

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 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.