

HUmar

All 6 of these methods will completely max him out with only 2 slot items. 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 HUmar 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	140	77	20
DFP	5	66	20
MST	7	32	60
ATA	48	0	2
EVP	0	27	20
LCK	0	35	20

Units Used: God/Ability, God/Mind
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	454	454
DFP	157	157
MST	138	138
ATA	26	26
EVP	74	74
LCK	90	90

Leftover Mats: 13/250

<u>Method 2</u>	Mag	Materials	Units
ATP	102	115	20
DFP	5	66	20
MST	45	14	20
ATA	48	0	2
EVP	0	7	60
LCK	0	35	20

Units Used: God/Ability, God/Legs
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	454	454
DFP	157	157
MST	138	138
ATA	26	26
EVP	74	74
LCK	90	90

Leftover Mats: 13/250

<u>Method 3</u>	Mag	Materials	Units
ATP	102	115	20
DFP	5	41	70
MST	45	14	20
ATA	48	0	2
EVP	0	27	20
LCK	0	35	20

Units Used: God/Ability, God/Body
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	454	454
DFP	157	157
MST	138	138
ATA	26	26
EVP	74	74
LCK	90	90

Leftover Mats: 18/250

<u>Method 4</u>	Mag	Materials	Units
ATP	102	115	20
DFP	5	66	20
MST	45	14	20
ATA	48	0	2
EVP	0	27	20
LCK	0	20	50

Units Used: God/Ability, God/Luck
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	454	454
DFP	157	157
MST	138	138
ATA	26	26
EVP	74	74
LCK	90	90

Leftover Mats: 8/250

<u>Method 5</u>	Mag	Materials	Units
ATP	102	90	70
DFP	5	66	20
MST	45	14	20
ATA	48	0	2
EVP	0	27	20
LCK	0	35	20

Units Used: God/Ability, God/Power
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	454	454
DFP	157	157
MST	138	138
ATA	26	26
EVP	74	74
LCK	90	90

Leftover Mats: 18/250

<u>Method 6</u>	Mag	Materials	Units		Needed	Gained
ATP	132	85	20	ATP	454	454
DFP	5	66	20	DFP	157	157
MST	45	14	20	MST	138	138
ATA	18	0	17	ATA	26	26
EVP	0	27	20	EVP	74	74
LCK	0	35	20	LCK	90	90

Units Used: God/Ability, God/Arm

Leftover Mats: 23/250

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 all the extra materials except for 1. Just change these stats: mag: POW 110, DEX 40; mats: power 107. This way, if you remove the God/Arm, you will only lose 4 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.