

Monster Hunter Now — Bow Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · Official EN skill/style names · G10-Lv5 (MAX) statsVerified: EN names, stats, armor skills, driftsmelt, style eligibility (6 adversarial passes) · Each section starts a new page.

Bow basics (read first): Bow is a **charge + critical-distance** weapon — **NO coatings in MHN**. Each bow's **arrow type is FIXED** across its 4 charge stages (Rapid / Pierce / Spread), so you pick the WEAPON, not the ammo — organized by element/status like a melee weapon. **Charge to top** for max motion value; fire from each arrow's **optimal distance** (orange reticle) or damage craters. **Focus Lv5 is mandatory** on every Power Volley / Normal build — it cuts charge time = damage uptime. SP skill = **Dragon Piercer** (invincible windup, severing shot). Chips: core crit element status/buildup

neg-crit engine utility · Names official (monsterhunternow.com), 2026-07-31.

The **3 styles** (grade 8+ weapons from **rifborne** monsters; added Oct 2025): **Power Volley** (★★★) — meta damage style, combo ends in a strengthened volley; **REQUIRES Focus** → keep Focus Lv5 · **Normal** (★★☆) — default combo, also needs Focus · **Dodgebolt** (★★☆) — niche; auto-charges off dodges so it makes **Focus unnecessary** → the ONE style you drop Focus for (rebuild around evasion). **Mirror rule:** never list Focus on a Dodgebolt build; always keep it on Power Volley. Only rifborne-monster bows can be styled — **subspecies / rare species / non-rifborne monsters cannot** (Black Diablos, Seregios, Nightshade Paolumu = no style).

1 · General / Raw non-elemental — works on everything your default. Top 3 farmable picks + the highest-raw alt.

SEASON UPDATE — 2026-08-17: Riftborne Mizutsune & Riftborne Paolumu. The official event notice states that with the Aug 17 update, **style customization unlocks for weapons forged from Mizutsune and base Paolumu materials** (event window Aug 17 09:00 – Aug 23 23:59 local). Insect Glaive style selection unlocks in the same update. This makes every **Mizutsune water weapon** (1363 atk / 1436 water / +20% aff in all 14 weapon types) style-eligible, and on a styled-vs-styled comparison it **out-damages the water pick ranked below** — roughly 3215 vs 2980 combined raw+element with the +300-attack node track. **Not yet re-ranked in these tables. Verification status, re-checked 2026-08-18 11:17 (26h after the event went live):** the official client weapon database **still reports customizable:false** for all 14 Mizutsune and all 4 base-Paolumu weapons. This is no longer explainable as same-day propagation lag, so the style track for these weapons is **UNCONFIRMED** — it rests solely on the event notice. In the same 26h the DB *removed* customizable from 5 Insect Glaive weapons (Diablos, Khezu, Lagombi, Rathalos, Rathian), so style flags are actively changing. **Check the in-game style screen before spending any driftstones on the Mizutsune bands** — if the weapon cannot be styled, the existing water pick on this sheet remains the better choice. Nightshade Paolumu is **not included** — the notice names base Paolumu only, so subspecies statements on this sheet stand.

Which shot hits hardest. Measured motion values at charge 4: **Rapid 252 · Spread 282** (+12%) · **Pierce 342** (+36%). At charge 3: 153 / 175 / 195. So Pierce is the biggest number on paper — but a pierce bow fires one arrow that hits repeatedly as it travels *through* the monster, so most of those hits land on parts with a lower hitzone than the weak point; the source's worked example loses about 25% that way, which eats most of the advantage. Pierce is the highest *ceiling*; **Rapid is the highest floor** and the safest default. Each type has its own optimal distance — Spread very close, Rapid close-medium, Pierce medium-far — and that is exactly what **Critical Range Boost** (+10/15/25/30/40% at optimal distance) is gated on, with **Ballistics** widening the window. Charge matters more than type: total MV nearly doubles from charge 3 to charge 4, which is why **Focus** (–5/10/15/20/30% charge time) is on almost every band here. *MV source: r/MHNowGame 17sfw2e, the author's own testing. It predates the 2026 style system, so treat the per-move numbers as indicative; the gap between types and the range behaviour are structural.*



Diablos Coilbender (base: Diablos Bow) #1 RAW STYLE ✓ LV20 — Diablos · Atk 2371 →2575 styled 0% aff **Arrows:** Spr1 · Rap2 · Spr3 · Rap4 — top charge **Rapid 4** (252 MV, close-medium, the most forgiving window).

ARMOR — ALTEMA RAW SET (FOCUS5)

head **Nergigante Helm**
Nergigante Avidity 1 · Critical Eye 2 · Artful Dodger 1 · 1◆

chest **Bazelgeuse Mail**
Valor 3 · 1◆

arms **Rathian Vambraces**
Lock On 1 · Burst 2 · 1◆

waist **Golden Obi**
Focus 3

legs **Jyura Greaves**
Focus 2 · Last Stand 1 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5 Burst 2 Lock On 1 Critical Eye 2 Valor 3 Artful Dodger 1 Last Stand 1

Nergigante Avidity 1 Weakness Exploit 0→2 Fighting Spirit 0→2

Weapon skill — **Heroics 1** (off-thesis, not in the list above)

Style · POWER VOLLEY — Diablos is rifborne (Jan 2026) → style-eligible; Power Volley **requires Focus**, so Focus 5 stays live · Style Lv20 → +300 atk (or +30% aff)

Style nodes — **Lv10 attack · Lv15 attack · Lv20 attack** — all 3 into **attack** — this weapon has no element, so an element node does nothing at all. **Never take an affinity node** — at +15% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 1% and all three about 5%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (4 slots) ◆x2: Weakness Exploit 0→2 ◆x2: Fighting Spirit 0→2

The **cleanest raw pick and the one guides actually build**. 0% affinity + WEX/Critical Eye = positive-crit; Focus 5 keeps you at top charge. **Heroics** ◇HP is an innate weapon ride-along (≤29% HP) — a free bonus, **don't play low-HP to chase it**; Fighting Spirit (SP-gauge, not HP) is your reliable +damage. Last Stand ◇ on the legs is purely defensive.



Cera Coilbender (base: Galebender) HIGHEST RAW NO STYLE — Black Diablos (subspecies) · Atk 2658 –30% aff **Arrows:** Pie1 · Pie1 · Pie4 · Pie4 — top charge **Pierce 4** (342 MV, medium-far, and half damage up close) — and charge 3 is already Pierce. **Reaches arrow level 4 at charge 3**, one step early.innate Partbreaker

SAME RAW CHASSIS AS #1 — SAME SET AS DIABLOS COILBENDER (BASE: DIABLOS BOW)

head **Golm Helm**
Critical Ferocity 2 · 1◆

chest **Bazelgeuse Mail**
Valor 3 · 1◆

arms **Rathian Vambraces**
Lock On 1 · Burst 2 · 1◆

waist **Golden Obi**
Focus 3

legs **Jyura Greaves**
Focus 2 · Last Stand 1 · 1◆

Driftsmelt: 4 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5 Valor 3 Critical Ferocity 2 Burst 2 Lock On 1 Last Stand 1 Raw Power 0→4

Weapon skill — **Partbreaker 1** (off-thesis, not in the list above)

Style · CAN'T BE STYLED — Black Diablos is a **subspecies**; base Diablos being rifborne does NOT extend to it. No style, no Style-Lv20 boost — the 2658 is pure base.

Smelt (4 slots) ◆x4: Raw Power 0→4 ⚡ no Critical Eye / Weakness Exploit here: they raise affinity, which is exactly what Critical Ferocity needs to stay negative.

Critical Eye 2 was cancelling the negative affinity that Critical Ferocity needs — official data: Critical Ferocity *reduces* affinity and pays out on negative-affinity hits, so raising affinity works against it. **Highest raw of any bow, but –30% affinity and no style. NOT a Critical Ferocity gun** — no guide builds it that way (at innate levels CF is a net loss; it only pays at CF Lv5 driven to –100%). Just run WEX + Critical Eye to pull affinity back toward 0 and eat the rest. For most players #1 Diablos Coilbender (0% + style) out-damages this on tough monsters.



Mammoth Greatbow #2 RAW STYLE ✓ LV20 — Banbaro · Atk 2113 +style track 0% aff (or +30% via style) · **Arrows:** Pie1 · Spr2 · Pie3 · Spr4 — top charge **Spread 4** (282 MV, very close, about one roll — scatters like a shotgun).no rename

SAME RAW CHASSIS AS #1 — SAME SET AS DIABLOS COILBENDER (BASE: DIABLOS BOW)

head **Nergigante Helm**
Nergigante Avidity 1 · Critical Eye 2 · Artful Dodger 1 · 1◆

chest **Bazelgeuse Mail**
Valor 3 · 1◆

arms **Rathian Vambraces**
Lock On 1 · Burst 2 · 1◆

waist **Golden Obi**
Focus 3

legs **Jyura Greaves**
Focus 2 · Last Stand 1 · 1◆

Driftsmelt: 4 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5 Burst 2 Lock On 1 Critical Eye 2 Valor 3 Artful Dodger 1 Last Stand 1

Nergigante Avidity 1 Weakness Exploit 0→2 Fighting Spirit 0→2

Weapon skill — **Firm Foothold 2** (off-thesis, not in the list above)

Style · POWER VOLLEY — Banbaro is rifborne (Apr 2026) → style-eligible; keeps Focus 5 · Style Lv20 → +30% aff option

Style nodes — **Lv10 attack · Lv15 attack · Lv20 attack** — all 3 into **attack** — this weapon has no element, so an element node does nothing at all. **Never take an affinity node** — at +15% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 2% and all three about 6%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (4 slots) ◆x2: Weakness Exploit 0→2 ◆x2: Fighting Spirit 0→2

Solid style-eligible #2. Pierce/Spread mix — match the range smelt to Pierce (line shots down the body). A clean all-rounder behind Diablos Coilbender.



Shalya Bow+ (base: Shalya Bow)

#3 RAW

NO STYLE

Seregios · Atk 2335

+30% aff

(best raw affinity) · Arrows: Rap1 · Rap1 · Rap4 · Rap4 — top

charge **Rapid 4** (252 MV, close-medium, the most forgiving window) — and charge 3 is already Rapid. **Reaches arrow level 4 at charge 3**, one step early.

SAME RAW CHASSIS AS #1 — SAME SET AS DIABLOS COILBENDER (BASE: DIABLOS BOW)

head

Nergigante Helm
Nergigante Avidity 1 · Critical Eye 2 · Artful Dodger 1 · 1

chest

Bazelgeuse Mail
Valor 3 · 1

arms

Rathian Vambraces
Lock On 1 · Burst 2 · 1

waist

Golden Obi
Focus 3

legs

Jyura Greaves
Focus 2 · Last Stand 1 · 1

Driftsmelt: 4 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5

Burst 2

Lock On 1

Critical Eye 2

Valor 3

Artful Dodger 1

Last Stand 1

Nergigante Avidity 1

Weakness Exploit 0 → 3

Critical Range Boost 0 → 1

Weapon skill — **Attack Efficacy 1** (off-thesis, not in the list above)

+30% native aff

Weakness Exploit

Critical Eye

Style · CAN'T BE STYLED — Seregios has **no riftborne form**, so it can't be styled and gets no Style-Lv20 boost.

Smelt (4 slots)

×3: Weakness Exploit

 0→3

×1: Critical Range Boost

 0→1

Smoothest to pilot — +30% innate affinity + pure-Rapid arrows are the best fit for the positive-crit set. **But no style:** on tough-monster play the style-eligible Diablos Coilbender / Banbaro out-scale it, so it's #3 despite the nice affinity.

2 · Elemental

match the element to the monster's weakness

off-weakness, bring a General bow. Focus 5 + flat element + positive crit is the core (except the CF bows).



Glavenus Arrow

FIRECRITICAL FEROCITYSTYLE

— Glavenus · #1 fire by EV · Atk 1579 Fire 1568 -30% Arrows: Pie1 · Pie2 · Rap3 · Rap4 — top charge **Rapid 4** (252 MV, close-medium, the most forgiving window) — and charge 3 is already Rapid.

ARMOR — CF/FOCUS (HP-INDEPENDENT)

head **Golm Helm**
Critical Ferocity 2 · 1

chest **Glavenus Mail**
Lock On 1 · Raw Power 2 · 1

arms **Bazelgeuse Vambraces**
Critical Ferocity 2 · 1

waist **Golden Obi**
Focus 3

legs **Jyura Greaves**
Focus 2 · Last Stand 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5Raw Power 2 → 5Lock On 1Critical Ferocity 5Last Stand 1Charge Master 0 → 1

Weapon skill — **Critical Ferocity 1** (already counted above)

Style · **POWER VOLLEY** — Glavenus riftborne (May 2026) → eligible; requires Focus, so Focus 5 stays

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** as the safe default — or **element** if you are specifically hunting monsters weak to this element · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — this build runs negative affinity on purpose, so one costs about 5% and all three about 14%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (4 slots) 3x: Raw Power 2→5 (+300 atk) 1x: Charge Master 0→1

#1 Fire — **negative-affinity engine, not flat element**. CF5 makes a negative crit average ~1.275x (on raw AND element) > a normal +crit 1.25x, so more negative affinity = more damage; Raw Power adds atk AND drives affinity down (double win). Fire has no "Advanced" tier, so CF beats flat Fire Attack here. **Never slot Weakness Exploit / Critical Eye / Critical Boost / Critical Element** — positive-crit skills sabotage the engine. Fully HP-independent (dropped the Vital Fire "Pattern 1" leg).

Simpler alt (positive-affinity): Rathalos (0% aff) or Silver Rathalos (+30%, innate Critical Element 2) — run Focus 5 + Fire Attack + Critical Element + WEX. Lower ceiling, no negative-affinity management.



Water Shot (base: Aqua Arrow)

WATERSTYLE#1 FARMABLE

— Jyuratodus (Swamp, farmable) · Atk 1549 Water 1131 0% aff Arrows: Spr1 · Spr2 · Rap3 · Rap4 — top charge **Rapid 4** (252 MV, close-medium, the most forgiving window) — and charge 3 is already Rapid.

ARMOR — CRITICAL ELEMENT SET

head **Nargacuga Helm**
Fighting Spirit 1 · Focus 1 · 1

chest **Lumu Phantasm Mail**
Focus 2 · Sleep Resistance 1 · 1

arms **Arzuros Vambraces**
Focus 2 · Concentration 1 · 1

waist **Astalos Coil**
Advanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1

legs **Silver Solgreaves**
Critical Element 1 · Weakness Exploit 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5Concentration 1Critical Element 2Critical Eye 1 → 3Weakness Exploit 1Fighting Spirit 1

Sleep Resistance 1Advanced Thunder Attack 1 INERT: needs Thunder Attack Lv5Water Attack 0 → 5

Weapon skill — **Last Stand 1** (off-thesis, not in the list above)

Weakness ExploitCritical Eye

Style · **POWER VOLLEY** — Jyuratodus riftborne → eligible; keeps Focus 5

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** as the safe default — or **element** if you are specifically hunting monsters weak to this element · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — at +20% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 1% and all three about 2%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) 3x: Water Attack (→Lv5, unlocks Advanced Water) 2x: Critical Eye

#1 fully-farmable water bow. 0% aff → WEX/Critical Eye supply the crit that Critical Element rides on. Push Water Attack to Lv5 to wake **Advanced Water Attack** (flat +200/+400, HP-independent). Rapid top charge favors the crit build.

Higher-stat alt: Namielle **Black Planula** (1591/1335/+20%, innate WEX) — strictly stronger, but Namielle is **Elder Dragon Interception** (rotational farm), not a field spawn.



Despot's Earlybolt

THUNDERSTYLE#1 THUNDER

— Zinogre · Atk 1463 Thunder 1420 0% aff Arrows: Pie1 · Pie2 · Rap3 · Rap4 — top charge **Rapid 4** (252 MV, close-medium, the most forgiving window) — and charge 3 is already Rapid.

ARMOR — CRITICAL ELEMENT SET

head **Nargacuga Helm**
Fighting Spirit 1 · Focus 1 · 1

chest **Lumu Phantasm Mail**
Focus 2 · Sleep Resistance 1 · 1

arms **Arzuros Vambraces**
Focus 2 · Concentration 1 · 1

waist **Astalos Coil**
Advanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1

legs **Silver Solgreaves**
Critical Element 1 · Weakness Exploit 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5Concentration 1Critical Element 2Critical Eye 1Weakness Exploit 1 → 3Fighting Spirit 1

Sleep Resistance 1Advanced Thunder Attack 1 INERT: needs Thunder Attack Lv5Critical Range Boost 0 → 3

Weapon skill — **Artful Dodger 1** (off-thesis, not in the list above)

Style · **POWER VOLLEY** — Zinogre riftborne → eligible; keeps Focus 5

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** as the safe default — or **element** if you are specifically hunting monsters weak to this element · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — at +10% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 1% and all three about 3%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) 3x: Critical Range Boost (Rapid top charge) 2x: Weakness Exploit or 3x Thunder Attack + 2x WEX

#1 Thunder bow (etims/game8) — highest raw AND thunder of any thunder bow. 0% aff, so WEX/Critical Eye turn on the crits that Critical Element amplifies (1420 thunder is a big pool). Aim weak points. Sprite = final form (id187), not the base.



Alluring Evelia

ICESTYLE — VERIFYHIGHEST ICE

— Velkhana (farmable) · Atk 1444 Ice 1622 0% aff innate Ice Attack + Advanced Ice · Arrows: Rap1 · Spr2 · Rap4 · Spr4 — top charge **Spread 4** (282 MV, very close, about one roll — scatters like a shotgun). **Reaches arrow level 4 at charge 3**, one step early.

ARMOR — CRITICAL ELEMENT SET

head **Nargacuga Helm**
Fighting Spirit 1 · Focus 1 · 1

chest **Lumu Phantasm Mail**
Focus 2 · Sleep Resistance 1 · 1

arms **Arzuros Vambraces**
Focus 2 · Concentration 1 · 1

waist **Astalos Coil**
Advanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1

legs **Silver Solgreaves**
Critical Element 1 · Weakness Exploit 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5Concentration 1Critical Element 2Critical Eye 1 → 3Weakness Exploit 1 → 3Fighting Spirit 1

Hunter's Unity 1Sleep Resistance 1Advanced Thunder Attack 1 INERT: needs Thunder Attack Lv5

Charge Master 0 → 1

Weapon skill — **Advanced Ice Attack 1** (off-thesis, not in the list above) · **Hunter's Unity 1** · **Ice Attack 1** (off-thesis, not in the list above)

WEX

Style · **CAN'T BE STYLED** — Velkhana is an Elder Dragon and this bow has **no customizationSpec** in the official data (*no customizationSpec published*), so it can never be styled — the 1444/1622 is final. Run the Legiana **Snowfletcher** below for a styleable ice bow.

Smelt (5 slots) 2x: Weakness Exploit 2x: Critical Eye 1x: Charge Master

Highest ice value of any bow (1622) and it bakes in the HP-independent Ice Attack + Advanced Ice package free (* = innate on weapon). gamewith's pick; newer than etims' ranking, so confidence is medium.

Established co-#1 (style-confirmed): Legiana **Glacial Arrow** (1463/1420/0%, innate Advanced Ice + Divine Blessing) — etims' actual #1 ice bow; take it if you want guaranteed Power Volley or prefer the survivability skill.



Snowfletcher

ICE

OPTION B · FARMABLE

— Legiana (farmable) · Atk 1463Ice 14200% affinnate Divine Blessing 2 · zero gated pieces**Arrows:** Pie1 · Pie2 · Rap3 · Rap4 — top charge **Rapid 4** (252 MV, close–medium, the most forgiving window) — and charge 3 is already Rapid.

ARMOR — FULLY FARMABLE SET

head

Legiana Helm

Divine Blessing 2 · Ice Attack 1 · 1

chest

Goss Harag Mail

Advanced Ice Attack 1 · Ice Attack 2 · 1

arms

Goss Harag Braces

Advanced Ice Attack 1 · Divine Blessing 1 · 2

waist

Legiana Coil

Ice Attack 2 · Windproof 1 · 1

legs

Jyura Greaves

Focus 2 · Last Stand 1 · 1

Driftsmelt: 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Ice Attack 5

Advanced Ice Attack 2

Focus 2

Divine Blessing 5

Last Stand 1

Windproof 1

Weapon skill — **Divine Blessing 2** (already counted above)

Style · POWER VOLLEY

— Legiana is riftborne and the bow is style-selectable → Power Volley applies. This also sidesteps the Velkhana bow, which the official data confirms can never be styled.

Smelt (6 slots) one whole level per slot — roll the element/status skill this build leans on

Why this is the Option B: –202 effective ice (–8.0%) on identical armor, +19 attack. **Every piece is farmable** — the gated set needed Alluring Evelia. The gated band’s ice set has a Silver Rathalos legs piece (RARE, gated) — this set replaces it. G10 name suffix = (10 - base grade + 1), so it varies per piece. *Weapon is guide-backed as a co-#1 ice bow.*



Villainous Brace (base: Insurgent's Bow)

DRAGON

CRITICAL FEROCITY

STYLE ✓

— Deviljho (farmable) · #1 Dragon · Atk 1579 **Dragon 1568**

–30%

Arrows:

Rap2 · Spr3 · Rap3 · Pie4 — top charge **Pierce 4** (342 MV, medium–far, and half damage up close). **Reaches arrow level 3 at charge 2**, one step early — a real gain, because charge time is the bottleneck.

ARMOR — CF/FOCUS (HP-INDEPENDENT)

head

Golm Helm

Critical Ferocity 2 · 1

chest

Lumu Phantasm Mail

Focus 2 · Sleep Resistance 1 · 1

arms

Bazelgeuse Vambraces

Critical Ferocity 2 · 1

waist

Golden Obi

Focus 3

legs

Arzueros Greaves

Critical Ferocity 1 · Special Boost 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5

Critical Ferocity 5

Sleep Resistance 1

Special Boost 1

Attack Boost 0 →4

Weapon skill — **Peak Performance 2** (off-thesis, not in the list above)

Style · POWER VOLLEY

— Deviljho riftborne → eligible; keeps Focus 5

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** as the safe default — or **element** if you are specifically hunting monsters weak to this element · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — this build runs negative affinity on purpose, so one costs about 5% and all three about 15%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (4 slots) **◆x4: Attack Boost** (filler — Attack Boost only unlocks **Advanced Attack Boost** (+150/+350) at Lv5, and no piece in this set grants it; Advanced Attack Boost is not smeltable, only Brute Tigrex "Rex Roar" armour has it) (no targeted gem — random within the Crimson/Azure pool) 0→4 (+200 atk)

#1 Dragon — **highest dragon of any farmable dragon bow**. CF5 turns the –30%→~–60% into a net gain (~+26% avg). Spiky, not smooth. **Never slot WEX / Critical Eye / Critical Boost / Critical Element**. **Peak Performance** ◆**HP** is an innate weapon ride-along (full-HP only) — **don't build around it**; flat Dragon Attack is your HP-independent floor.

Positive-affinity alt: Nergigante (~+0-20% aff, lower element) — steady WEX + Critical Element build with zero negative-crit variance.

3 · Status

a buildup bar, not an element

status procs ~1–2x/hunt with diminishing returns — these are niche/support picks, not DPS leaders.

How Bow status works: Poison/Paralysis/Sleep/Blast are STATUS buildup bars (never "raw/none," never an element). Bow builds status slowly and procs rarely, so for most players the honest play is to run the general Focus-5 damage set and treat the status as a free bonus. Element-crit skills (Critical Element, Charge Master, any [Element] Attack) are DEAD on status bows — there's no element to boost; only the matching [Status] Attack buildup skill + range skills help the bar.



Sinister Soulpiercer (base:)

BLAST

STYLE ✓

— Magnamalo · #1 blast (only real one) ·

Atk 1817

Blast 516

0% aff

Arrows: Rap1 · Rap2 · Pie3 · Pie4 —

top charge Pierce 4 (342 MV, medium–far, and half damage up close) — and charge 3 is already Pierce.

ARMOR — MOMOPKM BLAST SET (NO SMELT NEEDED)

head

Diablos Nero Helm

Partbreaker 2 · Resentment 1 · 1 ◆

chest

Lumu Phantasm Mail

Focus 2 · Sleep Resistance 1 · 1 ◆

arms

Sinister Gauntlets

Blast Attack 2 · 1 ◆

waist

Golden Obi

Focus 3

legs

Bazelgeuse Greaves

Valor 2 · Blast Attack 1 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5

Partbreaker 3

Valor 2

Resentment 1

Sleep Resistance 1

Blast Attack 3 → 5

Weapon skill — Partbreaker 1 (already counted above)

Raw Power 0 → 2

Style · POWER VOLLEY — Magnamalo riftborne (Oct 2025) → eligible; keeps Focus 5

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack for damage. This is a blast weapon: its 666 is status BUILDUP, not elemental damage, so an element node buys faster blast procs instead of a bigger hit — take element nodes only if you are building for the status · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — this build's net affinity is negative, so one costs about 1% and all three about 3%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (4 slots) ◆x2: Blast Attack (no targeted gem — random within the Crimson pool) 3 → 5 (+300 element)

◆x2: Raw Power 0 → 2 (+200 atk, ~10% aff) ♫ Raw Power has a targeted Driftgem so you can aim at it;

Attack Boost is colour-pool only and gives less per slot — so Raw Power leads and Attack Boost is filler.

Best blast bow, played as a topple/part-break utility hunt. Pierce top charge racks the blast bar and part damage from range; Partbreaker 3 speeds breaks. **Critical Element / Element Attack are DEAD** (no element). Blast Attack just speeds the next detonation, not per-hit damage. For pure DPS, run the general set and let blast ride free.



Datura String (base: Blooming Arch)

POISON

STYLE ✓

NICHE

— Pukei-Pukei (farmable) ·

Atk 1912

Poison 417

0% aff

Arrows: Rap1 · Rap2 ·

Rap3 · Spr4 — top charge Spread 4 (282 MV, very close, about one roll — scatters like a shotgun).

ARMOR — ETIMS STATUS SET

head

Rath Soul Helm

Focus 2 · 1 ◆

chest

Tzitzil Mail

Status Sneak Attack 1 · Artful Dodger 1 · 1 ◆

arms

Tzitzil Vambraces

Status Sneak Attack 2 · 1 ◆

waist

Golden Obi

Focus 3

legs

Somnacanth Greaves

Status Sneak Attack 2 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT

Focus 5

Sneak Attack 1

Status Sneak Attack 5

Artful Dodger 1

Attack Boost 0 → 3

Critical Range Boost 0 → 1

Weapon skill — Sneak Attack 1 (already counted above)

Status Sneak Attack

Sneak Attack

Buildup Boost

WEX

Style · POWER VOLLEY — Pukei riftborne (May 2026) → eligible; keeps Focus 5

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack for damage. This is a poison weapon: its 417 is status BUILDUP, not elemental damage, so an element node buys faster poison procs instead of a bigger hit — take element nodes only if you are building for the status · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — at +0% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 1% and all three about 4%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (4 slots) ◆x3: Attack Boost (filler — Attack Boost only unlocks Advanced Attack Boost (+150/+350) at Lv5, and no piece in this set grants it; Advanced Attack Boost is not smeltable, only Brute Tigrex "Rex Roar" armour has it) (no targeted gem — random within the Crimson/Azure pool) 0 → 3 (+150 atk) ◆x1: Critical Range Boost 0 → 1

Niche/support. Attack from BEHIND for Sneak Attack + Status Sneak Attack (guaranteed poison buildup at high levels). **Avoid Poison Attack Up** (a trap — more poison value adds no extra procs) and Critical Ferocity (0% aff). WEX/Critical Eye are fine here.

BIS (event-gated): Chameleos Demon's Guidance (2086 atk / poison 526, highest) — Elder Dragon Interception only, etims rates crafting it low. Most players: run the farmable Datura String, or take poison as a free bonus on the general set.



Summit's Grand Glow

PARALYSIS

STYLE ✓

LOW TIER

— Bishaten (farmable) · only strong para bow ·

Atk 1817

Para 516

0% aff

Arrows: Spr1 ·

Spr2 · Pie3 · Pie4 — top charge Pierce 4 (342 MV, medium–far, and half damage up close) — and charge 3 is already Pierce.

ARMOR — DEDICATED PARA (FARMABLE)

head

Bishaten Helm

Paralysis Exploit 2 · 1 ◆

chest

Nargacuga Mail

Critical Boost 2 · Lock On 1 · 1 ◆

arms

Nargacuga Vambraces

Buildup Boost 3 · 1 ◆

waist

Bishaten Coil

Paralysis Exploit 1 · Shared Sword 2 · 1 ◆

legs

Nargacuga Greaves

Buildup Boost 2 · Artful Dodger 1 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT

Shared Sword 4

Lock On 1

Critical Boost 2

Buildup Boost 5

Artful Dodger 1

Paralysis Exploit 3

Weakness Exploit 0 → 2

Status Sneak Attack 0 → 2

Critical Range Boost 0 → 1

Weapon skill — Shared Sword 2 (already counted above)

Paralysis Attack

WEX

Style · DODGEBOLT — this status set has no room for Focus, so Dodgebolt (auto-charges off dodges, Focus not needed) is the consistent style. To keep Focus 5, run the general set instead and switch to Power Volley.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack for damage. This is a paralysis weapon: its 516 is status BUILDUP, not elemental damage, so an element node buys faster paralysis procs instead of a bigger hit — take element nodes only if you are building for the status · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — at +0% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 0% and all three about 2%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots) ◆x2: Weakness Exploit 0 → 2 ◆x2: Status Sneak Attack 0 → 2 ◆x1: Critical Range Boost 0 → 1

Honest verdict: LOW tier. Bow builds status at ~0.8x SnS and its buildup skill adds far less than on melee — para Gunlance/Dual Blades/SnS are strictly better applicers. **Recommended for most players:** run the general Focus-5 bow and let the 516 para be a free co-op bonus, or bring a melee para weapon. Build the dedicated set only for safe ranged para-locking (F2P/base defense).



Nightmare String **SLEEP** **NO STYLE** **RUN AS RAW** — Nightshade Paolumu (subspecies) · only sleep bow · **Atk 2103** **Sleep 312** **0% aff** **Arrows:** Rap2 · Rap3 · Spr3 · Spr4 — top charge **Spread 4** (282 MV, very close, about one roll — scatters like a shotgun) — and charge 3 is already Spread. **Reaches arrow level 3 at charge 2**, one step early — a real gain, because charge time is the bottleneck.

ARMOR — RUN THE RAW DAMAGE SET

- head **Nargacuga Helm**
Fighting Spirit 1 · Focus 1 · 1◆
- chest **Lumu Phantasm Mail**
Focus 2 · Sleep Resistance 1 · 1◆
- arms **Regios Vambraces**
Attack Efficacy 1 · Attack Boost 2 · 1◆
- waist **Astalos Coil**
Advanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1 · 1◆
- legs **Jyura Greaves**
Focus 2 · Last Stand 1 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

- Focus 5** **Attack Boost 2→5** **Attack Efficacy 1** **Critical Element 1** **Critical Eye 1** **Fighting Spirit 1**
- Last Stand 1** **Sleep Resistance 1** **Advanced Thunder Attack 1** **INERT: needs Thunder Attack Lv5**
- Critical Range Boost 0→1** **Weakness Exploit 0→1**

Weapon skill — **Sneak Attack 1** (off-thesis, not in the list above)

- Weakness Exploit** **Critical Eye** **Attack Boost**

Style · CAN'T BE STYLED — Nightshade Paolumu is a **subspecies** → not style-eligible. Run the fixed default combo with Focus for charge speed.

Smelt (5 slots) **◆x3: Attack Boost** (filler — Attack Boost only unlocks **Advanced Attack Boost** (+150/+350) at Lv5, and no piece in this set grants it; Advanced Attack Boost is not smelttable, only Brute Tigrex "Rex Roar" armour has it) (no targeted gem — random within the Crimson/Azure pool) 2→5 (+200 atk) **◆x1: Critical Range Boost** 0→1 **◆x1: Weakness Exploit** 0→1

No dedicated sleep-bow build exists — and sleep is anti-synergistic with Bow: your own rapid/spread multi-hit fire re-wakes the monster before you can land one big wake-up hit. **Don't slot Sleep Attack / Rude Awakener / Critical Element** (those belong on Greatsword/Hammer). Run it as a RAW bow; use a sleep proc as a free team-burst/heal window, then resume DPS.

Charge & critical distance — hold to charge through 4 stages (higher = higher motion value); a Perfect Dodge advances charge +2. Fire from each arrow type's **optimal distance** (orange reticle) for full damage — outside it, damage craters. **Arrow types are FIXED per weapon** across its charge stages (no coatings in MHN): **Rapid** (concentrated single-target, favors crit/WEX) · **Pierce** (multi-hit down the body, favors flat element + racks status) · **Spread** (close-range burst). SP skill = **Dragon Piercer** (invincible windup, severing shot — cuts tails).

Bow skill priority: Focus Lv5 is mandatory (charge-time cut = damage uptime) on every Power Volley / Normal build — it's the single highest-priority skill. Then: for **element bows** → flat [Element] Attack + Advanced [Element] Attack (HP-independent) + Critical Element + WEX/Critical Eye (positive crit); for **raw bows** → WEX + Critical Eye + Fighting Spirit + Critical Range Boost; for the **−30% CF bows** (Glavenus, Deviljho) → Critical Ferocity Lv5 + Raw Power, and NEVER positive-crit skills. Range skills (Critical Range Boost, Ballistics) are real damage because of critical distance.

Skill (per level)	1	2	3	4	5
Focus (−charge time)	5%	10%	15%	20%	30%
Critical Range Boost	+10%	+15%	+25%	+30%	+40%
[Element] Attack (flat)	+50	+100	+200	+350	+500
Advanced [Elem] Attack (flat)	+200	+400	—	—	—
Critical Element (crit elem dmg)	30%	40%	50%	60%	80%
Weakness Exploit (weak-pt aff)	20%	25%	30%	40%	50%
Critical Ferocity (aff / neg-crit)	−10/150%	−15/175%	−20/200%	−25/225%	−30/250%
Blast/Para/Sleep Attack (buildup)	+50	+75	+100	+125	+150

Styles: Power Volley (★★★, meta) & **Normal** (★★☆) both REQUIRE Focus → keep Focus 5. **Dodgebolt** (★☆☆) makes Focus unnecessary (auto-charge off dodges) → the only style you drop Focus for. **Riftborne-only**: Diablos, Banbaro, Glavenus, Jyuratodus, Zinogre, Deviljho, Magnamalo, Bishaten, Pukei, Legiana can style; **Black Diablos**, **Seregios**, **Nightshade Paolumu cannot** (subspecies/no riftborne form). Velkhana, Namielle, Nergigante and Chameleos bows all have **no customizationSpec** in the official data — they can never be styled (settled, not unconfirmed).

Driftsmelt: armor-only; 1–2 slots/piece (1st unlocks G5 or G8, 2nd always G8 — most pieces cap at 1 slot, so ~3 slots at G5–G7 and 5 at G8+); each smelt **rolls a whole level for that slot** (one Lv5 smelt = Lv5; a 2-slot piece can hold up to ~4 levels); the assigned skill is random (re-roll to target one). **NOT smeltable** (gear only): Critical Element, all Advanced-[Element] Attack, Critical Ferocity, weapon SP. (*Focus and Charge Master DO have targeted Driftgems.*) **Smeltable**: Weakness Exploit, Critical Eye, Fighting Spirit, Burst, Raw Power, Critical Range Boost (pure-stone), [Status] Attack. **Why no Vital [Element]**: scales off CURRENT HP (2×/4×/8×) and craters under chip damage — we use flat [Element] Attack + Advanced [Element] Attack instead, which never degrades.

Confidence note — two tiers of data. Weapon names, armour piece names, skills, skill effect values, driftsmelt legality and all G10–Lv5 stats are read from the **official Monster Hunter Now client database** (monsterhunternow.com/en/weapons, /armor, /skills) and are machine-checked against it. **Move names and style names are NOT in that database** — the site publishes no styles or moves endpoint (verified: /styles, /moves, /weapon-styles all return 404). Names like True Charged Slash, Sacred Sheathe Combo, Stepping Shot or Amped Element Discharge come from in-game text, Helpshift articles and community guides, so treat them as **community-sourced**, not DB-verified.



Heaven's Manna (Mizutsune)

WATER

NEW 2026-08-17 · NOW STYLEABLE

— Mizutsune · Atk 1363Water 1436+20% aff

ARMOR — FARMABLE WATER SET (WATER 5 WAKES ADVANCED WATER)

head

Almudron Helm

Advanced Water Attack 1 · Water Attack 1 · Sneak Attack 1 · 1◆

chest

Almudron Mail

Advanced Water Attack 1 · Water Attack 2 · 1◆

arms

Jyura Vambraces

Water Attack 2 · 1◆

waist

Death Garon Coil

Critical Boost 2 · Evasive Concentration 1 · 1◆

legs

Quematrice Greaves

Attack Boost 3 · 1◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Water Attack 5

Advanced Water Attack 2

Attack Boost 3

Critical Boost 2

Sneak Attack 1

Evasive Concentration 1

Weakness Exploit 0→5

Weapon skill — Artful Dodger 1 (off-thesis, not in the list above)

Style · NOT YET — Riftborne Mizutsune is live: the official monsters data lists driftParts and a drift tracking cost for it. But the weapons data publishes no customizationSpec at all for any of Mizutsune's 14 weapons, so there is no +300 style track to take yet (re-checked 2026-08-19). Being riftborne is necessary but not sufficient — 10 of the 32 riftborne monsters have zero customizable weapons, because the game enables weapon customization per monster, base forms before subspecies. Re-check before spending driftstones.

Style nodes — Lv10 affinity · Lv15 affinity · Lv20 affinity — all 3 into affinity: it is the biggest single node on this build — element only overtakes it against a monster that takes clearly more than 1.0x of this element, and attack only against one that resists it. An affinity node is exactly tied with this here (positive affinity), so either is fine. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots) ◆×5: Weakness Exploit 0→5 🏹. Water Attack is already Lv5 from the armour, which keeps Advanced Water Attack 2 (+400 atk) active — so the slots go to aimable crit instead.

#1 water on a styled-vs-styled comparison. Highest innate water value in the game at 1436 with +20% native affinity, and as of 2026-08-17 it gets the same style track as every other pick here — roughly 3215 combined raw+element against ~2980 for the previous water pick on this sheet (~3037 for the capped elder-dragon options). Same 1363/1436/+20% statline in all 14 weapon types. Caveat: the official client weapon database still reports customizable:false for Mizutsune as of 2026-08-17, so this rests on the event notice — re-check the in-game style screen before committing driftstones.

Data 2026-07-31 (official monsterhunternow.com EN skills+styles, etims.info/bow, gamewith.jp + weapon-hub DB, altema.jp, momopkm.com, wikiwiki.jp/naenako riftborne list). Stats G10–Lv5 MAX (not the x1.198-lower list-page figures). Bow uses NO coatings — arrow type fixed per weapon by charge stage; organized by element/status. Signature mechanic = charge + critical distance (positive-affinity), NOT negative-affinity — Critical Ferocity is a niche engine only on the −30% Glavenus/Deviljho bows. Status procs ~1–2×/hunt (diminishing returns), so status bows are niche/support. Style eligibility taken from the official per-weapon customizationSpec field (customizable / styleSelectable); Velkhana, Namielle, Nergigante and Chameleos bows are confirmed ineligible. EN names marked "unconfirmed" (Villainous Brace, Just-Charge Release, Just-Evade Boost) are transliterations pending official localization. Weapon sprites © Capcom (official MHN), sourced by verified weapon-ID from the gamewith DB and visually verified.