

FOMarl

All 6 of these methods will completely max her out with only 1 slot item. 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/Legs method, since FOMarls have the worst EVP anyways). 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 3 slots, I would recommend a Cure/Unit (depending on which area you are in), Resist/Devils (if you're in caves, temple, ruins, or control tower), a God/Battle (if you are meeeling), or a tech unit (if all your techniques aren't level 30).

<u>Method 1</u>	Mag	Materials	Units
ATP	51	0	50
DFP	5	71	0
MST	92	83	0
ATA	52	0	0
EVP	0	38	0
LCK	0	45	0

Units Used: God/Power

Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	151	152
DFP	147	147
MST	350	350
ATA	26	26
EVP	75	76
LCK	90	90

Leftover Mats: 13/250

<u>Method 2</u>	Mag	Materials	Units
ATP	76	0	0
DFP	5	71	0
MST	67	88	40
ATA	52	0	0
EVP	0	38	0
LCK	0	45	0

Units Used: God/Mind

Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	151	152
DFP	147	147
MST	350	350
ATA	26	26
EVP	75	76
LCK	90	90

Leftover Mats: 8/250

<u>Method 3</u>	Mag	Materials	Units
ATP	76	0	0
DFP	5	71	0
MST	67	108	0
ATA	52	0	0
EVP	0	18	40
LCK	0	45	0

Units Used: God/Legs

Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	151	152
DFP	147	147
MST	350	350
ATA	26	26
EVP	75	76
LCK	90	90

Leftover Mats: 8/250

<u>Method 4</u>	Mag	Materials	Units
ATP	76	0	0
DFP	5	46	50
MST	67	108	0
ATA	52	0	0
EVP	0	38	0
LCK	0	45	0

Units Used: God/Body

Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	151	152
DFP	147	147
MST	350	350
ATA	26	26
EVP	75	76
LCK	90	90

Leftover Mats: 13/250

<u>Method 5</u>	Mag	Materials	Units
ATP	76	0	0
DFP	5	71	0
MST	67	108	0
ATA	52	0	0
EVP	0	38	0
LCK	0	30	30

Units Used: God/Luck

Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	151	152
DFP	147	147
MST	350	350
ATA	26	26
EVP	75	76
LCK	90	90

Leftover Mats: 3/250

<u>Method 6</u>	Mag	Materials	Units		Needed	Gained
ATP	50	26	0	ATP	151	152
DFP	5	71	0	DFP	147	147
MST	123	52	0	MST	350	350
ATA	22	0	15	ATA	26	26
EVP	0	38	0	EVP	75	76
LCK	0	45	0	LCK	90	90

Units Used: God/Arm

Leftover Mats: 18/250

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 the extra materials. Just change these stats: mag: MIND 105, DEX 40; materials: mind 70. This way, if you remove the God/Arm, you will only lose 6 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.