

Armor Skills -

Antiseptic - Antiseptic +10

- Prevents Slimeblight.
- Prevents Stench.

Anti-Theft - Anti-Theft +10

- Prevents item theft.

Artillery Novice - Artillery +10

- +10% damage to Cannon and Ballista shots.
- +15% damage to Crag S and Wyvern S.
- +30% damage to Impact Phial bursts.
- +10% Fire to Gunlance shots.

Artillery Expert - Artillery +15

- +20% damage to Cannon and Ballista shots.
- +30% damage to Crag S and Wyvern S.
- +35% damage to Impact Phial bursts.
- +20% Fire to Gunlance shots.
- -25% cooldown time for Wyverns Fire.

Attack Up (S) - Attack +10

- +10 True Attack.

Attack Up (M) - Attack +15

- +15 True Attack.

Attack Up (L) - Attack +20

- +20 True Attack.

Attack Down (S) - Attack -10

- -5 True Attack.

Attack Down (M) - Attack -15

- -10 True Attack.

Attack Down (L) - Attack -20

- -15 True Attack.

Auto-Guard - Auto-Guard +10 (*Blademaster only*)

- If your weapon is unsheathed and it can guard, automatically guards against attacks from the front.

Bio Master - Biology +10

- Combines the effects of “Antiseptic” and “Dung Bomb Master”.
- Prevents Slimeblight.
- Prevents Stench.
- Guarantees that a monster will attempt to flee the area when under the effects of a Dung Bomb, as long as it can move to another area.
- Guarantees the combination of Dung Bombs.

Blightproof - Blight Res +10

- Prevents both minor and severe variants of Fireblight, Waterblight, Thunderblight, Iceblight, and Dragonblight.

Bombardier - Bomb Boost +10

- +30% Bomb damage.
- +20% Slime damage. (*Damage of explosion itself unchanged*)
- Guarantees combination of Bomb items.

Use C.Range Coat - C.Range C+ +10 (*Bow only*)

- Allows your Bow to equip C.Range Coatings.

Meat Lover - Carnivore +10

- Enables the ability to eat Raw Meat to recover 50 Max Stamina.
- Eating Rare or Well-Done Steaks provides unlimited Stamina for 60 seconds.

Carving Pro - Carving +10

- Prevents all knockback while carving.

Carving Master - Carving +15

- Prevents all knockback while carving.
- Increases number of carves from carvable sources by 1.

Charm Chaser - Charmer +10

- 20% chance to mine two talismans instead of one at once.

Use Lv1 Clust S - Clust S+ +10 (*Light/Heavy Bowgun only*)

- Allows your Bowgun to load Clust S Lv1.

Use Any Clust S - Clust S+ +15 (*Light/Heavy Bowgun only*)

- Allows your Bowgun to load all levels of Clust S.

Cold Cancel - Cold Res +10

- Prevents all cold areas' ability to reduce maximum Stamina over time.

Cold Surge - Cold Res -10

- Doubles the rate at which cold areas reduce maximum Stamina over time.

Combination Pro - Combo Pro +10

- Guarantees highest possible amount of items created when combining.

Combination +20% - Combo Rate +10

- +20% Combination rate.

Combination +45% - Combo Rate +15

- +45% Combination rate.

Combination -10% - Combo Rate -10

- -10% Combination rate.

Combination -20% - Combo Rate -15

- -20% Combination rate.

Constitution +1 - Constitutn +10

- -25% Stamina usage when blocking or evading.
- Allows dive-evade in any direction.
- Increases distance covered when performing a dive-evade.

Constitution +2 - Constitutn +15

- -50% Stamina usage when blocking or evading.
- Allows dive-evade in any direction.
- Increases distance covered when performing a dive-evade.

Constitution -1 - Constitutn -10

- +20% Stamina usage when blocking or evading.

Constitution -2 - Constitutn -15

- +35% Stamina usage when blocking or evading.

Use Lv1 Crag S - Crag S+ +10 (*Light/Heavy Bowgun only*)

- Allows your Bowgun to load Crag S Lv1.

Use Any Crag S - Crag S+ +15 (*Light/Heavy Bowgun only*)

- Allows your Bowgun to load all levels of Crag S.

Critical Draw - Crit Draw +10 (*Blademaster only*)

- +100% Affinity for all draw attacks.

Current Res (Lo) - Current Res +10

- Prevents weaker currents from affecting you.

Current Res (Hi) - Current Res +15

- Prevents all currents from affecting you.

Iron Skin - Def Lock +10

- Prevents Defense Down and Defense Double Down.

Defense Up (S) - Defense +10

- +15 Defense.

Defense Up (M) - Defense +15

- +3%, then +20 Defense.

Defense Up (L) - Defense +20

- +6%, then +25 Defense.

Defense Down (S) - Defense -10

- -10 Defense.

Defense Down (M) - Defense -15

- -15 Defense.

Defense Down (L) - Defense -20

- -20 Defense.

Partbreaker - Destroyer +10

- +30% Stagger damage to breakable parts of the monster.

Dive Enhancer - Dive Dist +10

- Increases the distance at which you dive-evade.
- Allows dive evasion in any direction. (Allows you to dive towards large monsters)

Dragon Atk +1 - Dragon Atk +10

- +10% True Dragon damage.

Dragon Atk +2 - Dragon Atk +15

- +20% True Dragon damage.

Dragon Atk Down - Dragon Atk -10

- -25% Dragon damage.

Dragon Res +15 - Dragon Res +10

- +15 Dragon Res.

Dragon Res +20 - Dragon Res +15

- +20 Dragon Res.

Dragon Res -20 - Dragon Res -10

- -20 Dragon Res.

Speed Eating +1 - Eating +10

- Increases meat-eating speed.

Speed Eating +2 - Eating +15

- Increases consumption speed for all items.

Slow Eater - Eating -10

- Decreases meat-eating speed.

Honed Blade - Edgemaster +10 (*Blademaster only*)

- Combines the effects of “Sharpness +1” and “Attack Up (L)”.
- Increases your Sharpness by 50 units, if it can be increased.
- +25 True Attack.

Element Atk Up - Elemental +10

- +20% Elemental (Fire, Water, Thunder, Ice, Dragon) damage.

Element Atk Down - Elemental -10

- -20% Elemental (Fire, Water, Thunder, Ice, Dragon) damage.

Evade Extender - Evade Dist +10

- +50% distance covered when performing an evasive action.

Evasion +1 - Evasion +10

- +67% invulnerability time when evading. (0.33 seconds from 0.2)

Evasion +2 - Evasion +15

- +100% invulnerability time when evading. (0.4 seconds from 0.2)

Evasion Down - Evasion -10

- -50% invulnerability time when evading. (0.1 from 0.2)

Use Exhaust Coat - Exhaust C+ +10 (*Bow only*)

- Allows your Bow to equip Exhaust Coatings.

Critical Eye +1 - Expert +10

- +10% Affinity.

Critical Eye +2 - Expert +15

- +20% Affinity.

Critical Eye +3 - Expert +20

- +30% Affinity.

Critical Eye -1 - Expert -10

- -5% Affinity.

Critical Eye -2 - Expert -15

- -10% Affinity.

Critical Eye -3 - Expert -20

- -15% Affinity.

Focus - FastCharge +10

- -20% Charge Threshold for Bow, Hammer, and Great Sword's Charge attacks.
- +20% rate at which Dual Blade's Demon Gauge fills, and Switch Axe's Switch Gauge charges.

Distraction - FastCharge -10

- +20% Charge Threshold for Bow, Hammer, and Great Sword's Charge attacks.
- -20% rate at which Dual Blade's Demon Gauge, and Switch Axe's Switch Gauge charges.

Good Luck - Fate +10

- +3/32 chance to roll for an additional item on the Rewards Box for all relevant rows. (Increase is from 22/32 to 25/32)

Great Luck - Fate +15

- +6/32 chance to roll for an additional item on the Rewards Box for all relevant rows. (Increase is from 22/32 to 28/32)

Bad Luck - Fate -10

- -6/32 chance to roll for an additional item on the Rewards Box for all relevant rows. (Change is from 22/32 to 16/32)

Horrible Luck - Fate -15

- -14/32 chance to roll for an additional item on the Rewards Box for all relevant rows. (Change is from 22/32 to 8/32)

Mind's Eye - Fencing +10 (*Blademaster only*)

- Prevents bouncing.

Fire Atk +1 - Fire Atk +10

- +10% True Fire damage.

Fire Atk +2 - Fire Atk +15

- +20% True Fire damage.

Fire Atk Down - Fire Atk -10

- -25% Fire damage.

Fire Res +15 - Fire Res +10

- +15 Fire Res.

Fire Res +20 - Fire Res +15

- +20 Fire Res.

Fire Res -20 - Fire Res -10

- -20 Fire Res.

Flame Aura - Flame Aura +10

- Provides the benefits of a Torch even when you aren't carrying one.

Awaken - FreeElement +10

- Enables your weapon's element, if it is disabled.

Wrath Awoken - Fury +10

- Combines the effects of "Guts" and "Adrenaline +2".
- Prevents fainting if Health is above 64 and a fatal hit is taken, leaving Health at 1.
- +30% Attack if Health is at or below 40%.
- +45 Defense if Health is at or below 40%.

Gathering +1 - Gathering +10

- +2/32 chance to receive maximum items from any gathering node. (27/32 from 25/32)

Gathering +2 - Gathering +15

- +4/32 chance to receive maximum items from any gathering node. (29/32 from 25/32)

Gathering -1 - Gathering -10

- -4/32 chance to receive maximum items from any gathering node. (21/32 from 25/32)

Latent Power +1 - Gloves Off +10

- Upon taking 180 damage or when 5 minutes is spent being in the same area as the monster, +30% Affinity and -50% Stamina usage.

Latent Power +2 - Gloves Off +10

- Upon taking 180 damage or when 5 minutes is spent being in the same area as the monster, +50% Affinity and -75% Stamina usage.

Gourmand - Gluttony +10

- +25 Max Stamina recovered whenever you consume a Meat-related item.

Scavenger - Gluttony +15

- +25 Max Stamina recovered whenever you consume any item.

Guard +1 - Guard +10

- Increases your guard performance, reducing Stamina loss, knockback, and chip damage taken from guarded attacks.

Guard +2 - Guard +15

- Increases your guard performance greatly, further reducing Stamina loss, knockback, and chip damage taken from guarded attacks.

Guard -1 - Guard -10

- Decreases your guard performance, increasing Stamina loss, knockback, and chip damage taken from guarded attacks.

Guard Boost - Guard Up +10

- Allows you to guard previously unblockable attacks, such as, but not limited to, beams, tornados, and gas-based attacks.

Guts - Guts +10

- Prevents fainting if Health is above 64 and a fatal hit is taken, leaving Health at 1.

Sharpness +1 - Handicraft +10

- Increases your Sharpness by 50 units, if it can be increased.

Health +20 - Health +10

- Increases maximum Health by 20.

Health +50 - Health +15

- Increases maximum Health by 50.

Health -10 -

- Decreases maximum Health by 10.

Health -30 -

- Decreases maximum Health by 30.

Earplugs - Hearing +10

- Prevents the effects, but not any associated damage, of some monster roars.

HG Earplugs - Hearing +15

- Prevents the effects, but not any associated damage, of all monster roars.

Heat Cancel - Heat Res +10

- Negates the effects of hot areas, and prevents damage from lava or heat auras.

Heat Surge - Heat Res -10

- Doubles the damage over time taken from hot areas, lava, and heat auras.

Honey Hunter - Honey +10

- Collect two Honeys at once.

Halve Hunger - Hunger +10

- -50% rate at which maximum Stamina drains over time. (12 minutes per 25 Stamina, from 6)

Negate Hunger - Hunger +15

- Negates maximum Stamina reduction over time.

Raise Hunger - Hunger -10

- +50% rate at which maximum Stamina drains over time. (4.5 minutes per 25 Stamina, from 6)

Double Hunger - Hunger -15

- +100% Rate at which maximum Stamina drains over time. (3 minutes per 25 Stamina, from 6)

Ice Atk +1 - Ice Atk +10

- +10% True Ice damage.

Ice Atk +2 - Ice Atk +15

- +20% True Ice damage.

Ice Atk Down - Ice Atk -10

- -25% Ice damage.

Ice Res +15 - Ice Res +10

- +15 Ice Res.

Ice Res +20 - Ice Res +15

- +20 Ice Res.

Ice Res -20 - Ice Res -10

- -20 Ice Res.

Knockout King - KO +10

- +10% KO damage.

Item Use Up - LastingPwr +10

- +50% duration to effects from items consumed.

Item Use Down - LastingPwr +15

- -33% duration to effects from items consumed.

Load Up - Load Up +10

- +1 shots loaded on any Bowgun.
- Increases maximum charge level on your Bow by 1 (Max. 4)
- +1 shell loaded on any Gunlance.

Horn Maestro - Maestro +10

- Increases the initial duration and duration restored from Hunting Horn Melodies.
- Prevents Horn items from breaking on use.

Negate Mud/Snow - Mud/Snow +10

- Prevents Snowman.
- Prevents Muddy.

Use Any Normal S - Normal S+ +10

(Light/Heavy Bowgun only)

- Allows your Bowgun to load all levels of Normal S.

Normal/Rapid Up - Normal Up +10 *(Gunner only)*

- +10% damage when Normal S or Rapid-type arrows are used.

Endless Oxygen - Oxygen +10

- Prevents the Oxygen Gauge from depleting.

Short Breath - Oxygen -10

- +100% rate at which the Oxygen Gauge depletes.

Use Para Coat - Para C+ +10 *(Bow only)*

- Allows your Bow to load Para Coatings.

Negate Paralysis - Paralysis +10

- Prevents Paralysis.

Double Paralysis - Paralysis -10

- Doubles the time for which you are Paralyzed.

Use Lv1 Pellet S - Pellet S+ +10 *(Light/Heavy Bowgun only)*

- Allows your Bowgun to load Pellet S Lv1.

Use Any Pellet S - Pellet S+ +15 *(Light/Heavy Bowgun only)*

- Allows your Bowgun to load all levels of Pellet S.

Pellet/Spread Up - Pellet Up +10 *(Gunner only)*

- +20% damage to Pellet S.
- +30% damage to Spread-type arrows.

Capture Guru - Perception +10

- When the monster is ready for capture and if it is Painted, the icon on the minimap will pulsate white.

Use Lv1 Pierce S - Pierce S+ +10

- Allows your Bowgun to load Pierce S Lv1.

Use Any Pierce S - Pierce S+ +15

- Allows your Bowgun to load all levels of Pierce S.

Pierce/Pierce Up - Pierce Up +10

- +10% damage to Pierce S.
- +10% damage to Pierce-type arrows.

Negate Poison - Poison +10

- Prevents both Poison and Deadly Poison.

Double Poison - Poison -10

- Doubles the damage of Poison and Deadly Poison.

Use Poison Coat - Poison C+ +10 (*Bow only*)

- Allows your Bow to load Poison Coatings.

Adrenaline +1 - Potential +10

- +15 Defense when your Health is at or below 40%.

Adrenaline +2 - Potential +15

- +30% Attack if Health is at or below 40%.
- +45 Defense if Health is at or below 40%.

Worrywart - Potential -10

- -30% Attack if Health is at or below 40%.
- -9 Defense if Health is at or below 40%.

Use Power Coat - Power C+ +10 (*Bow only*)

- Allows your Bow to load Power Coatings.

Steadiness +1 - Precision +10 (*Light/Heavy Bowgun only*)

- Decreases your Bowgun's Deviation by one stage. (Severe -> Mild, Mild -> None)

Steadiness +2 - Precision +15 (*Light/Heavy Bowgun only*)

- Decreases your Bowgun's Deviation by two stages. (Severe -> None)

Steadiness -1 - Precision -10 (*Light/Heavy Bowgun only*)

- Increases your Bowgun's Deviation by one stage. (Mild -> Severe, None -> Mild LR)

Steadiness -2 - Precision -15 (*Light/Heavy Bowgun only*)

- Increases your Bowgun's Deviation by two stages. (None -> Severe LR)

Divine Blessing - Protection +10

- 25% chance to take 30% less damage from any attack.

Demonic Blessing - Protection -10

- 25% chance to take 30% more damage from any attack.

Detect - Psychic +10

- Reveals the monster type and current status of monsters that are Painted.
- Blue = Unspotted or sleeping.
- Yellow = Spotted, not fighting.
- Red = Actively attacking a hunter.

Autotracker - Psychic +15

- Automatically tracks monsters all the time, as if they were Painted.

Punishing Draw - PunishDraw +10 (*Blademaster only*)

- +5 True Raw.
- Adds KO and Exhaust damage to Draw Attacks for all Cut-type weapons.

Outdoorsman - Ranger +10

- Displays the Map always.
- +50% time to get a Well-Done Steak from cooking.
- +50% time to reel in a fish after it bites.

Bonus Shot - Rapid Fire +10 (*Light Bowgun only*)

- +1 shot to all Rapid Fire volleys.

Recovery Up - Recovery Up +10

- +25% Healing when healing from an item.

Recovery Down - Recovery Up -10

- -25% Healing when healing from an item.

Recovery Spd +1 - Recovery Spd +10

- +100% speed at which red Health regenerates.

Recovery Spd +2 - Recovery Spd +15

- +300% speed at which red Health regenerates.

Recovery Spd -1 - Recovery Spd -10

- -50% speed at which red Health regenerates.

Recovery Spd -2 - Recovery Spd -15

- -75% speed at which red Health regenerates.

Recoil Down +1 - Recoil +10 (*Light/Heavy Bowgun only*)

- Decreases your Bowgun's Recoil rating by one stage.
- Max. -> V. High
- V. High -> High
- High -> Average
- Average -> Some
- Some -> Low
- Low -> V. Low
- V. Low -> Minimum

Recoil Down +2 - Recoil +15 (*Light/Heavy Bowgun only*)

- Decreases your Bowgun's Recoil rating by two stages.
- Max. -> High
- V. High -> Average

- High -> Some
- Average -> Low
- Some -> V. Low
- Low -> Minimum

Recoil Down +3 - Recoil +15 (*Light/Heavy Bowgun only*)

- Decreases your Bowgun's Recoil rating by three stages.
- Max. -> Average
- V. High -> Some
- High -> Low
- Average -> V. Low
- Some -> Minimum

Recoil Down -1 - Recoil -10 (*Light/Heavy Bowgun only*)

- Increases your Bowgun's Recoil rating by one stage.
- Minimum -> V. Low
- V. Low -> Low
- Low -> Some
- Some -> Average
- Average -> High
- High -> V. High
- V. High -> Maximum

Recoil Down -2 - Recoil -10 (*Light/Heavy Bowgun only*)

- Increases your Bowgun's Recoil rating by two stages.
- Minimum -> Low
- V. Low -> Some
- Low -> Average
- Some -> High
- Average -> V. High
- High -> Maximum

Recoil Down -3 - Recoil -10 (*Light/Heavy Bowgun only*)

- Increases your Bowgun's Recoil rating by three stages.
- Minimum -> Some

- V. Low -> Average
- Low -> High
- Some -> V. High
- Average -> Maximum

Reload Speed +1 - Reload Spd +10

(Light/Heavy Bowgun only)

- Increases your Bowgun's Reload Spd rating by one stage.
- Slowest -> Ext. Slow
- Ext. Slow -> V. Slow
- V. Slow -> Slow
- Slow -> Bel. Avg.
- Bel. Avg. -> Average
- Average -> Abv. Avg.
- Abv. Avg. -> Fast
- Fast -> V. Fast
- V. Fast -> Fastest

Reload Speed +2 - Reload Spd +15

(Light/Heavy Bowgun only)

- Increases your Bowgun's Reload Spd rating by two stages.
- Slowest -> V. Slow
- Ext. Slow -> Slow
- Slow -> Average
- Bel. Avg. -> Abv. Avg.
- Average -> Fast
- Abv. Avg. -> V. Fast
- Fast -> Fastest

Reload Speed +3 - Reload Spd +15

(Light/Heavy Bowgun only)

- Increases your Bowgun's Reload Spd rating by three stages.
- Slowest -> Slow
- Ext. Slow -> Average
- Slow -> Abv. Avg.
- Bel. Avg. -> Fast
- Average -> V. Fast
- Abv. Avg. -> Fastest

Reload Speed -1 - Reload Spd -10

(Light/Heavy Bowgun only)

- Decreases your Bowgun's Reload Spd rating by one stage.
- Fastest -> V. Fast
- V. Fast -> Fast
- Fast -> Abv. Avg.
- Abv. Avg. -> Average
- Average -> Bel. Avg.
- Bel. Avg. -> Slow
- Slow -> V. Slow
- V. Slow -> Ext. Slow
- Ext. Slow -> Slowest

Reload Speed -2 - Reload Spd -15

(Light/Heavy Bowgun only)

- Decreases your Bowgun's Reload Spd rating by two stages.
- Fastest -> Fast
- V. Fast -> Abv. Avg.
- Fast -> Average
- Abv. Avg. -> Bel. Avg.
- Average -> Slow
- Bel. Avg. -> V. Slow
- Slow -> Ext. Slow
- V. Slow -> Slowest

Reload Speed -3 - Reload Spd -15

(Light/Heavy Bowgun only)

- Decreases your Bowgun's Reload Spd rating by three stages.
- Fastest -> Abv. Avg.
- V. Fast -> Average
- Fast -> Bel. Avg.
- Abv. Avg. -> Slow
- Average -> V. Slow
- Bel. Avg. -> Ext. Slow
- Slow -> Slowest

Ocean's Blessing - Sea Legs +10

- Combines the effects of "Current Res (Hi)", "Olympic Swimmer", and "Endless Oxygen".

- Prevents all currents from affecting you.
- Increases the speed at which you swim.
- Prevents the Oxygen Gauge from depleting.

Sneak - Sense +10

- Reduces the rate at which aggro is gained.

Taunt - Sense -10

- Increases the rate at which aggro is gained.

Speed Sharpening - Sharpener +10

- -75% time it takes to sharpen a weapon.

Slow Sharpening - Sharpener -10

- +25% time it takes to sharpen a weapon.

Razor Sharp - Sharpness +10

- -50% Sharpness usage on attacks that use 2 or more Sharpness.
- 50% chance to not reduce Sharpness on attacks that consume 1 Sharpness.

Blunt Edge - Sharpness -10

- +100% Sharpness usage on all attacks.

Quick Sheath - Sheathing +10

- Speeds up weapon sheathing speed.

Negate Sleep - Sleep +10

- Prevents Sleep.

Double Sleep - Sleep -10

- Doubles the duration of Sleep.

Use Sleep Coat - Sleep C+ +10 (*Bow only*)

- Allows your Bow to equip C.Range Coatings.

Use Slicing S - Slicing S+ +10 (*Light/Heavy Bowgun only*)

- Allows your Bowgun to load Slicing S.

Use Slime Coat - Slime C+ +10 (*Bow Only*)

- Allows your Bow to equip Slime Coatings.

Use Slime S - Slime S+ +10 (*Light/Heavy Bowgun only*)

- Allows your Bowgun to load Slime S.

Speed Gatherer - Spd Gather +10

- Increases the speed at which you gather, mine, catch bugs, and carve.

Trap Master - SpeedSetup +10

- Guarantees combination of Bomb items.
- Speeds up placement of traps and bombs.
- Guarantees combination of traps.

Challenger +1 - Spirit +10

- +10 True Raw if a large monster in the same area is enraged.
- +10% Affinity if a large monster in the same area is enraged.

Challenger +2 - Spirit +15

- +25 True Raw if a large monster in the same area is enraged.
- +20% Affinity if a large monster in the same area is enraged.

Stamina Thief - Stam Drain +10

- +20% Exhaust damage.

Stam Recov Up - Stam Recov +10

- +100% rate at which Stamina regenerates over time.

Stam Recov Down - Stam Recov -10

- -50% rate at which Stamina regenerates over time.

Marathon Runner - Stamina +10

- -50% rate at which Stamina drains over time, such as from dashing.

Short Sprinter - Stamina +15

- +100% rate at which Stamina drains over time, such as from dashing.

Status Atk +1 - Status +10

- +12.5% True Status (Poison, Para, Sleep) damage.

Status Atk +2 - Status +15

- +22.5% True Status (Poison, Para, Sleep) damage.

Status Atk Down - Status -10

- -10% Status (Poison, Para, Sleep) damage.

Wellness - Status Res +10

- Combines the effects of “Negate Poison”, “Negate Paralysis”, “Negate Sleep”, and “Negate Stun”.
- Prevents both Poison and Deadly Poison.
- Prevents Paralysis.
- Prevents Sleep.
- Prevents Stun.

Silver Bullet - SteadyHand +10

- Combines the effects of “Normal/Rapid Up”, “Pierce/Pierce Up”, and “Pellet/Spread Up”.

- +10% damage on Normal S, Pierce S, Rapid-type arrows, and Pierce-type arrows.
- +20% damage on Spread-type arrows.
- +30% damage on Pellet S.

Halve Stun - Stun +10

- +100% threshold for being Stunned.

Negate Stun - Stun +15

- Prevents Stun.

Double Stun - Stun -10

- Doubles the duration of Stun.

Fortify - Survivor +10

- +10% Attack and +15% Defense each time you cart in a single hunt. Stacks up to twice.

Olympic Swimmer - Swimming +10

- Increases the speed at which you swim.

Doggy Paddler - Swimming -10

- Decreases the speed at which you swim.

Shakalaka Cheer - TeamLeader +10

- Performing a ‘Fist Pump’ gesture will revive any downed Shakalakas instantly. 10 minute cooldown.

Shakalaka Rally - TeamPlayer +10

- +10% Attack and Defense to Shakalakas, and recovers Stamina more quickly.

Weakness Exploit - Tenderizer +10

- +5 hitzone value if original value was 45 or more.

Thunder Atk +1 - Thunder Atk +10

- +10% True Thunder damage.

Thunder Atk +2 - Thunder Atk +15

- +20% True Thunder damage.

Thunder Atk Down - Ice Thunder -10

- -25% Thunder damage.

Thunder Res +15 - Thunder Res +10

- +15 Thunder Res.

Thunder Res +20 - Thunder Res +15

- +20 Thunder Res.

Thunder Res -20 - Thunder Res -10

- -20 Thunder Res.

Torso Up - Torso Up +1

- Doubles the skill points of your torso armor piece.

Capture Expert - Tranquilzr +10

- Guarantees an additional reward from Capturing. (From 22/32 chance of getting an additional reward)

Capture Master - Tranquilzr +15

- Guarantees an additional reward from Capturing. (From 22/32 chance of getting an additional reward)
- 22/32 chance to get an additional reward from Capturing.

Pro Transporter - Transportr +10

- Increases the speed at which you carry items.
- Prevents you from dropping items when dropping from high altitudes.

Tremor Res - Tremor Res +10

- Prevents you from being affected by Tremors.

Peak Performance - Unscathed +10

- +20 True Attack when Health is 100%.

Rock Steady - Unshakable +10

- Combines the effects of “Windproof (Lo)”, “Earplugs”, and Knockback Resistance.
- Reduces reaction to damage taken.
- Negates the effects of some Wind Pressure.
- Prevents the effects, but not any associated damage, of some monster roars.

Water Atk +1 - Water Atk +10

- +10% True Water damage.

Water Atk +2 - Water Atk +15

- +20% True Water damage.

Water Atk Down - **Water Atk Down** - Water Atk -10

- -25% Water damage.

Water Res +15 - Water Res +10

- +15 Water Res.

Water Res +20 - Water Res +15

- +20 Water Res.

Water Res -20 - Water Res -10

- -20 Water Res.

Spirit's Whim - Whim +10

- -25% chance of tools breaking on use.

Divine Whim - Whim +15

- -50% chance of tools breaking on use.

Spectre's Whim - Whim -10

- +25% chance of tools breaking on use.

Devil's Whim - Whim -15

- +50% chance of tools breaking on use.

Wide-Range +1 - Wide-Range +10

- Spreads 50% of the effects of the following items to everyone in the same area.
- Potions, Herbs, Antidotes, Adamant and Might Seeds, and Nulberries.
- Includes Mushrooms if you have Mushromancer.

Wide-Range +2 - Wide-Range +20

- Spreads the effects of the following items to everyone in the same area.
- Potions, Herbs, Antidotes, Adamant and Might Seeds, and Nulberries.
- Includes Mushrooms if you have Mushromancer.

Windproof (Lo) - Wind Res +10

- Negates the effects of some Wind Pressure.

Windproof (Hi) - Wind Res +15

- Negates the effects of all Wind Pressure, except for Dragonwind, which is reduced.

Weapon Modifiers -

All Blademaster Weapons -

Low Sharpness Modifier:

- Up to -40% damage, depending on the time of the animation at which you hit the monster, if your Sharpness is Red, Orange, or Yellow.

GS -

Center of Blade:

- +5% raw when connecting with the center of the blade.

LS -

Spirit Gauge:

- +12.5% Sharpness while the Spirit Gauge is flashing.
- +5% raw with White Spirit Gauge.
- +10% raw with Yellow Spirit Gauge.
- +20% raw with Red Spirit Gauge.

SnS -

- (None)

DBs -

- (None)

Hammer -

- (None)

HH -

Songs (*encores replace the effect of the original song*):

- +10% raw for Attack Up (S) song.
- +15% raw for Attack Up (S) Encore.
- +15% raw for Attack Up (L) song.
- +20% raw for Attack Up (L) Encore.
- +15% element (Fire, Water, Thunder, Ice, Dragon) for Elemental Attack Boost song.
- +20% element for Elemental Attack Boost Encore.
- +10% Status (Poison, Para, Sleep) for Abnormal Attack Boost song.
- +15% Status for Abnormal Attack Boost Encore.
- +15% Affinity for Affinity Up Song.
- +20% Affinity for Affinity Up Encore.
- Innate Mind's Eye for user only for Self-Improvement Encore. (Does not replace movement speed increase of standard song)

Lance -

Innate Impact/Cut Hitzone:

- If the Impact value * 0.72 > Cut value for a single hitzone of a monster, then use the Impact value in full to calculate

damage. Deals Cut-type damage for the purpose of severing tails.

GL -

- (None)

SA -

Sword Mode:

- +20% Raw from Power Phials.
- +25% Element/Status from Element Phials.
- Awakens latent element if not already awakened.

Gunner -

Critical Distance:

- +0% Raw at Normal Range.
- +50% Raw at Critical Distance.
- -20% Raw at Long Range.
- -50% Raw at Extremely Long Range.
- +75% Raw at Critical Distance when under the effects of Demon S.

LBG -

- +30% Raw.
- +6.25% Raw with Long Barrel attached.

HBG -

- +48% Raw.
- +6.25% Raw with Power Barrel attached.
- +13% Raw when Limiter Removed.

Bow -

Charge Lv 1:

- -60% Raw.
- -30% Element.
- -50% Status.

Charge Lv2:

- +0% Raw.
- -15% Element.

- +0% Status.

Charge Lv3:

- +50% Raw.
- +0% Element.
- +50% Poison.
- +30% Para/Sleep/Blast.

Charge Lv4:

- +70% Raw.
- +12.5% Element.
- +50% Poison.
- +30% Para/Sleep/Blast.

Coatings:

- +50% Raw from Power Coatings.
- +20% Raw from Power Coatings when Power Coating Boost is in effect.
- +20% Status from any Status Coating that is listed on the Coating Boost section of the Bow.

Food/Item Buffs

Attack Meals -

- S - +3 True Raw
- M - +5 True Raw
- L - +7 True Raw

Cool Cat -

- +15 True Raw when using Kick Back gesture.

F. Bombardier -

- +15% Raw for Crag S, Triblast S, Wyvern S, and Cannon S.
- +10% Raw for Ballistae and Cannons.
- +10% Fire for Gunlance Shells.

F. Booster -

- +3 Raw and +10 Defense for 10 minutes at the start of the quest, or for 10 minutes after you sleep at the Base Camp bed.

F. Bulldozer -

- +5% Sharpness if you attack after bouncing.

F. Heroics -

- +35% raw if you're at 10 Health or below.

F. Pyro -

- +10% Slime damage dealt. (damage of explosion does not change)
- Upgrades Barrel Bomb Ls to Barrel Bomb L+s.

F. Sharpshooter -

- +10% damage to Normal S.

F. Slugger -

- +10% KO damage. (does not stack with KO King)

F. Specialist -

- +12.5% Status.

F. Temper -

- +5% Raw if using a Gunner weapon, but increases Deviation by one stage.

Demondrug -

- +5 True Raw.

Mega Demondrug -

- +7 True Raw.

Demon Horn -

- +10 True Raw for everyone in the same area.

Demon S -

- +10 True Raw.
- +10% Sharpness.
- +25% damage in Critical Distance.

Might Seed -

- +10 True Raw for 3 minutes.

Might Pill -

- +25 True Raw for 30 seconds.

Nitroshroom -

- +10 True Raw. Enabled with Mushromancer.

Powercharm -

- +6 True Raw.

Power Talon -

- +9 True Raw.