

# FOnewm

NOTE: this character is impossible to ever completely max out

I take that back. This character gets so incredibly close to maxing out that it is almost a crime that he ultimately stays only 8 stat points away from absolutely authentic max stats. Using method 1, it is actually possible to achieve the look of max stats (all yellow numbers from top to bottom). This is done by equipping a weapon that boost 8 or more MST. Because of the severe measures required to get all max stats, these methods are slightly more complicated than those of other characters. Like method 2 on the HUnewearl, and the FOnewearl methods, each method for the FOnewm 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 simply 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 a 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're in), a Resist/Devil (if you're in caves, temple, ruins, or control tower), or a God/Battle (if you are meleeing).

<u>Method 1-A</u> <i>Perfectionist approach</i>	Mag	Materials	Units
<b>ATP</b>	2	59	80
<b>DFP</b>	5	0	80
<b>MST</b>	105	52	80
<b>ATA</b>	88	0	8
<b>EVP</b>	0	34	80
<b>LCK</b>	0	5	80

	Needed	Gained
<b>ATP</b>	201	202
<b>DFP</b>	55	85
<b>MST</b>	402	394
<b>ATA</b>	52	52
<b>EVP</b>	148	148
<b>LCK</b>	90	90

**Units Used:** God/Ability x4

**Leftover Mats:** 0/150

**Rare Mags:** Diwari rare mag cannot be obtained

**Total Deficit:** MST-8

**Notes:** This will get you as close as possible to ever maxing out. You will only be 8 MST points away, and if you so desire, you can equip a weapon that boosts at least 8 MST; your average staff (the blue wand) will do. But it uses all four slots, so that's a major drawback. For someone who has to have all yellow stats, this method would be the choice. Keep in mind, however, that not being able to use any other units is a bummer. Because of the lack of slot customization with this sub-method, an additional sub-method was created that makes an opening for a God/Battle (or a cure or resist unit if you wish) and still has max ATP, ATA, LCK, and DEF. See sub-method 1-B.

<b>Method 1-B</b> <i>Optional melee</i>	<b>Mag</b>	<b>Materials</b>	<b>Units</b>
<b>ATP</b>	32	59	20
<b>DFP</b>	35	0	20
<b>MST</b>	33	52	20
<b>ATA</b>	100	0	2
<b>EVP</b>	0	34	20
<b>LCK</b>	0	5	80

	<b>Needed</b>	<b>Gained</b>
<b>ATP</b>	201	202
<b>DFP</b>	55	55
<b>MST</b>	402	190
<b>ATA</b>	52	52
<b>EVP</b>	148	88
<b>LCK</b>	90	90

**Units Used:** God/Luck x2, God/Ability

**Leftover Mats:** 0/150

**Rare Mags:** All rare mags can be obtained

**Total Deficit:** MST-212, EVP-60

**Notes:** This uses the same materials as 1-A, so it is just a quick equipment change away if you decide to use method 1-B. It gives you max everything except for MST, which you don't need that much of as a melee FOnewm, and 60 EVP, with 1 free slot (which I recommend you fill with a God/Battle). The 60 EVP will hurt though, seeing as you already have the 3rd lowest EVP. When you subtract 60, it will put you at the bottom of the totem pole in that category. It's the price you pay for wanting all yellow stats.

<b>Method 2-A</b> <i>Melee</i>	<b>Mag</b>	<b>Materials</b>	<b>Units</b>
<b>ATP</b>	71	0	60
<b>DFP</b>	5	0	60
<b>MST</b>	32	91	60
<b>ATA</b>	92	0	6
<b>EVP</b>	0	44	60
<b>LCK</b>	0	15	60

	<b>Needed</b>	<b>Gained</b>
<b>ATP</b>	201	202
<b>DFP</b>	55	65
<b>MST</b>	402	306
<b>ATA</b>	52	52
<b>EVP</b>	148	148
<b>LCK</b>	90	90

**Units Used:** God/Ability x3

**Leftover Mats:** 0/150

**Rare Mags:** All rare mags can be obtained

**Total Deficit:** MST-96

**Notes:** This method is quite flexible compared to method 1. It gets you 96 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 96 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.

<b>Method 2-B</b> <i>Pure tech</i>	<b>Mag</b>	<b>Materials</b>	<b>Units</b>
<b>ATP</b>	23	0	60
<b>DFP</b>	5	0	60
<b>MST</b>	80	91	60
<b>ATA</b>	92	0	6
<b>EVP</b>	0	44	60
<b>LCK</b>	0	15	60

	<b>Needed</b>	<b>Gained</b>
<b>ATP</b>	201	106
<b>DFP</b>	55	65
<b>MST</b>	402	402
<b>ATA</b>	52	52
<b>EVP</b>	148	148
<b>LCK</b>	90	90

**Units Used:** God/Ability x3

**Leftover Mats:** 0/150

**Rare Mags:** Diwari rare mag cannot be obtained

**Total Deficit:** ATP-95

**Notes:** This will completely max out MST with a free slot, but with a 95 point ATP deficit, which doesn't really doesn't matter since this is for pure teching. 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 for some reason you want to physically inflict damage while still having max MST, pop in a God/Power to lower the deficit to 45 ATP.