

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.