

HR5 INTRODUCTION GUIDE

So you made it to HR5, where we separate the boys from the men.

Frontier has an additional rank between high rank and G rank, HR5 and HR6, called "Elite Rank" or "Great Skill Rank", (commonly referred to as "Gou rank" incorrectly).

It's arguably the biggest difficulty spike in the game, so you'll need some knowledge of the game to make it through.

Without further ado:

THE MONSTERS

There's 5 different types of monsters in HR5 and HR6:

- Henshu and Kishu, which are, broadly speaking, monsters that are not new to HR5 and those that you have fought before.

- Goushu, whose armor gives you skill buffs when equipped and when you meet certain requirements. Pretty much any monster that shows up in the Gou armor/weapon section. Includes both old and new foes.

- Exotic, monsters that have their own section in the quest list, and whose armor and weapons have inherent skills not listed in the smithy.

- Supremacy, monsters that are only found in HR6, and whose materials are necessary for the last Elite Rank upgrades.

You'll realize there are 2 new equipment sections in the smithy.

One for Gou weapons/Armor and the other for Exotic weapons/armor.

Gou equipment is the tab for equipment made out of the Goushu monsters.

While Exotic equipment is made out of Exotic monsters, and the equipment has a few peculiarities:

In order for you to see what weapons you can craft, you require a certain amount of its materials for it to show up in the smithy.

All Exotic weapons have 3 deco slots, and equipping them gives you the skill Speed Eating.

Furthermore, equipping a single piece of armor from one Exotic monster will also give you a complete skill.

As an example, if I equip the Nargacuga chest piece, not only will I gain the skill points shown to me in the smithy, I will also immediately gain the skill evasion +2.

Each exotic armor gives a different skill:

All Weapons	Speed Eating
Brachydios	Bomber
Deviljho	Starving Wolf +2
Barioth	Ice Attack (Large)
Uragaan (Blademaster)	Guard +2
Uragaan (Gunner)	Ammo Combiner
Zinogre	Thunder Attack (Large)
Stygian Zinogre	Dragon Attack (Large)
Nargacuga	Evasion +2
Seregios	Critical Eye +5
Gore Magala	Focus +2
Shagaru Magala	Status Immunity (Myriad)
Amatsu	Water Attack (Large)

HARDCORE MONSTERS (HC)

As you make your way into HR5, you'll notice that some quests have a red icon on them.



That red icon on the top right corner means that you can undertake this quest in Hardcore mode. But what does that mean exactly?

Hardcore monsters are monsters whose movesets are expanded upon, having some moves upgraded and some new ones. As well as an amplified moveset, they also drop materials crucial for upgrades, which you can acquire by carving, albeit it has a small chance to drop.

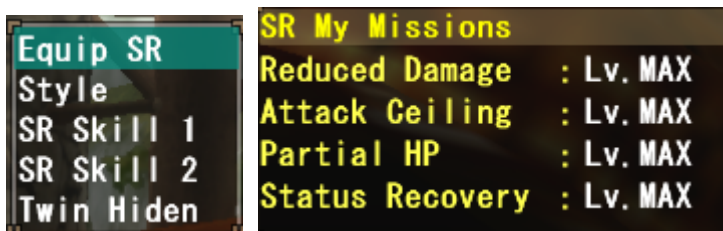
At the end of the quest, depending on the monster you are hunting, you'll get a "Weapon Soul". There are 4 types, low, mid, high and top. If I hunt a HC Teostra with a longsword, for example, at the end of the quest I will get a LS Soul (Top), since these drop from HC Goushu monsters. The other souls don't really have a use anymore aside from Hiden armor, which is essentially obsolete in this version of the game, as you will get Hiden skills from cuffs and decos at endgame.



If you want to turn on a Hardcore quest in order to obtain the hardcore material from that monster, simply go into “Change Mode” and swap it from normal to Hardcore and launch the quest. Be ready for a challenge.

SKILL RANK (SR)

This is the rank where you unlock SR! It allows you to change from your old moveset, Earth Style, into either Heaven Style or Storm Style. In order to equip it, simply go into your house and access the item box as such: Change Equipment > SR Settings > (weapon of choice) > Equip SR > Equip



In order to change your weapon style, simply press style and choose the one you prefer. You can try them out on your bed too. You also get to pick a SR Skill, which can be quite useful, (2 in G rank and after having played one weapon enough). Twin Hiden is not worth talking about, another relic of the past.

MY MISSION

There is another crucial part about Elite rank that I want to mention, and that is "My Mission". Unlocked at HR6 by speaking to the Guild Master, it is a series of "bounties" that you can complete in order to get permanent upgrades for your character. There are in total 250 of them, and they can be skipped by using My Mission Tickets or Gacha Coins. You MUST do them. They increase your raw attack cap, health regeneration, status recovery and decrease damage taken. If you don't do these, your damage will fall off in the late game and you will take much longer to complete anything at all due to having your raw attack capped.

SKILLS AND SET MAKING

Let's move onto set making and skill priority. Note: do not equip more than 1 Exotic piece from a single monster, and do not make a full Exotic set as it'll make your elemental defenses crap. Also keep in mind I have nothing meant specifically for gunners here.

Top priority skills:

Evasion +2 (1 piece of Nargacuga armor)

Expert +5 (1 piece of Seregios armor)

Fencing +2

Guard +2 (if using lance/gunlance, 1 piece of Uragaan armor)

Focus +2 (if using greatsword/hammer, 1 piece of Gore Magala armor)

Great skills:

Atk up

Earplugs

Sharpness

Artisan

Situational/Comfort:

Status Res Myriad (1 piece of shagaru armor)

Guts

Speed Eating

Wind Res

Quake Res

Additionally, there are a lot of powerful decos, named G decos (despite not being G rank decos), which are not available at the blacksmith until you complete a quest to get its material.

There is a distinct quest for each deco, which you will find in "Other quests" > "Gear acquisition quests".

As a general rule of thumb, 2 great pieces for any set are the Nargacuga chest and the Seregios waist/gloves.

Remember that as you level up armor, it gets more decoration slots, so make sure to level it up a little bit to have some extra room for decorations.

For armor sets refer to [PRE G PROGRESSION SETS](#) . You may not want to follow these exactly as they are, but they can serve as a reference.

ARMOR TIERS AND UPGRADES

If you check the progression sets above, you will see that some skills are blue. This is an effect unique to Gou armor and its subsequent upgrades, which increases some skills by 1 level if you are above a certain HP.

In my equipment, I only have the normal Gou version of the armor I'm wearing (helm, pauldrons and greaves), however, equipment that stems from Gou has many stages. Usually, armor in Frontier needs to be leveled up to lvl 7, and afterwards you upgrade it again in order to reach a new tier of equipment. The overall upgrade tree goes as follows:

(HR100) EN: Gou Armour CN: 剛種防具 JP: 剛種防具	Also requires 26+ Stamina 1 Piece: 100% Health 2 Pieces: 90% Health 3 Pieces: 83% Health 4 Pieces: 76% Health 5 Pieces: 70% Health	No additional effects
(SR1) EN: Heavenly Storm Armour CN: 天嵐防具 JP: 天嵐防具	1 Piece: 100% Health 2 Pieces: 90% Health 3 Pieces: 83% Health 4 Pieces: 76% Health 5 Pieces: 70% Health	Per Piece Equipped: Attack+15, Attribute+2%, HC Rarity Requirement-1 Blademaster weapons with 2+ pieces: While on Gou or Supremacy Rank quests the sharpness of Heavenly Storm Weapons and their higher upgrades goes up by one colour level (Green sharpness becomes Blue, etc.) Ranged Weapons with 2+ pieces: While on Gou or Supremacy Rank quests the Critical Range Multipliers of Heavenly Storm Weapons and their higher upgrades are increased by +0.3x. Bows with 2+ pieces: While on Gou or Supremacy quests Heavenly Storm bows and their higher upgrades have +0.1x multiplier on Power Coatings.
(SR300) EN: Supremacy Species Armour CN: 霸種防具 JP: 霸種防具	1 Piece: 67% Health 2 Pieces: 34% Health 3 Pieces: 1% Health 4 Pieces: Always Boosted 5 Pieces: Always Boosted	Per Piece Equipped: Attack+15, Attribute+2%, HC Rarity Requirement-1 Blademaster weapons with 2+ pieces: While on Gou, Supremacy or G Rank quests the sharpness of Heavenly Storm Weapons and their higher upgrades goes up by one colour level (Green sharpness becomes Blue, etc.) Ranged Weapons 2+ pieces: While on Gou, Supremacy or G Rank quests the Critical Range Multipliers of Heavenly Storm Weapons and their higher upgrades are increased by +0.3x. Bows with 2+ pieces: While on Gou, Supremacy or G Rank quests Heavenly Storm bows and their higher upgrades have +0.1x multiplier on Power Coatings.
(G Rank) EN: G Supremacy Species Armour CN: G級霸種防具 JP: G霸種防具	1 Piece: 67% Health 2 Pieces: 34% Health 3 Pieces: 1% Health 4 Pieces: Always Boosted 5 Pieces: Always Boosted	Per Piece Equipped: Attack+15, Attribute+2%, HC Rarity Requirement-1 Blademaster weapons with 2+ pieces: While on Gou, Supremacy or G Rank quests the sharpness of Heavenly Storm Weapons and their higher upgrades goes up by one colour level (Green sharpness becomes Blue, etc.) Ranged Weapons with 2+ pieces: While on Gou, Supremacy or G Rank quests the Critical Range Multipliers of Heavenly Storm Weapons and their higher upgrades are increased by +0.3x. Bows with 2+ pieces: While on Gou, Supremacy or G Rank quests Heavenly Storm bows and their higher upgrades have +0.1x multiplier on Power Coatings.
(G Rank) EN: Burst Species Armour CN: 烈種防具 JP: 烈種防具	1 Piece+: Always Boosted	Per Piece Equipped: Attack+15, Attribute+2%, HC Rarity Requirement-1 Blademaster weapons with 2+ pieces: While on Gou, Supremacy or G Rank quests the sharpness of Heavenly Storm Weapons and their higher upgrades goes up by one colour level (Green sharpness becomes Blue, etc.) Ranged Weapons with 2+ pieces: While on Gou, Supremacy or G Rank quests the Critical Range Multipliers of Heavenly Storm Weapons and their higher upgrades are increased by +0.3x. Bows with 2+ pieces: While on Gou, Supremacy or G Rank quests Heavenly Storm bows and their higher upgrades have +0.1x multiplier on Power Coatings.
(G Rank) EN: Origin Species Armour (G Rank) CN: 始種防具 JP: 始種防具	1 Piece+: Always Boosted	Per Piece Equipped: Attack+20, Attribute+3%, HC Rarity Requirement-1 Blademaster weapons with 1 piece: While on Gou, Supremacy or G Rank quests the sharpness of Heavenly Storm Weapons and their higher upgrades goes up by one colour level (Green sharpness becomes Blue, etc.) Ranged Weapons 1 piece: While on Gou, Supremacy or G Rank quests the Critical Range Multipliers are increased by +0.3x (with all G Rank and Gou Weapon types.) Bows with 1 piece: While on Gou, Supremacy or G Rank quests bows have +0.1x multiplier on Power Coatings (any G Rank weapon type).

(sorry for poor quality)

So if I upgraded my armor, from Gou level 7 to Heavenly Storm level 1, I would gain new effects listed in the right. If you have an upgraded Gou weapon, and 2 or more pieces of Heavenly Storm Armor, you'll gain the effects depending on whether or not you are playing melee, guns, or bow, displayed on the right as well.

When you reach Heavenly Storm Armor, you will start to need Hardcore materials, hence their introduction in HR5.

F.A.Q

Q: "Why is the game so hard all of a sudden?"

A: HR5 and HR6 were endgame at one point, and the G10 version of frontier compressed hr1-999 to hr1-6, making it a more radical change instead of a slow one.

Q: "I have unlocked the new styles, which one is better for X weapon?"

A: It's up to you to decide which one you want to use, experiment with them, as most of them are a matter of preference.

Q: "Crystallization is kicking my ass, what do I do?"

A: There are easy to make decorations which give you Crystal Res. Additionally, you can always equip 1 piece of Shagaru armor.

Q: "Why is X monster not showing up on the hr5 tab"?

A: This guide assumes you aren't using Seph's progression patch. You should make a makeshift set in hr5 in order to transition to hr6 more smoothly and finish the build. Gougarf armor is a decent start.

Q: "What should I aim for first?"

A: Your first priority should be getting a Nargacuga armor piece to immediately get evasion +2, preferably the chest.

Q: "What's the first thing I should do to make this easier on myself?"

A: Either upgrade your armor to FX or craft a full set of FX Gougarf armor (can be crafted directly so shouldn't be an issue). Weapon wise, try going for one of the easier Gou monsters and making their weapon, but if you can take on Zerureusu his weapons are very good.

For any questions contact me on PewPewDojo or DM me.

Username: dedsonic