

HUcast

All 5 of these methods will completely max him 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 still works with you material usage. 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 think matters the least for your character (EX: I would personally pick either the God/Legs or the God/Power method, since HUcasts have mediocre EVP anyways, and 21 ATP won't make a very big dent in the very high ATP of a HUcast). That way, you can remove the God/Unit for something else, and it won't be that large of a deficit (to make the deficit the smallest possible, use extra materials toward the stat that corresponds with the God/Unit). 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% attack speed boost).

<u>Method 1</u>	Mag	Materials	Units
ATP	137	65	90
DFP	5	28	40
MST	0	0	40
ATA	58	0	4
EVP	0	18	40
LCK	0	25	40

Units Used: God/Ability x2, God/Power
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	493	494
DFP	100	101
MST	0	0
ATA	33	33
EVP	75	76
LCK	90	90

Leftover Mats: 14/150

<u>Method 2</u>	Mag	Materials	Units
ATP	137	90	40
DFP	5	3	90
MST	0	0	40
ATA	58	0	4
EVP	0	18	40
LCK	0	25	40

Units Used: God/Ability x2, God/Body
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	493	494
DFP	100	101
MST	0	0
ATA	33	33
EVP	75	76
LCK	90	90

Leftover Mats: 14/150

<u>Method 3</u>	Mag	Materials	Units
ATP	137	90	40
DFP	5	28	40
MST	0	0	40
ATA	58	0	4
EVP	0	0	80
LCK	0	25	40

Units Used: God/Ability x2, God/Legs
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	493	494
DFP	100	101
MST	0	0
ATA	33	33
EVP	75	80
LCK	90	90

Leftover Mats: 7/150

<u>Method 4</u>	Mag	Materials	Units
ATP	137	90	40
DFP	5	28	40
MST	0	0	40
ATA	58	0	4
EVP	0	18	40
LCK	0	10	70

Units Used: God/Ability x2, God/Luck
Rare Mags: All rare mags can be obtained

	Needed	Gained
ATP	493	494
DFP	100	101
MST	0	0
ATA	33	33
EVP	75	76
LCK	90	90

Leftover Mats: 4/150

<u>Method 5</u>	Mag	Materials	Units
ATP	167	60	40
DFP	5	28	40
MST	0	0	40
ATA	28	0	19
EVP	0	18	40
LCK	0	25	40

Units Used: God/Ability x2, God/Arm
Rare Mags: No rare mags can be obtained

	Needed	Gained
ATP	493	494
DFP	100	101
MST	0	0
ATA	33	33
EVP	75	76
LCK	90	90

Leftover Mats: 19/150

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 except for 1. Just change these stats: mag: POW 149, DEX 46; materials: power 78. This way, if you remove the God/Arm, you will only lose 6 ATA, instead of 15. Also, if you do those changes, you can get the following rare mags: Deva, Savitri, Pushan, Rukmin, Nidra, Sato. In my opinion, this method (method 5) is the worst, since I think ATA is one of the most important stats.