

Ogre Battle Mathmagic ALI + CHA Auto Calculator for all Releases

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I found the ALI and CHA formulas easily enough by testing on English SNES. The main reason of why the ALI formula was wrong in every English guide was not taking into account the ALI difference of the attacker and the enemy. Or doing so incorrectly. Other than bosses, enemy ALI is consistent per class and is what you see in your starting units, recruiting at a town, persuading a neutral encounter or using Charm/Persuasion Spell.

Formulas match those found by <https://gqcx.games/ogrebattle/> on Japanese Super Famicom.

Takeaways:

The good news is your class has no bearing on ALI change. An Angel and Mage at equal ALI get the same results.

What is a thing is ALI drift from the starting values. Wizard starts at 45 ALI and Warren at a lower 42. Knight at 62 and Lans at a higher 65. If they each kill a Fighter or Amazon at equal level, Wizards lose 1 ALI while Knights gain 1 ALI. If Wizards hit 39 and Knights hit 70, the drift increases to ±2 per kill.

CHA is strictly dependent on level difference, as was long known. If you just want to calculate CHA, can leave ALI and enemy class fields blank. CHA may be buggy. I saw it increase by 1 instead of 4 at equal enemy level but not on repeated attempts.

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ALI and CHA Formulas

There are two important values: the attacker and defender Level difference and Alignment difference.

LVL_DIFF = Enemy Level - Attacker Level

ALI_DIFF = Attacker Alignment - Enemy Alignment

Can reverse the order on one by adding a negative sign but positive values gaining ALI is sensible.

Charisma Formula

(2 * LVL_DIFF) + 4

or 2 (LVL_DIFF + 2)

Max shifts of -8 and +8

Can alternatively use a table:

Additionally, retreating costs 1

CHA point for every character in

the unit, not just the Leader.

Calculator has a retreat option.

LVL_DIFF	CHA Change
2 and higher	8
1	6
0	4
-1	2
-2	0
-3	-2
-4	-4
-5	-6
-6 and lower	-8

Positive difference is under-leveled and negative is over-leveled

Alignment Formula

New ALI = Current ALI + LVL_DIFF + TABLE(ALI_DIFF)

No limit on shifting up or down from LVL_DIFF.

The ALI_DIFF half is binned and capped at ±3 points.

The two values can offset each other and cancel out.

ALI drift pushes high ALI ever higher and low ALI ever lower for defeating the same targets.

ALI_DIFF	Bin
30 and more	3
20 to 29	2
10 to 19	1
0 to 9	0
-1 to -10	-1
-11 to -20	-2
-20 and lower	-3

Example 1

Lvl 5 Fighter defeats Lvl 4 Cleric: LVL_DIFF = -1, ALI_DIFF = 50 - 65 = -15

New ALI = 50 - 1 + TABLE(-15)

NEW ALI = 50 - 1 - 2

NEW ALI = 47

Also gain 2 CHA

Example 2

Lvl 6 Knight defeats Lvl 8 Wizard: LVL_DIFF = 2, ALI_DIFF = 62 - 45 = 17

New ALI = 62 + 2 + TABLE(17)

NEW ALI = 62 + 2 + 1

NEW ALI = 65

Also Gain 8 CHA

Example 3

Lvl 13 Angel defeats Lvl 10 Imp: LVL_DIFF = -3, ALI_DIFF = 65 - 25 = 40

New ALI = 65 - 3 + TABLE(40)

NEW ALI = 65 - 3 + 3

NEW ALI = 65 for no change

Also lose 2 CHA

A shortcut formula for killing undead is ALI change = 3 + LVL_DIFF, if the attacker has at least 30 ALI.

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Notes:

- **Tarot card kills do not change ALI or CHA.**

- **Class and Boss CHA/ALI values are consistent across all releases.**

- Alebelo has identical stats in Balmorian Ruins and Dragon's Haven / Dragon's Heaven.

- Gares has 46 ALI at Island Avalon, 36 at Shangrila and 26 at Templa Shalina, for a nice bit of flavor.

This is represented as Gares 1st / 2nd / 3rd in the dropdown.

- Some of the PSX Boss names are off the rails. Different from their dialogue names.

- Clear a value by deleting it then clicking outside its area.

What if the magic attack defeats multiple enemies at the same time? *Complexity Warning*

- The game processes the ALI change of each kill one at a time and continually updates ALI and CHA. No EXP is awarded until the battle is complete. Keep your character's level the same.

- Enemy units contain up to 3 class-level combinations, including the Leader. Call them L, A and B.

- The processing order is L, then A, then B, if all exist. **Leader, if defeated, is always processed first.**

- Find the corresponding unit formation to determine A versus B. If A or B is used, every slot must be filled.

- Put the A enemies before the B enemies in the Auto Tracking list to get the correct results.

- There is no ambiguity. If A and B are the same class-level, such as with Sirius, A versus B is irrelevant.

- Possible to add a dropdown with selectable units to auto complete the list, if there is enough interest.

Back Row	Front Row	Back Row	Front Row	Back Row	Front Row
L	B	L	A	L	B
A	B	A	B	A	B
A		A		A	
L	A	L	B	L	B
B	B	L	B	L	
B	A	A		A	B
A			B		B
L	B	L		A	A
A			A	L	B
A	B	B	B	B	A
A	B		A	A	
L		L		L	B
L	A	L	B	L	
A			A		A
	B	B		B	
	A		A		L
L		L		B	A
B		A	B	A	B
B	A	A		B	
B	L	A	L	A	L
B			L		

Each row of formations is arranged from the Leader slot cycling top to bottom, back row to front row. The A and B terminology follows that used in FFaddict's OBEEdit tool. Can just look up units with that. These 18 possible enemy unit combinations are supplemented by ones formed with no A or B slots. A relatively simple matter then of processing the Boss ALI change first.

SNES	PSX	BOSS LEVEL	CHA	ALI	LUK	RECRUITABLE	LEVEL	CHA	ALI	LUK	SNES	Dragon	8	Sky	Wyrn	8	Sky	Cockatris	8	Sky	
Fighter	Fighter		46	50	45						Castle of Warren	Hawk Man	3	Ocean	Dragon	1	Mountain	Golem	3	Forest	
Knight	Knight		55	62	50	Warren	4	51	42	54	Sharon Border	Octopus	4	Ocean	Gryphon	4	Mountain	Giant	4	Mountain	
Paladin	Paladin		62	78	60	Canopus	5	71	62	68	Sharon District	Lake Jannenla	5	Ocean	Werewolf	5	Mountain	Octopus	5	Ocean	
Samurai	Samurai		56	61	47	Gilbert	6	53	54	46	Lake Jannenla	Skeleton	9	Forest	Imp	6	Mountain	Ghost	9	Forest	
(Samurai) Master	Samurai Master		64	79	54	Ashe	9	55	65	50	Pogrom Forest	Pumpkin	1	Mountain	Dragon	5	Dark Mountain	Faerie	8	Forest	
Beastman	Beast Tamer		50	45	43	Lyon	9	53	43	41	Deneb's Garden	Octopus	9	Ocean	Dragon	7	Forest	Hellhound	9	Mountain	
(Beast) Master	Beast Master		56	33	46	Deneb	10	59	47	68	Slums of Zenobia	Mermaid	10	Ocean	Octopus	10	Ocean	Angel	10	Ocean	
Dragoner	Dragon Tamer		55	50	65	Aisha	10	59	72	61	Island Avalon	Silver Dragon	9	Dark Mountain	Ice Giant	10	Dark Mountain	Angel	10	Ocean	
Dragon Master	Dragon Master		63	50	58	Norn	12	63	53	53	Diapola	Octopus	9	Ocean	Imp	11	Mountain	Fire Giant	10	Volcano	
Wild Man	Berzerker		54	41	54	Rauny	14	58	60	59	Kastolalian Sea	Silver Dragon	11	Dark Mountain	Ice Giant	11	Dark Mountain	RockGolem	11	Forest	
Evil One	Black Knight		58	23	62	Saradin	15	50	50	48	Kalbun Peninsula	Red Dragon	12	Mountain	Black Dragon	13	Ruins	Wyrn	14	Cliff	
Ninja	Ninja		47	38	48	Tristan	16	63	65	61	Valley of Kastro	Wrath	15	Marsh	Black Dragon	12	Forest	RockGolem	10	Ruins	
(Ninja) Master	Ninja Master		56	22	56	Slust	17	62	78	60	Balmorian Ruins	Muspelm	Red Dragon	15	Mountain	Fire Giant	15	Mountain	Ravenman	15	Mountain
Doll Mage	Doll Mage		52	53	47	Fenril	17	62	75	64	Organa	IronGolem	15	River	Demon	14	Mountain	Cerberus	14	Mountain	
(Doll) Master	Enchanter		58	69	42	Yushis	18	65	75	56	City of Malano	Wyvern	15	Ocean	Hawk Man	14	Ocean	Fire Giant	15	Ocean	
Wizard	Wizard		50	45	50	Galf	18	72	0	53	The Tundra	Ice Giant	15	Snowy Mountain	Silver Dragon	14	Snowy Mountain	Angel	15	Snowy Mountain	
Mage	Mage		55	35	48	Debonair	18	62	82	56	Phantom	20	Marsh	Wrath	20	Ruins	Cerberus	16	Mountain		
Sorcerer	Sorcerer		60	21	45	Fogel	21	58	50	63	Antanjil	Tigerman	16	Marsh	Vampyre	16	Ocean	Werewolf	16	Snow Field	
Lich	Lich		62	9	42						Shanghila	Eagleman	18	Sky	Cherubim	18	Sky	Gryphon	18	Sky	
Vampyre	Vampyre		50	19	62						Fort Allamoot	Red Dragon	18	Mountain	Tiamat	17	Desert	Kraken	17	Ocean	
Werewolf	Werewolf		31	38	49						Ruined City	Red Dragon II	19	Mountain	Gold Dragon	19	Mountain	Tiamat	19	Mountain	
Tigerman	Weretiger		28	36	52						Dalmuh Desert	Red Dragon II	17	Mountain	Fire Giant	18	River	Wyrn	19	Forest	
Amazon	Amazon		46	50	48						Rhyon Sea	Pixie	20	Mountain	Kraken	19	Ocean	Nixie	19	River	
Valkyrie	Valkyrie		53	54	52						Fort Shulamana	Salamand	23	Volcano	Kraken	23	Ocean	Phantom	25	Marsh	
Muse	Muse		53	75	64						Shrine of Kulyu	Kraken	23	Ocean	Cerberus	23	Mountain	Pixie	23	Forest	
Cleric	Cleric		57	65	49						City of Kanadu	Platinum Dragon	24	Forest	Cockatris	20	Shallows	Ice Giant	23	Snowy Mountain	
Shaman	Shaman		64	76	53						Zeteginea	Tiamat	24	Forest	Raven Man	24	Ocean	Cerberus	24	Dark Mountain	
Monk	Monk		68	87	56						Temple Shalina	Gold Dragon	25	Snow Field	Seraphim	25	Ocean	Ice Giant	25	Snow Field	
Witch	Witch		53	47	67						Dragon's Haven	Platinum Dragon	18	Shallows	Zombie Dragon	18	Ruins	Salamand	18	Mountain	
Princess	Princess		72	81	63																
Hawk Man	Hawkman		40	50	42																
Eagleman	Eagleman		60	66	56																
Ravenman	Ravenman		55	31	48																
Mermaid	Mermaid		53	57	44																
Nixie	Nixie		57	74	41																
Angel	Angel		50	65	50																
Cherubim	Cherubim		60	76	54																
Seraphim	Seraphim		70	87	57																
Imp	Devil (Imp)		50	25	48																
Demon	Demon		60	15	52																
Devil	Devil		70	5	55																
Faerie	Faerie		25	50	62																
Pixie	Pixie		37	55	65																
Slyph	Slyph		49	60	68																
Pumpkin	Pumpkin		0	45	72																
Halloween	Halloween		0	18	82																
Skeleton	Skeleton		0	0	55																
Wrath	Wrath		0	0	55																
Ghost	Ghost		0	0	48																
Phantom	Phantom		0	0	50																
Gryphon	Griffon		30	45	53																
Cockatris	Cockatrice		40	36	55																
Wyrn	Wyrn		30	42	47																
Wyvern	Wyvern		37	30	49																
Giant	Giant		33	50	44																
Titan	Titan		47	75	41																
Ice Giant	Ice Giant		38	70	48																
Fire Giant	Fire Giant		36	27	47																
Hellhound	Hellhound		17	44	51																
Cerberus	Cerberus		23	30	53																
Octopus	Octopus		20	50	50																
Kraken	Kraken		20	57	50																
Golem	Golem		20	50	39																
RockGolem	Stone Golem		30	55	40																
IronGolem	Iron Golem		70	48	45																
Dragon	Dragon		40	50	50																
Silver Dragon	Silver Dragon		52	71	50																
Gold Dragon	Gold Dragon		62	77	51																
Platinum Dragon	Platinum Dragon		67	82	53																
Red Dragon	Red Dragon		50	50	50																
Red Dragon II	Salamander		53	50	53																
Salamand	Fire Breath		57	50	56																
Black Dragon	Black Dragon		48	29	50																
Tiamat	Tiamat		51	23	48																
Zombie Dragon	Zombie Dragon		47	0	63																
Warren (Wizard)	Warren (Wizard)	4	51	42	54																
Usar (Berzerker)	Usar (Berzerker)	5	57	43	59																
Gilbert (Beastman)	Gilbert (Beast Tamer)	6	53	54	46																
Sinus (Werewolf)	Sinus (Werewolf)	7	70	48	49																
Kapella (Mage)	Kapella (Mage)	8	57	32	48																
Deneb (Witch)	Deneb (Witch)	10	59	47	68																
Debonair (General)	Debonair (General)	11	62	82	56																
Gares 1st (Prince)	Gares 1st (Dark Prince)	12	59	46	57																
Norn (Shaman)	Norn (Shaman)	12	63	53	53																
Porkyus (Nixie)	Porukyus (Nixie)	13	59	63	51																
Figaro (General)	Figaro (General)	15	61	53	59																
Ares (Ravenman)	Ares (Raven Man)	16	46	38	62																
Albeleo (Doll Master)	Albeleo (Enchanter)	17	62	70	48																
Slust (Dragon)	Slust (Dragon)	17	62	78	60																
Slust (Dragon)	Fenril (Dragon)	17	62	75	64																
Apros (Dandy)	Apros (Vanity)	18	51	39	49																
Galf (Devil)	Galf (Devil)	18	72	0	53																
Mizal (Seraphim)	Mizal (Seraphim)	19	70	67	50																
Omicron (Sorcerer)	Omicron (Sorcerer)	20	60	21	45																
Gares 2nd (Prince)	Gares 2nd (Dark Prince)	21	63	36	57																
Fogel (Dragon)	Fogel (Dragon)	21	58	50	63																
Castor (Gemini)	Castor (Gemini)	22	54	40	45																
Deuces (Gemini)	Polkes (Gemini)	22	58	60	55																
Prochon (Ninja Master)	Prokyron (Ninja Master)	23	56	22	56																
Randals (Dandy)	Randross (Vanity)	24	59	39	45																
Previa (General)	Previa (General)	25	60	34	54																
Luvalon (General)	Luvalon (General)	26	65	62	51																
Hikasho (Highlander)	Hikasho (Highlander)	27	64	72	50																
Endora (Queen)	Endora (Black Queen)	28	69	45	63																
Gares 3rd (Prince)	Gares 3rd (Dark Prince)																				