

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

Method 3	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