

Ogre Battle 64 Special Character Class FAQ

by CyricZ

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Ogre Battle 64 - Person of Lordly Caliber
Special Character Classes
An In-Depth FAQ by CyricZ
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There are many characters in the game that can't be picked up with normal means. These guys are usually quite a bit more powerful than your average Joe, and they have story potential, as well...

So, why did I create this? Well, it's definitely one of the things people are most often looking for, and many of the other topics in this game are covered in In-Depth FAQs, so I thought "Why not?"

This info can be found in my bigger FAQ, along with a more in-detail description of what these guys can do. I've taken out Attacks, Equipment, and pretty much everything except how to pick them up and what they look like.

Okay, note that I mention Chaos Frame a lot throughout this. This is NOT Alignment! Chaos Frame is your Reputation. To increase your Chaos Frame, you must liberate strongholds during missions, as opposed to capturing them.

To liberate, you need to check a Stronghold's info during the mission. Note the number for Morale. To liberate the stronghold, you must roughly match your unit's Alignment with the Morale of the stronghold. High alignments can liberate towns of high morale, and low alignments can liberate towns of low morale.

To this end, you'll probably want to keep one or two units with around Neutral alignments for the purpose of liberation, since it's really tough to keep fighting and stay Neutral.

Liberating a Stronghold: CF +1/2 point
Capturing a Stronghold: CF -2 points
Enemy Recaptures a Stronghold: CF -2 points

As you can see, if your CF is in the gutter, you're not going to be able to rebuild it in one mission. It's a long process.

Well, that said, let's get to the characters. It's all bare minimum. Just how to get them, so let's do it.

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Magnus Gallant
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Starting Class: Gladiator
Appearance: Purple-haired guy in armor, with his sword behind him.

Second Class: Vanguard

Final Class: General

Appearance: The same old Magnus, with heavy armor on.

How to get him: Start a new game.

Diomedes Rangué

Appearance: Looks like a Knight without a helmet, and wears a blue sash.

Starting Class: Gladiator

Second Class: Warrior

How to get him: He automatically joins before Scene 1, Tenne Plains.

How to lose him: If you agree to fight him before Scene 1 starts, and if you say "... " when Rhade orders you to kill Frederick, he'll leave.

Leia Silvis

Appearance: Valkyrie without wings and having a long blonde ponytail.

Starting Class: Blaze Knight

Second Class: Rune Knight

How to get her: She automatically joins in Scene 3, Crenel Canyon I.

Troi Tyton

Class: Phalanx

Appearance: Gold-armored Phalanx

How to get him: Go to Elgorea, Mylesia in Scene 4, Mylesia (The Path Diverges). Troi will walk right up to you and ask to join.

Katreda Birall

Class: Cleric

Appearance: Pink-robed Cleric

How to get her: Go to Cayes, Gunther Piedmont during Scene 7, Gunther Piedmont (A New Beginning) and she will ask to join so that she can help her father.

Asnabel Birall

Class: Berserker

Appearance: Purple-clothed Berserker

How to get him: Have Katreda when you finish liberating Gunther Piedmont in Scene 7 (A New Beginning).

Aisha Knudel

Class: Priest

Appearance: Pink clothed, hoodless Priest.

How to get her: You must not have said "... " at Frederick's execution. Go to Puld, Audvera Heights during Scene 13 (Thoughts), and she'll ask to join your party.

Liedel Klein

Class: Archer

Appearance: Archer wearing red and having blonde hair.

How to get her: You must have a high Chaos Frame. Beat her in the Sable Lowlands mission (City of the Past) and she'll ask to join your party.

Vad Orok Zlenka

Class: Grappler

Appearance: Dark-skinned warrior wielding claws.

How to get him: In the Mount Ithaca mission (Uncertainty), don't go east at all at the start. Vad will march towards the nearby stronghold to the east, and will not move, and you must avoid attacking him. Do this, and he'll offer to join after the battle.

Saradin Carm

Class: Warlock

Appearance: Non-hooded white-haired wizard-looking gentleman.

How to get him: You must not have said "... " at Frederick's execution. Beat Scene 15, Mount Ithaca (Uncertainty) and he'll ask to join your party.

Sheen Cocteau

Class: Hawkman

Appearance: Brown-haired Hawkman

How to get him: You must have a low to neutral Chaos Frame. Go to Coppermine, Azure Plains, during Scene 17 (Visitors from the West), and he'll ask to join your party.

This is the only character I don't have a definite read on. Your chances of getting him could be different depending on whether or not you send a male or female character to meet him.

Ankisetth Gallant

Class: Solidblade

Appearance: Similar to Magnus only taller and older looking.

How to get him: At the beginning of Scene 18, Wentinus (The Grim Path), you must choose to meet with your father. Keep him alive for the battle, and, if you have a medium to high Chaos Frame, choose to have him join you after the battle.

Meredia O'Keife

Class: Siren

Appearance: Blue-haired, white-clothed Siren

How to get her: At the beginning of Scene 21, Fair Heights (The Eastern Orthodox Church), Meredia will show up if Leia is still alive. She'll ask to join your party.

Europea Rheda

Class: Centurion (Female)

Appearance: Red-haired Centurion without the goofy hat.

How to get her: Take Magnus to Fort Hillverich during Scene 22, Vert Plateau (Suspicion). You'll speak to Europea and she'll head for the enemy headquarters. Make sure she doesn't die, and she'll offer to join you.

Paul Lukische

Class: Enchanter

Appearance: Silver-haired Enchanter

How to get him: In Scene 23, Tremos Mountains I, (The Mercenaries), go to Condrio to learn about Paul. Go to Coongul and you will meet Paul.

Say "Is that what you want?" and you'll leave. Beat the scene (answer the question Kageiye asks either way) and Paul will join you.

Biske La Varet

Class: Lycanthrope/Werewolf

Appearance: Gruff-looking blonde man with little armor/Grey wolf man

How to get him: You must not have Aisha, Saradin, or Ankiseth, nor can they have asked to join your battalion. Fight him during Scene 24, Capitrium (The Rebel). If you beat him, ask him to join you, and he will do so.

Quass Debonair

Class: General

Appearance: Tall guy with long, blonde hair and a rather big sword.

How to get him: You need Aisha, Saradin, and a high Chaos Frame. In Scene 26, Tremos Mountains II (No Man's Land), take Magnus to Ibu Deli. You'll run into Debonair there. If the requirements are met, he'll ask to join.

Destin Faroda

Class: Lord

Appearance: Orange-haired guy with a rather large sword.

How to get him: In Scene 29 (The March to Latium), take Magnus' group to Kurashino, Gules Hills. If you have all the Zenobians (Aisha, Saradin, and Debonair) up to this point, Destin will join you.

Gilbert Oblion

Class: Beast Master

Appearance: Yellow-clothed Beast Master

How to get him: In Scene 29 (The March to Latium), take Magnus' group to Kurashino, Gules Hills. If you have all the Zenobians up to this point (Aisha, Saradin, and Debonair), and a high Chaos Frame, Gilbert will join you.

Carth Forleizen

Class: Black Knight

Appearance: Black Knight with a red cape with a cross on it.

How to get him: You must have a low to medium Chaos Frame, and no Zenobians can join your party. In Scene 32 (The Disillusioned), go to Furge, and a young boy will tell you that a soldier is fighting all alone in the forest. Go to Torab Ni, and you'll meet Carth, where he'll take his unit and assault the Enemy Headquarters. Make sure he stays alive, and you can ask him to join.

Well, that's it. Thanks to Adiroth for finding out the Chaos Frame equation.

End of Cheese

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