

FOnewearl

NOTE: this character is impossible to ever completely max out

Because of this, the methods are slightly more complicated. Like method 2 on the HUnewearl, and the FOnewm methods, each method for the FOnewearl has sub-methods that use the same materials but use different mags and units. Each sub-method has different benefits, and you can switch in between them by switching your mag and units. You need to decide which group of sub-methods you like best. In the title of each, it tells what that method does. In my opinion, the second group of sub-methods is superior to the first one even though the first brings you closer to maximization. This is because I would rather have an open slot than be that much closer to max stats. If you have already used some materials, look to see which sub-method group fits the number of materials you have used. You should look for the sub-method group that lets you get the mag you want (very important IMO). For the other extra slot in method 2, I would recommend a Cure/Unit (depending on which area you are in), a Resist/Devil (if you're in caves, temple, ruins, or control tower), or a God/Battle (if you are meeleing).

<u>Method 1-A</u> <i>Perfectionist approach</i>	Mag	Materials	Units
ATP	10	0	80
DFP	5	0	80
MST	95	111	80
ATA	90	0	8
EVP	0	34	80
LCK	0	5	80

	Needed	Gained
ATP	100	100
DFP	56	85
MST	550	492
ATA	53	53
EVP	148	148
LCK	90	90

Units Used: God/Ability x4

Leftover Mats: 0/150

Rare Mags: Diwari rare mag cannot be obtained

Total Deficit: MST-58

Notes: This will get you as close as possible to ever maxing out. The major drawback is that four slots are needed for this method to work.

Method 1-B <i>Optional melee</i>	Mag	Materials	Units
ATP	40	0	20
DFP	36	0	20
MST	22	111	20
ATA	102	0	2
EVP	0	34	20
LCK	0	5	80

	Needed	Gained
ATP	100	100
DFP	56	56
MST	550	286
ATA	53	53
EVP	148	148
LCK	90	90

Units Used: God/Luck x2, God/Ability

Leftover Mats: 0/150

Rare Mags: All rare mags can be obtained

Total Deficit: MST-264, EVP-60

Notes: At first glance, this sub-method sucks. But remember, this is a melee FOnewearl, so MST isn't very important. And the MST deficit isn't as bad as it may seem; she'll still have the second highest MST at 1486. With the 60 EVP deficit, she'll still have the 3rd highest EVP. Also, this sub-method allows for an open slot, which you can fill with a God/Battle (which I recommend), a Resist/Devil, or a Cure/Unit. If you wish, you can go back to the Perfectionist sub-method by just switching your mag and units.

Method 1-C <i>Optional pure tech</i>	Mag	Materials	Units
ATP	1	0	80
DFP	5	0	80
MST	124	111	80
ATA	70	0	8
EVP	0	34	80
LCK	0	5	80

	Needed	Gained
ATP	100	82
DFP	56	85
MST	550	550
ATA	53	43
EVP	148	148
LCK	90	90

Units Used: God/Ability x4

Leftover Mats: 0/150

Rare Mags: Diwari rare mag cannot be obtained

Total Deficit: ATP-18, ATA-10

Notes: This sub-method will completely max out a FOnewearl's MST, but at the cost of 18 ATP, and 10 ATA, so it's strictly a tech set up. It also uses all 4 slots. If you want to go back to meleeing, you can switch the appropriate units and your mag, and then you're good to go. You might say this is closer to max stats than the Perfectionist sub-method, but ATA is more important than MST in my opinion.

<u>Method 2-A</u> <i>Melee</i>	Mag	Materials	Units
ATP	20	0	60
DFP	5	0	60
MST	81	91	60
ATA	94	0	6
EVP	0	44	60
LCK	0	15	60

	Needed	Gained
ATP	100	100
DFP	56	65
MST	550	404
ATA	53	53
EVP	148	148
LCK	90	90

Units Used: God/Ability x3

Leftover Mats: 0/150

Rare Mags: Diwari rare mag cannot be obtained

Total Deficit: MST-146

Notes: This method is quite flexible compared to method 1. It gets you 146 MST away from max stats and leaves you with an open slot. You can put a God/Battle in there and then melee, or you could just switch to method 2-B (by changing your mag) and go pure tech. You don't even really have to switch, because 146 MST won't make that much difference, but if you're perfectionist like me you will probably want to. If you don't need the God/Battle, you could use a resist or cure unit.

<u>Method 2-B</u> <i>Pure tech</i>	Mag	Materials	Units
ATP	1	0	60
DFP	5	0	60
MST	154	91	60
ATA	40	0	6
EVP	0	44	60
LCK	0	15	60

	Needed	Gained
ATP	100	62
DFP	56	65
MST	550	550
ATA	53	26
EVP	148	148
LCK	90	90

Units Used: God/Ability x3

Leftover Mats: 0/150

Rare Mags: None of the rare mags can be obtained

Total Deficit: ATA-27, ATP-38

Notes: This will completely max out MST with a free slot, but a 27 point ATA deficit and a 40 point ATP deficit. That really doesn't matter since this the object of this method is to tech, not melee. Unfortunately, it doesn't allow for a rare mag. If you want one really bad, but still want to be as close as possible to max MST, do this: mag: def 5, pow 0, mind 145, ata 50. That will put you at 20 MST from max, but you can use a rare mag. Also, if you want to melee, just switch your mag to the one listed in 2-A, and be on your way. For the additional slot, I recommend a Resist/Devil (for caves, temple, seabed or tower), or a Cure/Unit (depending on where you are playing). If you don't need a resist or cure unit, and are using the rare mag sub-sub-method, then pop in a God/Mind and you will have max MST again.