

# Tactics Ogre Stat Growth Guide

by Jax Agar

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TACTICS OGRE CHARACTER STAT GROWTH GUIDE

BY Jax Agar

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Email me at cerubix\_7@hotmail.com

Version 1.0 (My first FAQ, so please be nice! Thank you!)

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Part A: VERSION

Version 1.0

-My very first FAQ! Go me!

Part B: INTRODUCTION

Obviously, this stat growth chart is for special characters that you wouldn't get in the game without the GameShark here (But there is some you can get somewhere in there...) and I tested these guys to a reasonable amount of training to get an average growth so it's fairly accurate, though there might be a mistake somewhere and I apologize in advance (You try training all these guys! It's hard work you know). All these characters include enemies and monsters in the Hell Gate, the Zenobians, the Dark Knights (Lodis), and other characters from the Walsta Liberation Army, Gargastan Kingdom and Bacrum-Valeria Country, etc.

This is my very first FAQ here, so try not to bag on me so much if I did anything wrong here. It took me quite a while to train all these classes here and get their growth down while drinking coffee hours on end, so I apologize if there might be a mistake here and there. (Hopefully they're at a minimum.)

Part C: DISCLAIMER

I just wanted to point out that my hands did all this research and my hands only, so if you would like to use this in any way, please tell me first. I really wouldn't like to brutally hurt someone because they couldn't follow directions here.

Another note here, I have stat growth for GameSharked characters, BUT I do not have the codes to obtain them. If you want codes to get these fine and dandy guys then go to the following sites:

<http://www.cmgsccc.com/> (They got all the codes you need..and then some!)

<http://www.princeton.edu/~crg/ogre/ogre.html> (This site is all you'll ever need regarding anything Tactics!)

Just a quick note before we go on. Most of these classes are indeed obtainable by the use of the GS here, but there are some classes that I put in just for the heck of it, I had nothing better to do anyway. Also note

that I really haven't done every single GSeD character here. I'm still missing all those undead soldiers, amazons, wizards, etc. and Kachua's High Priestess and Dark Priestess class. I don't believe I'm missing anything else, but I could be wrong so email me if I'm missing anything.

#### Part D: CHARACTER STAT GROWTH CHART

Another reminder here, some classes like Lans Hamilton, Vice and Kachua can't be used during the game. This is caused because the game thinks that they are NPCs and will be registered as guests instead, meaning you can't use them at all, in training or real battle. I also believe you can't change their equipment, even if they got nothing on (In the beginning, you can't remove Vice or Kachua's Escape Stones and any of Lans' stuff) and omitting them is out of the question too. If this happens to you and you accidentally save, then they will forever be stuck in your team! Don't let this happen! The best way to bypass this is to finish a certain battle in Chapter 4, liberate Banisha to bypass Kachua and Heigm for Lans, that scene with him, if you know what I mean. I'm not certain about Vice and I think this would apply to other guests too like Guildus, Mildain, Warren, etc., but again, I'm not entirely sure of that.

#### Legend:

Class: Name of Character

HP: ??

MP: ??

STR: ??

VIT: ??

INT: ??

MEN: ??

AGI: ??

DEX: ??

An asterisk (\*) indicates a class I haven't done already so be patient.

High Priest: Kachua\*

HP:

MP:

STR:

VIT:

INT:

MEN:

AGI:

DEX:

This is the class that Kachua has at the beginning of the game.

Dark Priest: Kachua\*

HP:

MP:

STR:

VIT:

INT:

MEN:

AGI:

DEX:

Obviously, this class is the same as High Priest but an evil version. Nothing new here.

Paladin: Lans Hamilton\*

HP:

MP:

STR:

VIT:

INT:

MEN:

AGI:

DEX:

Lans classes is pretty good, at least I think so. Paladin can equip basic holy magic from the goddess Ishtar.

Lord Mancer: Warren

HP: 6

MP: 8

STR: 3

VIT: 2

INT: 9

MEN: 9

AGI: 3

DEX: 4

I suppose a Lord Mancer is an improved version of a Wizard or Siren. I'm not 100% sure, but I think this class uses all magic types.

Eagle Man: Canopus

HP: 8

STR: 7

VIT: 5

INT: 7

MEN: 6

AGI: 7

DEX: 6

Canopus' class is better than the Hawk Man for he learns Wind Shot at Level 10 and Tornado at Level 20, skills that are pretty decent I say.

White Knight: Mildain

HP: 9

STR: 6

VIT: 6

INT: 6

MEN: 7

AGI: 7

DEX: 7

Mildain, the White Knight of Zenobia is just an improved Knight class.

White Knight: Guildus

HP: 9

STR: 8

VIT: 6

INT: 4

MEN: 7

AGI: 7

DEX: 8

Guildus is the same as Mildain, but fairly stronger.

Death Templar: Lans Tartare

HP: 10

MP: 9

STR: 7

VIT: 6

INT: 6

MEN: 8

AGI: 6

DEX: 8

Now this class is just too cool to pass over! I'm telling you, this is the real deal, the big cheese, and the kitchen sink! Great stat growth, all magic use, and has Oracle skill that permanently destroys your Max HP, what more could you ask for?

Bishop: Branta

HP: 7

MP: 8

STR: 4

VIT: 2

INT: 7

MEN: 9

AGI: 4

DEX: 4

A quick note about Branta here, he will learn Summon-E which summons Angel Knights. Unfortunately, you can't use it, you can but it will summon enemies in real battle and glitch if he's on the blue team in training. It will only work on the red team in training mode and you can't keep who summon sadly.

Dark Element: Dolgare\*

HP:

MP:

STR:

VIT:

INT:

MEN:

AGI:

DEX:

I got nothing on Dolgare right now so you'll have to wait.

Temple Commando: Barbas

HP: 10

MP: 8

STR: 8

VIT: 6

INT: 5

MEN: 6

AGI: 6

DEX: 5

Barbas is pretty strong, has all magic, has the Avenger skill that knocks a target back and uses a hammer.

Temple Commando: Martym

HP: 10

MP: 6

STR: 6

VIT: 5

INT: 6

MEN: 7

AGI: 6

DEX: 7

Martym, just like Barbas uses all magic, comes with the Venom skill, which causes poison and uses the sword.

Temple Commando: Andoras

HP: 10

MP: 6

STR: 8

VIT: 6

INT: 5

MEN: 7

AGI: 7

DEX: 6

All magic, Thundax skill that turns the target around in a random place and uses the claw. Andoras is pretty quick and decent with magic.

Temple Commando: Ozma

HP: 10

MP: 8

STR: 7

VIT: 5

INT: 6

MEN: 6

AGI: 5

DEX: 6

Sister to Temple Commando Oz, Ozma uses whips, has all magic and performs RoseBud, a skill which charms the enemy.

Temple Commando: Oz

HP: 10

MP: 7

STR: 7

VIT: 5

INT: 4

MEN: 7

AGI: 4

DEX: 5

Brother to Ozma, Oz uses an axe, has all magic and does DarkCell which will stun an opponent.

Templar Knight: Templar Knight

HP: 10

MP: 7

STR: 6

VIT: 5

INT: 6

MEN: 6

AGI: 6

DEX: 6

All I think Templar Knights are improved generic soldiers or Knights, either way. They can use all magic, just like the commandos and I feel they're good with every weapon, but they preferred is the sword.

Necromancer: Nybbas

HP: 6

MP: 7

STR: 3

VIT: 3

INT: 8

MEN: 8

AGI: 3

DEX: 4

Something interesting about Nybbas here, if he gets killed in battle, real or training, he automatically gets resurrected as a lich, with the sprite and everything too. He uses all magic in Necromancer form and has Summon-E. Again, Summon-E works only in training when you are on the red team.

Demon: Belzbute

HP: 6

MP: 6  
STR: 4  
VIT: 3  
INT: 9  
MEN: 7  
AGI: 4  
DEX: 4

All I can really see is that the Demon class uses all magic and is one of the few true mage classes with a Fast movement rather than a Slow type.

Venefik: Falfadet

HP: 6  
MP: 7  
STR: 4  
VIT: 4  
INT: 8  
MEN: 8  
AGI: 5  
DEX: 5

Venefik uses all magic and has the Hazard skill that causes poison.

Searzist: Vepar

HP: 6  
MP: 7  
STR: 4  
VIT: 4  
INT: 8  
MEN: 8  
AGI: 5  
DEX: 5

The same with Venefik, Searzist has all magic and owns Jihad that can kill the dead instantly (Like HolyBolt, Starion, etc.) and damages one target.

Summoner: Ramidos

HP: 6  
MP: 8  
STR: 4  
VIT: 2  
INT: 7  
MEN: 9  
AGI: 4  
DEX: 4

Another class that has Summon-E and all magic too. (Ever get the feeling that all the enemy classes have all magic use besides the Princess? Don't feel left out, because you can get them too!)

Sorcerer: Mordiant

HP: 7  
MP: 8  
STR: 4  
VIT: 3  
INT: 7  
MEN: 8  
AGI: 3  
DEX: 4

This class is supposed to get all magic too, but somehow use can't equip any magic on them, so I don't have a clue with this one.

Sorcerer: Brutakox

HP: 6

MP: 7  
STR: 4  
VIT: 3  
INT: 7  
MEN: 8  
AGI: 5  
DEX: 4  
Same as above class. (See Sorcerer: Mordiant)

Summoner: Mutsua  
HP: 6  
MP: 8  
STR: 3  
VIT: 3  
INT: 8  
MEN: 8  
AGI: 5  
DEX: 5  
Same as above class. (See Summoner: Ramidos)

Warrior: Vice  
HP: 9  
MP: 5  
STR: 5  
VIT: 6  
INT: 5  
MEN: 6  
AGI: 8  
DEX: 8  
You can get Vice as this class in Chapter 3 going the Law route. I don't know why I put him in, but oh well.

Guardian: Holy Dragon  
HP: 11  
STR: 9  
VIT: 8  
INT: 4  
MEN: 5  
AGI: 3  
DEX: 5  
This is one of the Hell Gate creatures that protect the weapons of the Wind Gods. Has Thunder Breath and Tornado.

Guardian: Golem  
HP: 5  
STR: 9  
VIT: 7  
INT: 4  
MEN: 6  
AGI: 4  
DEX: 3  
This is one of the Hell Gate creatures that protect the weapons of the Wind Gods. Has Wind Shot and Tornado.

Guardian: Gryphon  
HP: 10  
STR: 9  
VIT: 6  
INT: 3  
MEN: 6

AGI: 4

DEX: 3

This is one of the Hell Gate creatures that protect the weapons of the Wind Gods. Has Thunder Breath and Tornado.

Guardian: Tiamat

HP: 11

STR: 9

VIT: 8

INT: 4

MEN: 6

AGI: 3

DEX: 6

This is one of the Hell Gate creatures that protect the weapons of the Wind Gods. Has Thunder Breath and Tornado.

Gabiar: Green/Gray Lizard Man

HP: 9

MP: 6

STR: 6

VIT: 6

INT: 7

MEN: 7

AGI: 6

DEX: 6

Improved version of a Lizard Man. Has all magic, nice stats and uses the hammer.

Relics Knight: Gold Terror Knight

HP: 10

MP: 4

STR: 8

VIT: 8

INT: 5

MEN: 6

AGI: 3

DEX: 6

Improved version of a Terror Knight. Has all magic, better INT and MP than Terror Knight and uses the axe. This class would be good if it also had the Terror Effect too.

Dark Stalker: Dark Ninja

HP: 8

MP: 4

STR: 5

VIT: 5

INT: 5

MEN: 6

AGI: 8

DEX: 8

Improved version of a Ninja. Has all magic, a move of 7 and uses claws. I think this is the fastest class in the game.

Goblin: Goblin

HP: 8

STR: 6

VIT: 5

INT: 6

MEN: 6

AGI: 6



DEX: 6

Goblin is an average class with no special skills or such. They use hammers if that's any consolation.

Dark Dragon: Dark Tiamat

HP: 11

STR: 9

VIT: 8

INT: 4

MEN: 6

AGI: 3

DEX: 7

These monster are the Dark World monsters when you click select on their class. I am not positive what skills they have, but I do have an inkling here. I think the Tiamat has the Poison Breath.

Dark Eye: Dark Giant

HP: 11

STR: 7

VIT: 7

INT: 2

MEN: 8

AGI: 3

DEX: 4

These monster are the Dark World monsters when you click select on their class. I am not positive what skills they have, but I do have an inkling here. I think the Giant has the Evil Eyes like the Gorgon.

Dark Wing: Dark Gryphon

HP: 9

STR: 8

VIT: 4

INT: 3

MEN: 6

AGI: 5

DEX: 4

These monster are the Dark World monsters when you click select on their class. I am not positive what skills they have, but I do have an inkling here. I think the Gryphon has the Petrify Breath.

Obinick: Orange Gryphon

HP: 9

STR: 9

VIT: 5

INT: 4

MEN: 6

AGI: 4

DEX: 4

Another Gryphon class here. The Obinick uses Fire Breath and is quicker than the regular Gryphon.

Iron Golem: Gray Golem

HP: 7

STR: 8

VIT: 7

INT: 5

MEN: 6

AGI: 3

DEX: 3

Faster and better than regular Golem, the Iron Golem uses Dragos attack,

whatever that may be, never bothered to check it out.

Raven Man: Black Hawk Man

HP: 7

MP: 3

STR: 6

VIT: 5

INT: 6

MEN: 6

AGI: 7

DEX: 8

Improved version of a Hawk Man. The Raven Man uses all magic and uses axes as main weapons.

Death Dragon: Blue Holy Dragon

HP: 11

STR: 9

VIT: 8

INT: 4

MEN: 6

AGI: 3

DEX: 6

Probably one of the strongest Holy Dragons out there. The Death Dragon uses Ice Breath to sleep opponents.

Lucifer Crow: Blue Gryphon

HP: 9

STR: 5

VIT: 5

INT: 3

MEN: 6

AGI: 5

DEX: 4

The same with the Death Dragon, Lucifer Crow uses Ice Breath.

Phoenix: Orange Gryphon

HP: 9

STR: 7

VIT: 5

INT: 3

MEN: 6

AGI: 5

DEX: 4

Almost the same as the Obinick and Lucifer, the Phoenix is by far the best Gryphon class to have. Great growth and owns Crimson, a deadly skill which should have melt the target on contact though.

Salamander: Orange Dragon

HP: 10

STR: 10

VIT: 6

INT: 4

MEN: 6

AGI: 4

DEX: 4

I suppose you can call these fire creatures the Fire Guardians too. The Salamander has the Fire Breath that destroys equipment bonuses. (Defense power and Attack power.)

Fire Drake: Orange Holy Dragon

HP: 10  
STR: 10  
VIT: 7  
INT: 4  
MEN: 6  
AGI: 3  
DEX: 5

The same as the Salamander the Fire Drake uses Fire Breath and Crimson.

Fire Brass: Orange Tiamat

HP: 10  
STR: 8  
VIT: 8  
INT: 3  
MEN: 6  
AGI: 3  
DEX: 7

Same as Fire Drake but I believe the Brass uses only Crimson, not entirely sure.

Ice Giant: Blue Cyclops

HP: 10  
STR: 7  
VIT: 7  
INT: 3  
MEN: 7  
AGI: 3  
DEX: 4

Better than a regular Cyclops, the Ice Giant has Ice Breath and Spiral, which will destroy MP.

Kraken: Gray Octopus

HP: 9  
STR: 8  
VIT: 4  
INT: 3  
MEN: 8  
AGI: 4  
DEX: 4

Also better than a regular Octopus, the Kraken has Eddy and Hazard that will poison a target.

Gargoyle: Gray Tiamat

HP: 11  
STR: 8  
VIT: 7  
INT: 3  
MEN: 5  
AGI: 3  
DEX: 7

I'm not quite sure what a Gargoyle has. Anyone has anything for me on this one?

Lufu: Orange Cockatrice

HP: 10  
STR: 7  
VIT: 5  
INT: 3  
MEN: 5  
AGI: 4  
DEX: 5

Better than a regular Cockatrice, the Lufu has the Poison Breath.

Basilisk: Green Dragon

HP: 10

STR: 8

VIT: 8

INT: 3

MEN: 6

AGI: 3

DEX: 6

The Basilisk is like the Gorgon and Dark Eye, it use the Evil Eyes to petrify anyone or thing that is directly looking at it.

Hydra: Green Hydra

HP: 10

STR: 8

VIT: 7

INT: 5

MEN: 6

AGI: 3

DEX: 3

The Hydra is all the elemental dragons in one. It has Fire, Thunder, Poison and Ice Breaths. You're in for a treat!

Succula: White Hydra

HP: 10

STR: 10

VIT: 7

INT: 3

MEN: 10

AGI: 3

DEX: 5

Again, I have no idea what the Succula has in terms of Breath. Is it the same as a Hydra? Anyone know this one?

Hippogriff: Brown/Green Gryphon

HP: 9

STR: 9

VIT: 4

INT: 3

MEN: 6

AGI: 5

DEX: 4

I have no clue with this one too. Any help will be appreciated.

Part E: SPECIAL THANKS

Well, here's the fun part where I thank everyone. The Game Software Codes Creator Club deserves lots of praise because that's where I got my codes and such, not to mention the motivation to do this. Astro Knight's (Chris) site for giving me the idea to do this and some basic idea to go about doing this. dragonspirit for giving me that source which I couldn't do much with but thanks anyway. Well, that's all for now so we'll just wait for another update. Later!

Questions or comments? Email me at [cerubix\\_7@hotmail.com](mailto:cerubix_7@hotmail.com)

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