them.

\*WARNING\*

This FAQ will contain spoilers, read at your own risk

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### III. The "Special" Characters

#### 1. Main Character (Default name is Alphonse)

Sex: Male

Description: A young man with blue/purple hair, light armor and a gold sash.

History: Alphonse, a 15-year-old Knight of Lodis, is the main character of the game. He arrives in Ovis with his friend, and commanding officer, Rictor, to aid the southern area of Ovis, Anser. He has problems with his family and dislikes his new family name. He is a generally good guy who is a bit confused about his future.

To get him/her: You start the game as this character, lose him and die.

Class: Whatever you want to make him, I usually, like almost everyone else use the Swordmaster class.

Born on: You choose it, again, Tierra 22 is default

Element: Depends on what choices you make at the beginning

Alignment: Depends on what choices you make at the beginning

#### 2. Ivanna

Sex: Female

Description: A knight with red armor and silver hair.

History: Ex-soldier of the White Fang Troops, daughter of the previous Lord of Rananculus. Wonders about her uncle's involvement in his death, Ivanna joins up to find out the truth.

How to get him/her: You can get Ivanna after the first battle of Vespa, choose the A option to have her join.

Class: Knight (Knights display unwavering courage and value courtesy, honor and pride. They surpass normal soldiers in ability and can cast certain spells of virtue.)

Born on: Deus 9

Element: Earth

Alignment: L

Opinions/Strategies:

Me: I kept her as a knight, I don't use her much, but I kept her as a Knight. IMHO she isn't that great, she's a better then usual knight, but I didn't use knights after I got swordmasters and Warlocks.

SeiRyuKaiser: "Ivanna-I kept her as a knight throughout the entire game..mainly because her HP growth is rather high and as a knight her HP growth is well complimented with the high defense from the class itself.

DeadS: "Ivanna: Useful in the way she \*can\* do more damage then normal characters at the beggining, but when you get a little further in the game...she becomes "slightly" less useful, because you can do way more with other class's"

Bearsman6: "Always use, Knight" (for complete text form bearsman6, look after Deneb)

### 3. Glycinia

Sex: Female

Description: A fairy with a blue dress and purple hair.

History: A fairy that left her forest in search of her sister, Lubina, but in the process got caught by a bunch of monsters, can you save her? (I hope so, other wise you're doomed in future battles)

How to get him/her: You can add Glycinia to your team after you rescue her in the second battle of Vespa. To get to this battle go back to Vespa after the scene where Ivanna offers to join you. You'll fight a battle against 2 fairies, 2 gremlins and 3 Griffins. Afterwards she'll ask to join you to find her sister, Lubina, choose A to have her join

Class: Fairy (Tiny, flying demi-humans. Though they're not very impressive at fighting, Fairies make cute mascots on the battlefield.)

Born on: Oceano 21

Element: Wind

Alignment: L

Opinions/Strategies:

Me: I never liked fairies, and I doubt I ever will, Glycinia is a horrible archer, and that's saying something. She's a littler better with her sister, but not THAT much better.

SeiRyuKaiser: "Glycinia/Lubina-Well being as weak as they are i suggest keeping them as archers....but as anyone well knows its best not to use them period."

DeadS: "Glycinia: Semi-useful.... 90% of the battles i used her she never missed and never got hit... Then again i could use a character that could do more then 10 damage....."

Bearsman6: "never use"

#### 4. Cybil

Sex: Female

Description: A brunette wearing a purple dress.

History: A mysterious Sorceress who rescues Alphonse from being killed early on in the game, she's a member of the Hand of the Pope, she has a good knowledge of political trends and seems to be searching for some sort of spear.

How to get him/her: After the battle of Urodela you'll have a scene in a shed, Cybil wants to capture a mermaid, if you choose A: "I've no better ideas..." she'll join you after the siege of Castle Ostorea, choose option A.

Class: Sorceress (Beautiful, solitary, and wise, a Sorceress is experienced in casting elemental and high level bane spells.)

Born on: Preta 22

Element: Wind

Alignment: N

Opinions/Strategies:

Me: A great spell caster, I mean what else can you say about her. Forget a siren, use Cybil.

SeiRyuKaiser: "Cybil-Well you get her late but there isn't much anyone would want to change about her...her specialty class is like a beefed up siren and man can she dish out the damage so she's best left as she is."

Bearsman6: "Sometimes use, Sorcerer"

#### 5. Orson

Sex: Male

Description: An old man with a green headband and blue clothes

History: An archer in the army of Lodis. He's a friend of both Alphonse and Rictor.

How to get him/her: After the battle of Urodela you'll have a scene in a shed, Cybil wants to capture a mermaid, if you choose B, she won't join you, but Orson will during the next fight, if you choose option A when he asks that is.

Class: Archer (Skilled rear support characters who excel at shooting arrows. Useful in many situations.)

Born on: Deus 20

Element: Wind

Alignment: L

Opinions/Strategies:

Me: Never did use Orson, went down his path twice, used him once and promptly forgot about him. Second time through I de-equipped him and dismissed him. Use him if you like archers, if you don't, then ditch him.

SeiRyuKaiser: "Rictor/Orson-I havent played that branch yet but as soon as i finish the game i will find out soon enough."

Bearsman6: "Hardly use, Ninja"

6. Shiven

Sex: Male

Description: A guy in gray sweats and a blue headband

History: Cybil's right hand man, Shiven's a skilled ninja, and he has a knack for finding information. He follows Cybil without question.

How to get him/her: After the battle of Urodela you'll have a scene in a shed, Cybil wants to capture a mermaid, if you choose A: "I've no better ideas..." he'll join you after the next battle if you choose the A option.

Class: Ninja (Highly trained spies who act under a veil of secrecy. Ninjas are experts in martial arts and can cast low-level spells. They can move up to 3 steps up or 4 steps down and can walk unrestricted on water.)

Born on: Tierra 8

Element: Fire

Alignment: C

Opinions/Strategies:

Me: The ultimate ninja, I love this guy, he kicks butt, and quickly too. If you like ninja's then Shiven's your man.

SeiRyuKaiser: "Shiven-I never used him...mostly because he came at such a weak level i was too lazy to level him up but if i were to have used him i would have leveled him partly as a knight and as a ninja to balance his attack power and agility and then make him into a swordmaster. (A beast tamer would be just as good as a knight also)"

DeadS: "Shiven: One of the best special chars. i have gotten.... Fast, and does a lot of damage with a katana... however when he gets hit (which is rarely mind you) he gets hurt for like 1/4 or more of his HP and is a pain to heal since he usually is one of the furthest away from your healers"

Bearsman6: "Sometimes use (when I need water walking or speed), Ninja"

## 7. Aerial

Sex: Female

Description: A Mermaid with purple hair and a pink tail.

History: A mermaid warrior, who despises humans. She thinks they're all greedy power hungry monsters. After her defeat at the hands of Alphonse she decides to join him to gain a new perspective on life.

How to get him/her: After the battle of Arena, where you fight her, and talking to Chloeri, Aerial will offer to join your squad choose option A. Side note: You must not kill Minerva in the previous battle, injure her enough and she'll escape, kill her and Aerial won't join.

Class: Mermaid (A demi-human whose upper body is human and lower body is fish. Mermaids live in the sea and can swim competently. Echoing from craggy shorelines, their voices can revitalize listeners)

Born on: Branca 2

Element: Wind

Alignment: N

Opinions/Strategies:

Me: Aerial isn't that great, sure she's great in water, but only the mermaid levels really have water. Didn't use much of her either.

SeiRyuKaiser: "Aerial-Well shes a demi-human so you cant do much with her...shes like a valkyrie thats good in water what more can be said?"

Bearsman6: "Use in lots of water (river, ocean, coast)"

## 8. Eleanor

Sex: Female

Description: A girl with blonde hair, white and blue dress and green ribbon

History: An orphan of Lodis' aggressions in Ovis, raised by her step-parents in Sotavento, then after them, by Father Hamen of the Solean Church. She rescues Alphonse from drowning, and starts what looks to be a promising relationship.

How to get him/her: After you rescue her in Solea she'll ask to join, yet again you'll have to choose the A option, she'll now join as a guest. At the beginning of chapter 2 she'll ask to join as a soldier, once again pick option A.

Class: Whatever you want, for some reason I use her as a Valkyrie, most use her as a Priest.

Born on: Sombra 7

Element: Water

Alignment: N

Opinions/Strategies:

Me: She's a normal soldier really, she can make a good...anything. I like to use her as a Valkyrie as I said, but it's all up to you.

SeiRyuKaiser: "Eleanor-This was a tough choice at first..i had thought about making her a priest but since i already had one and since i found that one was enough the next best class to make her was an archer...but i found my hawkman made a better archer so she gets left behind, in any case you can do just about anything with her but a priest or archer are my personal suggestions."

Deads: "Eleanor: I use her as a archer, she does about 10-15 more then another archer i had, moves further, and hits better then him... Any class you put her in she is superior then a regular character..."

Bearsman6: "Always use, Siren"

9. Eupharie

Sex: Female

Description: Another girl blonde girl in a blue/white dress, the green is in her hair bands this time

History: A young lady born with great powers. Her father forced her mother's spirit into her body. Her mother then ran off to their old home, and has haunted the area since. You won't see that on Springer folks.

How to get him/her: At the start of Chapter 2 go down through the forest of the undead (Gryllus) into Blete where you'll fight Eupharie, defeat her then accept her invitation by selecting...you guessed it A!

Class: Shaman (One who can hear the voices of the spirits that dwell in nature. Shaman are born with the ability to use elemental and summon spells.)

Born on: Ouro 11

Element: Fire

Alignment: C

Opinions/Strategies:

Me: A great summoner, I use her to...summon, give her salamander and she's set.

SeiRyuKaiser: "Euphaire-Shes pretty good as a summoner and in comparison to her dad Elrik with some people shes stronger then he is...nonetheless she is best left as a summoner."

DeadS: "Euphoria: VERY useful at the point i am in.... her summon

salamader spell and energy transefer are \*top\* notch... allowing my cleric to use a ton of heals right off the bat (use ET, then a basic heal and you end up with 40+ MP on your cleric for free) and her spells do more then any char, and hit more often then any char."

Bearsman6: "Always use, shaman"

## 10. Elrik

Sex: Male

Description: A male version of Eupharie, green shoes, white and blue robes

History: A summoner who lost his wife, he called her spirit forth into the body of his daughter Eupharie. He regrets his decision and puts his powers to a better use, helping Alphonse.

How to get him/her: At the beginning of chapter 2 go to Bellza fight the guy and he'll join that is if you choose the B. Opps I mean the A option. BTW kill all those ninjas, one has the warp shoes, one of the best items that I know of.

Class: Summoner (By meticulously researching spells, Summoners can call on the power of many spirits and demons. They can use all elemental and summon spells.)

Born on: Fogo 24

Element: Water (You'd think he would be earth...oh well, c'est la vie)

Alignment: C

Opinions/Strategies:

Me: Another summoner, really all I use them to do is...summon, give him gnome.

SeiRyuKaiser: "Elrik-Same as Eupharie"

DeadS: "Elrik: About the same as his daughter but he does less damage and hits less often... though he does have higher HP, Def., and Atk.... His summon golem is a good use of 20 MP, doing clearly to most damage of a single hit..... He's not great with summons though"

Bearsman6: "Always use, summoner"

## 11. Lubina

Sex: Female

Description: Fairy with a red dress and purple hair

History: Glycinia's sister, ran away from the forest because it was too boring. She's hiding in a gremlin costume so that Glycinia can't find her



How to get him/her: In Graculla, Glycinia will say something about "smelling Lubina", her sister. Kill all enemies except for the gremlin named Lubinnya and put Glycinia right next to it, after that round you'll have a short scene where Lubina pops out of her gremlin suit, Glycinia will want to leave but Lubina refuses, if you want to keep them then pick option...hmm...this is a tough one...how about A.

Class: Fairy (Tiny, flying demi-humans. Though they're not very impressive at fighting, Fairies make cute mascots on the battlefield.)

Born on: Oceano 21

Element: Water

Alignment: N

Opinions/Strategies:

Me: Another one of those annoying fairies, they're too...cute. I don't use them.

SeiRyuKaiser: "Glycinia/Lubina-Well being as weak as they are I suggest keeping them as archers.... but as anyone well knows its best not to use them period."

Bearsman6: "Never use"

## 12. Rictor

Sex: Male

History: Alphose's commanding officer, and friend. Son of the Duke of Felis, he's expected to take over his father's position, and when he does he wants Alphonse to be his head knight. He's a proud young man who is very opinionated; he and Alphonse argue at times but are still close.

Description: A blonde with a blue cloak, white shirt and green pants

How to get him/her: After the battle of Urodela you'll have a scene in a shed, Cybil wants to capture a mermaid, if you choose B, she won't join you, but Rictor will, after the siege on the Castle Ostorea, pick option A.

Class: High Priest (High-ranking priests who have dedicated themselves absolutely to the teachings of the god Filarhh, from whom they receive protection. High Priests can use all spells of virtue, plus some recovery and attack spells)

Born on: Trevas 6

Element: Earth

Alignment: L

Opinions/Strategies:

Me: He's a combo between a priest and a knight, the best of both worlds.

He can get up in the front line, or he can stay back and cast some healing spells on you. A very versatile character.

SeiRyuKaiser: "Rictor/Orson-I haven't played that branch yet but as soon as I finish the game I will find out soon enough."

Bearsman6: "Always use (when I have him), high priest"

### 13. Saia

Sex: --- looks male to me, but hey, it says "---"

Description: A daemon with gray skin and green wings

History: A lesser daemon that was drawn to Rebanada by the fallen angel, and the monstrosity that lived there earlier.

How to get him/her: After you defeat Rimmon in Rebanada (Chapter 3), return and you will fight Saia. Beat him and tell him you fight for yourself (option.....A) and he'll join. You can't have Lobelia in your group, but you can have had her and dismissed her. Not accepting him will give you a ring of the dead.

Class: Lesser Daemon (Evil warriors that are loyal only to their own desires. Lesser Daemons are not as powerful as other daemons and can only use lower level bane spells. They are about as intelligent as humans.)

Born (Spawned? Summoned?) on: Sombra 16

Element: Bane

Alignment: C

Opinions/Strategies:

Me: I like Saia, I really do, maybe it's because he's proficient with axes, maybe because he's of the bane element, but most likely it's because HE'S A DAEMON!!! Oh yeah! Breath in the evil. Breath out the good.

SeiRyuKaiser: "Saia-The better choice of the last 2 secret characters...the only Player controlled character that's good with axes as well as hammers...and unlike its counterpart the angel knight it can use magic instead of skills making him a worthy addition...his damage lacks some but with good weapons I'm sure you'll grow to love this character."

Bearsman6: "Use when I feel evil (always)" I know how you feel Bearsman6

### 14. Lobelia

Sex: Female

Description: Girl with a halo over head, wearing a blue dress and blue shoes.

History: An angel who was drawn by the power of the fallen angel.

How to get him/her: At the beginning of chapter 3 go to Ardea, you must not have gotten Saia. Or you could have had him and then ditched him. (nice work ChichiriKeke ;P) Not accepting her will give you a seraph's feather.

Class: Angel Knight (Only a seasoned warrior with a pure heart can transmigrate to become an Angel Knight. These flying characters have the ability to cast spells of virtue.)

Born (Descended? Summoned?) on: Agua 14

Element: Virtue

Alignment: L

Opinions/Strategies:

Me: Already had an angel knight, didn't need another, turned her into a sword, used it to kill bane ppl. =)

Bearsman6: "Use when I don't have Saia (rare)"

15. Deneb

Sex: Female

Description: A red witch

History: No history, just a repeat character from ALL the other Ogre Battle/Tactic Ogre games.

How to get him/her: Ok folks, here it is quick and easy. Recruit a female character in any town at any point in the game, make her any element (thanks to tetra for discovering this), and name her Deneb (yes, caps on the D), make sure she's either chaotic or neutral. Then turn her into a witch. Requirements for a witch are MP 38, INT 35, ALI-N/C, Vixen's Whisper. Vixen's Whisper is an emblem that you get if a female character persuades a male. To get the best chances make Deneb the same class as the target.

Class: Witch (A Witch and THE Witch, Deneb, are totally different, as different as pumpkin and squash! Do you understand how different they are? Don't get confused!)

Born on: Varies per game

Element: Any, yes that's right any, the fire only requirement was in the Japanese version.

Alignment: N-C

Opinions/Strategies:

Me: An advanced witch, she can cast summons, can charm enemies, and is so useful to have around.

Bearsman6: "Useful at first, later not..., witch (obviously!)"

Bearsman6's complete opinion on character's:  
"Hehe, yeah.

Basically, my general rule is to leave everyone in their default class I only DON'T do this with the characters that retain their unique look regardless of class (think Eleanor or Alphonse) with them, I turn Alphonse into a sword master and Eleanor into a SIREN (yes, that's right, a siren... I don't need another healer, and archers I don't use)

When it comes to Orson, he's ugly enough that I change his class to something useful as I mentioned, I don't use archers... he becomes a ninja (this is good, because then he replaces Shiven, who is a damned fine ninja)

In earnest, I do change their classes a bit, but only so they can be counted as having BEEN that class in other words, I change them, then immediately change them back it's cheating the system ^\_~"

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#### IV. Legal Info

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#### V. Credits

Me, for being the excellent, intelligent, modest, creative, good-looking, upstanding citizen that I am. J/k.

Atlus, for making such a great game.

My parents, well you know why.

SeiRyuKaiser, Bearsman6 and DeadS for some opinions, oh yeah and me again ;P.

Bearsman6, for a great FAQ, and helping me out with character's histories.

Tetra, for info about Deneb.

Waspinator9063, for a little verification work on Deneb.

ChichiriKeke, for finding info on Lobelia

Any one else who sends me some info, the e-mail address is Mikee83us@yahoo.com

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#### VI. Last Words

There it is, my first FAQ ever. It wasn't that bad...was it? Thank you for reading this. It means much to me. Peace out.

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Mikee

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