

cHaOsMaZtA's, RicoRoyal's, and Quo's Ultimate Max Stat Guide

Hello, folks! This is cHaOsMaZtA speaking. This is the ultimate max stat guide. I got the idea for this guide when I noticed several problems with FurryBagi's max stat guide, which was being quoted as the one to use around PSOW. I made a thread in Mag, Quest, Item, and Section ID, and then RicoRoyal and Quo offered to assist me. And that's how we got to where we are right now. We had several goals for this guide. We wanted to give people a variety of the most efficient, accurate, and practical methods for maxing or getting as close as possible to maxing a character's stats. We used a couple of guidelines while trying to accomplish the mentioned goals.

1. Use as few armor slots as possible
2. Use as few God/Abilities as possible, but not at the cost of using another armor slot
3. Balance Mag and Mat Stats so that it is possible to get a rare mag.

There are several things to keep in mind when using this guide. Most of the characters in this guide have several different methods which they can use to max their stats. Most of these methods use a certain number of God/Abilities, as well as a corresponding God/Unit. The purpose of this is to give the reader different options in case they ever need another slot open. The God/Unit chosen will determine which single stat is to be sacrificed for the extra open slot. If the character has leftover materials, you could use them toward the stat that is getting sacrificed when you remove the God/Unit, thus reducing the stat deficit. For example, on the HUmar, all of the methods use 1 God/Ability and another different God/Unit. I like the God/Mind method, because MST isn't that important to Hunters, and when you use the extra mats toward mind, you can take off the God/Mind and MST will only be 14 points away from max.

Four of the characters, the HUnewearl, the RAcaseal, the FOnewm, and the FOnewearl, have more complex methods than the others. They use a thing we call sub-methods. That means there are groups of methods that use the same material diet, but use different mags and units. Each sub-method has different roles, such as giving a character the best stats for meeleing or maxing out a character's MST for tech casting, and you can switch between them by just changing the mag and the slot units. If you don't understand, then look over one of those characters, and see what I'm talking about. If you still don't understand, well, then that's too bad :P.

There is one more thing to keep in mind. All fleshie (human or newman) characters can do something rather useful. The POW and MIND mag levels and material numbers are interchangeable. For example, let's say a certain method calls for a mag with def5/pow95/dex50/mind50 and these materials: power 50, mind 95. If you needed to, you could have 45 less POW levels and 45 more MIND levels, and 45 more power materials and 45 less mind materials. You can manipulate this to do whatever you need, if it is possible.

Well, that's it for the introduction and explanation. Off to the guides!! :D

HUmar

All 6 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 the God/Mind method, since the only thing MST does for HUmar is more TP and more HP gets healed with Resta). 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), or a God/Battle (Gotta love that 30% speed boost).

<u>Method 1</u>	Mag	Materials	Units
ATP	140	77	20
DFP	5	66	20
MST	7	32	60
ATA	48	0	2
EVP	0	27	20
LCK	0	35	20

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

	Needed	Gained
ATP	454	454
DFP	157	157
MST	138	138
ATA	26	26
EVP	74	74
LCK	90	90

Leftover Mats: 13/250

<u>Method 2</u>	Mag	Materials	Units
ATP	102	115	20
DFP	5	66	20
MST	45	14	20
ATA	48	0	2
EVP	0	7	60
LCK	0	35	20

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

	Needed	Gained
ATP	454	454
DFP	157	157
MST	138	138
ATA	26	26
EVP	74	74
LCK	90	90

Leftover Mats: 13/250

<u>Method 3</u>	Mag	Materials	Units
ATP	102	115	20
DFP	5	41	70
MST	45	14	20
ATA	48	0	2
EVP	0	27	20
LCK	0	35	20

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

	Needed	Gained
ATP	454	454
DFP	157	157
MST	138	138
ATA	26	26
EVP	74	74
LCK	90	90

Leftover Mats: 18/250

<u>Method 4</u>	Mag	Materials	Units
ATP	102	115	20
DFP	5	66	20
MST	45	14	20
ATA	48	0	2
EVP	0	27	20
LCK	0	20	50

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

	Needed	Gained
ATP	454	454
DFP	157	157
MST	138	138
ATA	26	26
EVP	74	74
LCK	90	90

Leftover Mats: 8/250

<u>Method 5</u>	Mag	Materials	Units
ATP	102	90	70
DFP	5	66	20
MST	45	14	20
ATA	48	0	2
EVP	0	27	20
LCK	0	35	20

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

	Needed	Gained
ATP	454	454
DFP	157	157
MST	138	138
ATA	26	26
EVP	74	74
LCK	90	90

Leftover Mats: 18/250

<u>Method 6</u>	Mag	Materials	Units		Needed	Gained
ATP	132	85	20	ATP	454	454
DFP	5	66	20	DFP	157	157
MST	45	14	20	MST	138	138
ATA	18	0	17	ATA	26	26
EVP	0	27	20	EVP	74	74
LCK	0	35	20	LCK	90	90

Units Used: God/Ability, God/Arm

Leftover Mats: 23/250

Rare Mags: Deva and Sato rare mags cannot be obtained

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 all the extra materials except for 1. Just change these stats: mag: POW 110, DEX 40; mats: power 107. This way, if you remove the God/Arm, you will only lose 4 ATA, instead of 15. In my opinion, this method (method 6) is the worst, since I think ATA is one of the most important stats.

HUnewearl

NOTE: this character is impossible to ever completely max out

Because of this, the methods are slightly more complicated. Method 1 is normal, like all the other characters' methods so far, but method 2 is different. It has 3 offshoots, which is why there are methods 2-A, 2-B, and 2-C. They all use the same material diet, but use a different mag. You can switch between these sub-methods by just switching mags. In the title of each, it tells what that method does. For example, 2-A says "Max ATP-MST deficit". That means ATP is maxed but there is a deficit on MST. Then 2-B says "Max MST-ATP deficit", so it is just a reversal of 2-A. And 2-C is a hybrid of those 2. In my opinion, the second methods are 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; this is especially true for the HUnewearl, seeing as how she doesn't really get all that close to ever maxing, and the extra unit slot is almost a requirement for hunters (God/Battle). If you have already used some materials, look to see which method 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). 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 (Gotta love that 30% speed boost).

<u>Method 1</u>	Mag	Materials	Units
ATP	56	105	80
DFP	5	0	80
MST	51	7	80
ATA	88	0	8
EVP	0	33	80
LCK	0	5	80

	Needed	Gained
ATP	402	402
DFP	51	85
MST	292	196
ATA	52	52
EVP	145	146
LCK	90	90

Units Used: God/Ability x4

Leftover Mats: 0/150

Rare Mags: All rare mags can be obtained

Total Deficit: MST-96

Notes: This is the closest you will be to ever maxing out a HUnewearl. But it uses 4 God/Abilities, so if you wanted to use a different slot item, it would come at the cost of all your stats.

Method 2-A <i>Max ATP- MST deficit</i>	Mag	Materials	Units
ATP	95	76	60
DFP	5	0	60
MST	8	16	60
ATA	92	0	6
EVP	0	43	60
LCK	0	15	60

	Needed	Gained
ATP	402	402
DFP	51	65
MST	292	108
ATA	52	52
EVP	145	146
LCK	90	90

Units Used: God/Ability x3

Leftover Mats: 0/150

Rare Mags: All rare mags can be obtained

Total Deficit: MST-184

Notes: 88 MST is the price one pays for an extra slot. The total deficit is now 184 MST. In my opinion, 1 more slot > 88 MST. If you would rather have MST maxed, see method 2-B (which you can achieve by just switching a mag).

Method 2-B <i>Max MST- ATP deficit</i>	Mag	Materials	Units
ATP	3	76	60
DFP	5	0	60
MST	100	16	60
ATA	92	0	6
EVP	0	43	60
LCK	0	15	60

	Needed	Gained
ATP	402	218
DFP	51	65
MST	292	292
ATA	52	52
EVP	145	146
LCK	90	90

Units Used: God/Ability x3

Leftover Mats: 0/150

Rare Mags: Diwari rare mag cannot be obtained

Total Deficit: ATP-184

Notes: By just changing your mag, you can switch from having a 184 MST deficit (2-A), to having a 184 ATP deficit. The rest is just the same as method 2-A.

Method 2-C <i>MST deficit = ATP deficit</i>	Mag	Materials	Units
ATP	49	76	60
DFP	5	0	60
MST	54	16	60
ATA	92	0	6
EVP	0	43	60
LCK	0	15	60

	Needed	Gained
ATP	402	310
DFP	51	65
MST	292	200
ATA	52	52
EVP	145	146
LCK	90	90

Units Used: God/Ability x3

Rare Mags: All rare mags can be obtained

Total Deficit: ATP-92, MST-92

Notes: This is just a hybrid of method 2-A & 2-B. Instead of a 184 MST deficit or a 184 ATP deficit, you get a 92 MST *and* ATP deficit. The rest is also the same as method 2-A. This is also obtained by just switching your mag.

Leftover Mats: 0/150

HUcast

All 5 of these methods will completely max him out with 1 open slot. None of the methods are particularly better than the other ones. If you have already used some materials, look for a method that still works with you material usage. 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 think matters the least for your character (EX: I would personally pick either the God/Legs or the God/Power method, since HUcasts have mediocre EVP anyways, and 21 ATP won't make a very big dent in the very high ATP of a HUcast). That way, you can remove the God/Unit for something else, and it won't be that large of a deficit (to make the deficit the smallest possible, use extra materials toward the stat that corresponds with the God/Unit). For the other slot, I would recommend a Cure/Unit (depending on where you're playing), a Resist/Devil (if you're in caves, temple, ruins, or control tower), or a God/Battle (Gotta love that 30% attack speed boost).

<u>Method 1</u>	Mag	Materials	Units
ATP	137	65	90
DFP	5	28	40
MST	0	0	40
ATA	58	0	4
EVP	0	18	40
LCK	0	25	40

Units Used: God/Ability x2, God/Power
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	493	494
DFP	100	101
MST	0	0
ATA	33	33
EVP	75	76
LCK	90	90

Leftover Mats: 14/150

<u>Method 2</u>	Mag	Materials	Units
ATP	137	90	40
DFP	5	3	90
MST	0	0	40
ATA	58	0	4
EVP	0	18	40
LCK	0	25	40

Units Used: God/Ability x2, God/Body
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	493	494
DFP	100	101
MST	0	0
ATA	33	33
EVP	75	76
LCK	90	90

Leftover Mats: 14/150

<u>Method 3</u>	Mag	Materials	Units
ATP	137	90	40
DFP	5	28	40
MST	0	0	40
ATA	58	0	4
EVP	0	0	80
LCK	0	25	40

Units Used: God/Ability x2, God/Legs
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	493	494
DFP	100	101
MST	0	0
ATA	33	33
EVP	75	80
LCK	90	90

Leftover Mats: 7/150

<u>Method 4</u>	Mag	Materials	Units
ATP	137	90	40
DFP	5	28	40
MST	0	0	40
ATA	58	0	4
EVP	0	18	40
LCK	0	10	70

Units Used: God/Ability x2, God/Luck
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	493	494
DFP	100	101
MST	0	0
ATA	33	33
EVP	75	76
LCK	90	90

Leftover Mats: 4/150

<u>Method 5</u>	Mag	Materials	Units
ATP	167	60	40
DFP	5	28	40
MST	0	0	40
ATA	28	0	19
EVP	0	18	40
LCK	0	25	40

Units Used: God/Ability x2, God/Arm
Rare Mags: No rare mags can be obtained

	Needed	Gained
ATP	493	494
DFP	100	101
MST	0	0
ATA	33	33
EVP	75	76
LCK	90	90

Leftover Mats: 19/150

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 except for 1. Just change these stats: mag: POW 149, DEX 46; materials: power 78. This way, if you remove the God/Arm, you will only lose 6 ATA, instead of 15. Also, if you do those changes, you can get the following rare mags: Deva, Savitri, Pushan, Rukmin, Nidra, Sato. In my opinion, this method (method 5) is the worst, since I think ATA is one of the most important stats.

HUcaseal

This will completely max her out with 2 slots still open. For what to put in the 2 extra 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), or a God/Battle (Gotta love that 30% speed boost).

<u>Method 1</u>	Mag	Materials	Units
ATP	135	45	40
DFP	5	41	40
MST	0	0	40
ATA	60	0	4
EVP	0	30	40
LCK	0	25	40

	Needed	Gained
ATP	400	400
DFP	126	127
MST	0	0
ATA	34	34
EVP	100	100
LCK	90	90

Units Used: God/Ability x2

Rare Mags: All rare mags can be obtained

Leftover Mats: 9/150

RAmar

All 6 of these methods will completely max him out with 2 open slots. 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 the God/Mind method, since the only thing MST does for RAmar is more TP and more HP gets healed with Resta). 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), or a God/Battle (Gotta love that 30% speed boost).

<u>Method 1</u>	Mag	Materials	Units
ATP	116	101	20
DFP	5	66	20
MST	45	5	60
ATA	34	0	2
EVP	0	28	20
LCK	0	35	20

	Needed	Gained
ATP	454	454
DFP	156	157
MST	160	160
ATA	19	19
EVP	76	76
LCK	90	90

Units Used: God/Ability, God/Mind

Leftover Mats: 15/250

Rare Mags: Deva and Sato rare mags cannot be obtained

<u>Method 2</u>	Mag	Materials	Units
ATP	116	101	20
DFP	5	66	20
MST	45	25	20
ATA	34	0	2
EVP	0	8	60
LCK	0	35	20

	Needed	Gained
ATP	454	454
DFP	156	157
MST	160	160
ATA	19	19
EVP	76	76
LCK	90	90

Units Used: God/Ability, God/Legs

Leftover Mats: 15/250

Rare Mags: Deva and Sato rare mags cannot be obtained

<u>Method 3</u>	Mag	Materials	Units
ATP	116	101	20
DFP	5	41	70
MST	45	25	20
ATA	34	0	2
EVP	0	28	20
LCK	0	35	20

	Needed	Gained
ATP	454	454
DFP	156	157
MST	160	160
ATA	19	19
EVP	76	76
LCK	90	90

Units Used: God/Ability, God/Body

Leftover Mats: 20/250

Rare Mags: Deva and Sato rare mags cannot be obtained

<u>Method 4</u>	Mag	Materials	Units
ATP	116	101	20
DFP	5	66	20
MST	45	25	20
ATA	34	0	2
EVP	0	28	20
LCK	0	20	50

	Needed	Gained
ATP	454	454
DFP	156	157
MST	160	160
ATA	19	19
EVP	76	76
LCK	90	90

Units Used: God/Ability, God/Luck

Leftover Mats: 10/250

Rare Mags: Deva and Sato rare mags cannot be obtained

<u>Method 5</u>	Mag	Materials	Units
ATP	116	76	70
DFP	5	66	20
MST	45	25	20
ATA	34	0	2
EVP	0	28	20
LCK	0	35	20

	Needed	Gained
ATP	454	454
DFP	156	157
MST	160	160
ATA	19	19
EVP	76	76
LCK	90	90

Units Used: God/Ability, God/Power

Leftover Mats: 20/250

Rare Mags: Deva and Sato rare mags cannot be obtained

<u>Method 6</u>	Mag	Materials	Units		Needed	Gained
ATP	131	86	20	ATP	454	454
DFP	5	66	20	DFP	156	157
MST	60	10	20	MST	160	160
ATA	4	0	17	ATA	19	19
EVP	0	28	20	EVP	76	76
LCK	0	35	20	LCK	90	90

Units Used: God/Ability, God/Arm

Leftover Mats: 25/250

Rare Mags: Deva and Sato rare mags cannot be obtained

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 all the extra mats except for 1. Just change these stats: mag: POW 107, DEX 28; mats: power 110. This way, if you remove the God/Arm, you will only lose 3 ATA, instead of 15. In my opinion, this method (method 6) is the worst, since I think ATA is one of the most important stats.

RAmarl

All 5 of these methods will completely max her out with 1 open slot. 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 the god/mind method, since the only thing MST does for RAmarls is more TP and more HP gets healed with Resta). 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 slot, I would recommend a Cure/Unit (depending on where you're playing), a Resist/Devil (if you're in caves, temple, ruins, or control tower), or a God/Battle (Gotta love that 30% speed boost). All of these methods allow for every rare mag except for Deva and Sato, and, knowing how Sato is quite a popular mag, I came up with a way for you to get that mag with each method. Just have 3 less POW on the mag, use 3 more Power materials, and then have 3 more DEX on the mag. That will use 3 of the leftover materials. It won't work on method 5, because there isn't close to enough DEX on the mag.

<u>Method 1</u>	Mag	Materials	Units
ATP	100	56	90
DFP	5	53	40
MST	53	77	40
ATA	42	0	4
EVP	0	31	40
LCK	0	25	40

	Needed	Gained
ATP	402	402
DFP	151	151
MST	299	300
ATA	25	25
EVP	102	102
LCK	90	90

Units Used: God/Ability x2, God/Power

Leftover Mats: 8/250

Rare Mags: Deva and Sato rare mags cannot be obtained

<u>Method 2</u>	Mag	Materials	Units
ATP	100	81	40
DFP	5	53	40
MST	53	57	80
ATA	42	0	4
EVP	0	31	40
LCK	0	25	40

	Needed	Gained
ATP	402	402
DFP	151	151
MST	299	300
ATA	25	25
EVP	102	102
LCK	90	90

Units Used: God/Ability x2, God/Mind

Leftover Mats: 3/250

Rare Mags: Deva and Sato rare mags cannot be obtained

<u>Method 3</u>	Mag	Materials	Units
ATP	100	81	40
DFP	5	28	90
MST	53	77	40
ATA	42	0	4
EVP	0	31	40
LCK	0	25	40

	Needed	Gained
ATP	402	402
DFP	151	151
MST	299	300
ATA	25	25
EVP	102	102
LCK	90	90

Units Used: God/Ability x2, God/Body

Leftover Mats: 8/250

Rare Mags: Deva and Sato rare mags cannot be obtained

<u>Method 4</u>	Mag	Materials	Units
ATP	100	81	40
DFP	5	53	40
MST	53	77	40
ATA	42	0	4
EVP	0	11	80
LCK	0	25	40

	Needed	Gained
ATP	402	402
DFP	151	151
MST	299	300
ATA	25	25
EVP	102	102
LCK	90	90

Units Used: God/Ability x2, God/Legs

Leftover Mats: 3/250

Rare Mags: Deva and Sato rare mags cannot be obtained

<u>Method 5</u>	Mag	Materials	Units
ATP	130	51	40
DFP	5	53	40
MST	53	77	40
ATA	12	0	19
EVP	0	31	40
LCK	0	25	40

	Needed	Gained
ATP	402	402
DFP	151	151
MST	299	300
ATA	25	25
EVP	102	102
LCK	90	90

Units Used: God/Ability x2, God/Arm

Leftover Mats: 13/250

Rare Mags: Deva and Sato rare mags cannot be obtained

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 all the extra materials except for 1. Just change these stats: mag: POW 118, DEX 24; materials: power 63. This way, if you remove the God/Arm, you will only 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.

RAcast

These 3 methods (except the third, read on) will completely max him out with 2 slots still open. The difference is, if you use method 1, you can't get a rare mag, but will have 7 leftover mats. With method 2, you can get all rare mags except for Rati, Diwari, and Bhima. If you use the third method, you can get all rare mags but you will have 0 leftover materials and will be 1 ATP away from max. I would only recommend the first method if that is the only one that works with the materials you've already used. For the 2nd and 3rd method, it depends on what you want more, the mags Rati, Diwari, or Bhima, or that extra ATP to give you yellow stats all the way down. For what to put in the extra 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), or a God/Battle (Gotta love that 30% speed boost).

<u>Method 1</u>	Mag	Materials	Units
ATP	153	73	40
DFP	5	28	40
MST	0	0	40
ATA	42	0	4
EVP	0	17	40
LCK	0	25	40

Units Used: God/Ability x2

Rare Mags: No rare mags can be obtained

	Needed	Gained
ATP	491	492
DFP	101	101
MST	0	0
ATA	25	25
EVP	73	74
LCK	90	90

Leftover Mats: 7/150

<u>Method 2</u>	Mag	Materials	Units
ATP	150	76	40
DFP	5	28	40
MST	0	0	40
ATA	45	0	4
EVP	0	17	40
LCK	0	25	40

Units Used: God/Ability x2

Rare Mags: Rati, Diwari, and Bhima rare mags cannot be obtained

	Needed	Gained
ATP	491	492
DFP	101	101
MST	0	0
ATA	25	26
EVP	73	74
LCK	90	90

Leftover Mats: 4/150

<u>Method 3</u>	Mag	Materials	Units
ATP	145	80	40
DFP	5	28	40
MST	0	0	40
ATA	50	0	4
EVP	0	17	40
LCK	0	25	40

	Needed	Gained
ATP	491	490
DFP	101	101
MST	0	0
ATA	25	29
EVP	73	74
LCK	90	90

Units Used: God/Ability x2

Rare Mags: All rare mags can be obtained

Total Deficit: ATP-1

Leftover Mats: 0/150

RAcaseal

These 2 sub-methods will completely max her out with either 2 or 3 open slots. The difference is, if you use 1 unit, you can't get a rare mag. But the good thing is that you can switch between the 2 methods by just switching mags and units around. If you use the 2 unit sub-method, you can get a rare mag. Also, you can take off the God/Power and only suffer a 16 ATP deficit. For what to put in the extra slots, I recommend a Cure/Unit (depending on where you're playing), Resist/Devils (if you're in caves, temple, ruins, or control tower), or a God/Battle (Gotta love that 30% speed boost).

<u>Method 1-A</u> <i>3 open slots w/o rare mag</i>	Mag	Materials	Units
ATP	153	37	20
DFP	5	51	20
MST	0	0	20
ATA	42	0	2
EVP	0	27	20
LCK	0	35	20

	Needed	Gained
ATP	400	400
DFP	126	127
MST	0	0
ATA	23	23
EVP	74	74
LCK	90	90

Units Used: God/Ability

Leftover Mats: 0/150

Rare Mags: No rare mags can be obtained

Notes: This is the only way to completely max her out with 3 open slots. Unfortunately, you can't get any of the rare mags. Also, be very careful not to mess up the materials, as there aren't any extras.

<u>Method 1-B</u> <i>2 open slots w/ rare mag</i>	Mag	Materials	Units
ATP	145	37	70
DFP	5	51	20
MST	0	0	20
ATA	50	0	2
EVP	0	27	20
LCK	0	35	20

	Needed	Gained
ATP	400	434
DFP	126	127
MST	0	0
ATA	23	27
EVP	74	74
LCK	90	90

Units Used: God/Ability, Ogre/Power+ or better

Leftover Mats: 0/150

Rare Mags: All rare mags can be obtained

Notes: With this sub-method, you max her out, and can have all of the rare mags. If you need to have 3 slots open, you can take off the God/Power, but you will be 16 ATP away from max. If you want to go back to all yellow stats with only 1 unit, switch your mag to the one listed in 1-A. Also, be very careful not to mess up the materials, as there aren't any extras.

F0mar

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 mееleing), 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.

FOMarl

All 6 of these methods will completely max her out with only 1 slot item. 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 the God/Legs method, since FOMarls have the worst EVP anyways). 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 3 slots, I would recommend a Cure/Unit (depending on which area you are in), Resist/Devils (if you're in caves, temple, ruins, or control tower), a God/Battle (if you are meeeling), or a tech unit (if all your techniques aren't level 30).

<u>Method 1</u>	Mag	Materials	Units
ATP	51	0	50
DFP	5	71	0
MST	92	83	0
ATA	52	0	0
EVP	0	38	0
LCK	0	45	0

Units Used: God/Power

Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	151	152
DFP	147	147
MST	350	350
ATA	26	26
EVP	75	76
LCK	90	90

Leftover Mats: 13/250

<u>Method 2</u>	Mag	Materials	Units
ATP	76	0	0
DFP	5	71	0
MST	67	88	40
ATA	52	0	0
EVP	0	38	0
LCK	0	45	0

Units Used: God/Mind

Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	151	152
DFP	147	147
MST	350	350
ATA	26	26
EVP	75	76
LCK	90	90

Leftover Mats: 8/250

<u>Method 3</u>	Mag	Materials	Units
ATP	76	0	0
DFP	5	71	0
MST	67	108	0
ATA	52	0	0
EVP	0	18	40
LCK	0	45	0

Units Used: God/Legs

Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	151	152
DFP	147	147
MST	350	350
ATA	26	26
EVP	75	76
LCK	90	90

Leftover Mats: 8/250

<u>Method 4</u>	Mag	Materials	Units
ATP	76	0	0
DFP	5	46	50
MST	67	108	0
ATA	52	0	0
EVP	0	38	0
LCK	0	45	0

Units Used: God/Body

Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	151	152
DFP	147	147
MST	350	350
ATA	26	26
EVP	75	76
LCK	90	90

Leftover Mats: 13/250

<u>Method 5</u>	Mag	Materials	Units
ATP	76	0	0
DFP	5	71	0
MST	67	108	0
ATA	52	0	0
EVP	0	38	0
LCK	0	30	30

Units Used: God/Luck

Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	151	152
DFP	147	147
MST	350	350
ATA	26	26
EVP	75	76
LCK	90	90

Leftover Mats: 3/250

<u>Method 6</u>	Mag	Materials	Units		Needed	Gained
ATP	50	26	0	ATP	151	152
DFP	5	71	0	DFP	147	147
MST	123	52	0	MST	350	350
ATA	22	0	15	ATA	26	26
EVP	0	38	0	EVP	75	76
LCK	0	45	0	LCK	90	90

Units Used: God/Arm

Leftover Mats: 18/250

Rare Mags: Deva and Sato rare mags cannot be obtained

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 105, DEX 40; materials: mind 70. This way, if you remove the God/Arm, you will only lose 6 ATA, instead of 15. In my opinion, this method (method 6) is the worst, since I think ATA is one of the most important stats.

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 meeleing).

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

	Needed	Gained
ATP	201	202
DFP	55	85
MST	402	394
ATA	52	52
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-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.

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

	Needed	Gained
ATP	201	202
DFP	55	55
MST	402	190
ATA	52	52
EVP	148	88
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-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.

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

	Needed	Gained
ATP	201	202
DFP	55	65
MST	402	306
ATA	52	52
EVP	148	148
LCK	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.

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

	Needed	Gained
ATP	201	106
DFP	55	65
MST	402	402
ATA	52	52
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: 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.

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.

Credits

RicoRoyal

- Made RAcasT, HUcasT, HUnewearl, FOnewearl, and FOnewm guides
- Checked cHaOsMaZtA's and Quo's work
- Edited the guide once I compiled it
- Converted guide to PDF format

Quo

- Made HUcaseal, FOmar, FOmarl, and RAmarl guides
- Checked cHaOsMaZtA's and RicoRoyal's work
- Edited the guide once I compiled it

cHaOsMaZtA

- Made HUmAr, RAmar, and RAcaseal guides
- Checked RicoRoyal's and Quo's work
- Compiled all the individual guides together

Special thanks to

- FurryBagi for encouraging us all to make a new max stats guide
- Eihwaz and Link00seven for allowing us to host our PDF files while waiting for this to get turned into an official guide
- Ian-KunX for encouraging us to create more mag- and unit-friendly methods
- VulpesMundi and Primrose for encouraging RicoRoyal to fix FOnewm errors
- Anuminus for wanting to be part of this guide and for actually caring about what we were doing
- Everyone who encouraged the creation of this guide, as well as those who provided feedback during revision stages (you know who you are)

Very big thanks to PSOW for all information pertaining to mags, character stats, and units.