

# F Omar

All 5 of these methods will completely max him out with only 2 slot items. None of the methods are particularly better than the other ones. If you have already used some materials, look for a method that fits the number of materials you have used. You should look for a method that lets you get the mag you want (very important IMO). Also, pick the method that uses a God/Unit that boosts the stat you care the least about compromising (EX: I would personally pick either the God/Mind or the God/Power method, since 36 ATP or MST doesn't make that much of a difference). That way, if you use all your leftover materials on that stat you don't care as much about, you can remove the God/Unit for something else, and it won't affect you very much. For the other 2 slots, I would recommend a Cure/Unit (depending on where you're playing), Resist/Devils (if you're in caves, temple, ruins, or control tower), a God/Battle (if you are mееeіng), or maybe a tech unit (if all your techniques aren't level 30).

<u>Method 1</u>	Mag	Materials	Units
ATP	45	45	70
DFP	5	62	20
MST	104	61	20
ATA	46	0	2
EVP	0	40	20
LCK	0	35	20

**Units Used:** God/Ability, God/Power  
**Rare Mags:** All rare mags can be obtained

	Needed	Gained
ATP	249	250
DFP	149	149
MST	350	350
ATA	25	25
EVP	100	100
LCK	90	90

**Leftover Mats:** 7/250

<u>Method 2</u>	Mag	Materials	Units
ATP	45	70	20
DFP	5	62	20
MST	104	41	60
ATA	46	0	2
EVP	0	40	20
LCK	0	35	20

**Units Used:** God/Ability, God/Mind  
**Rare Mags:** All rare mags can be obtained

	Needed	Gained
ATP	249	250
DFP	149	149
MST	350	350
ATA	25	25
EVP	100	100
LCK	90	90

**Leftover Mats:** 2/250

<u>Method 3</u>	Mag	Materials	Units
ATP	45	70	20
DFP	5	37	70
MST	104	61	20
ATA	46	0	2
EVP	0	40	20
LCK	0	35	20

**Units Used:** God/Ability, God/Body  
**Rare Mags:** All rare mags can be obtained

	Needed	Gained
ATP	249	250
DFP	149	149
MST	350	350
ATA	25	25
EVP	100	100
LCK	90	90

**Leftover Mats:** 7/250

<u>Method 4</u>	Mag	Materials	Units
ATP	45	70	20
DFP	5	62	20
MST	104	61	20
ATA	46	0	2
EVP	0	20	60
LCK	0	35	20

**Units Used:** God/Ability, God/Legs  
**Rare Mags:** All rare mags can be obtained

	Needed	Gained
ATP	249	250
DFP	149	149
MST	350	350
ATA	25	25
EVP	100	100
LCK	90	90

**Leftover Mats:** 2/250

<u>Method 5</u>	Mag	Materials	Units
ATP	50	65	20
DFP	5	62	20
MST	129	36	20
ATA	16	0	17
EVP	0	40	20
LCK	0	35	20

**Units Used:** God/Ability, God/Arm  
**Rare Mags:** Deva and Sato rare mags cannot be obtained

	Needed	Gained
ATP	249	250
DFP	149	149
MST	350	350
ATA	25	25
EVP	100	100
LCK	90	90

**Leftover Mats:** 12/250

**Notes:** This method is rather interesting. If you think you will ever need to remove the God/Arm for another slot unit, there is another version of this method that will help ease the ATA loss, but it uses the extra materials. Just change these stats: mag: MIND 117, DEX 28; materials: mind 48. This way, if you remove the God/Arm, you will lose 9 ATA, instead of 15. In my opinion, this method (method 5) is the worst, since I think ATA is one of the most important stats. This method's deficit option is especially devastating to a FOmar's ATA, which is already the lowest in the game. NOT RECOMMENDED.