

# 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.