

# 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.

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

	<b>Needed</b>	<b>Gained</b>
<b>ATP</b>	402	402
<b>DFP</b>	51	65
<b>MST</b>	292	108
<b>ATA</b>	52	52
<b>EVP</b>	145	146
<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-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).

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

	<b>Needed</b>	<b>Gained</b>
<b>ATP</b>	402	218
<b>DFP</b>	51	65
<b>MST</b>	292	292
<b>ATA</b>	52	52
<b>EVP</b>	145	146
<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-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.

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

	<b>Needed</b>	<b>Gained</b>
<b>ATP</b>	402	310
<b>DFP</b>	51	65
<b>MST</b>	292	200
<b>ATA</b>	52	52
<b>EVP</b>	145	146
<b>LCK</b>	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