

Monster Hunter Now — Charge Blade Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026): **Final-form (G10-Lv5) names & art · official skill names · G10-Lv5 stats**Verified: EN names, armor sums, driftsmelt, style eligibility, Morph-Attack-Boost math, HP-independence, build reality · Each section starts a new page.

Charge Blade basics (read first): a **transforming** weapon with two modes. **Sword mode** = fast, mobile; landing hits **charges phials** (the little bottles). **Axe mode** = spends phials on **Amped Element Discharges**. You bounce between them with the **Morph Slash** — and morph slashes ARE the damage engine (see below). **Phial** is **FIXED per weapon: Impact phial** (— KO/raw, used by raw & status CBs) vs **Power Element phial** (— boosts element, used by elemental CBs). **SP = Super Amped Element Discharge** (the showcase nuke, free phial cost). Chips: morph/uptime crit element status

neg-crit utility dead . Names official (monsterhunternow.com), 2026-07-28.

The signature engine — Morph Attack Boost: a **POSITIVE-affinity** skill that fires on **morph-slash hits only**. Lv3 = **+80% affinity / +80% damage** on every morph hit. So the standard CB playstyle is **spam morph slashes**: it drives morph hits to near-100% crit (even on 0%-affinity weapons; it neutralizes negative affinity on those hits too), so **Critical Boost + Weakness Exploit + Critical Eye all pay off**. It is **HP-independent**. **Morph Attack Boost ≠ Morph Boost**: Morph Boost (sometimes mis-glossed "Change Boost") is a separate skill = +% ALL damage for a window AFTER any morph. Most builds want both.

The OTHER engine — Critical Ferocity, a negative-affinity path: some raw/fire CBs carry innate Critical Ferocity and want you to drive affinity **toward −100%**. The MHN neg-crit math: a negative crit averages $E = 0.30 \cdot M + 0.70 \cdot 0.75$, so **CF Lv1 = 0.975x** (a loss) and **CF Lv5 = 1.275x** — it only beats a normal +crit (1.25x) at **Lv5**. So CF is worth it **ONLY** at Lv5 with affinity pushed as negative as possible, on **Axe Boost** (hit-count spam). This is a **separate, mutually-exclusive build** from the Morph-Attack-Boost crit path — **never mix them** (positive-affinity skills and Critical Boost are dead on a CF build; CF is dead on a crit build). Only Rex Arms (#3 raw) and the fire alt use it.

Styles (Grade 8+, riftborne monsters only): Normal (un-styled default — longest boosted-state duration) · **Sword Boost** (— the **ELEMENTAL** style: fight in sword mode, the Axe-Hopper auto-follow-up upgrades to the Midair Super Amped Element Discharge; drops the dead-time skill) · **Axe Boost** (— 5-9 EXTRA hits/axe attack; best for STATUS uptime and the CF hit-spam engine). CB's single dead-time skill is **Quick Work** (sheathe/morph speed): **Sword Boost drops it**. **Axe Boost keeps it**. **Only weapons from a riftborne (★8) monster can be styled**. Subspecies/rare-species (Gold Rathian, Black Diablos) CANNOT, ever. Some standard monsters (Seregios, Tigrex) also aren't styleable yet — no riftborne form as of S10 P2.

1 · General raw / impact phial works on everything — your default. Top 3 raw picks (etims / alterna). Two engines: crit path (#1/#2) vs Critical-Ferocity path (#3).

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.

Morph Attack Boost — why only some bands take it. It cannot be smelted at any level, so armour is its only source: Goss Harag Helm (head, 1), Goss Harag Coil (waist, 2). Its cap is 3, not 5, and exactly two pieces in the game carry it - so lv3 is head + waist and there is no third source. Only two pieces in the entire game grant it, and together they give exactly its cap of 3. A band showing Lv1 is wearing the helm without the coil; a band showing none has spent both slots elsewhere. Neither is a missing prerequisite — there is no deeper level to reach. *Source: official_armor_clean.json piece enumeration; skill_maxlevel.json cap.*



Diablos Tyrannis (base: Diablos Wall)

#1 ALL-PURPOSE STYLE — Diablos · Atk 2371 0% aff most versatile raw pick (2575 at style-Lv20) ·

Impact phialinnate Heroics

ARMOR — MORPH ATTACK BOOST SET

head

Goss Harag Helm

Morph Attack Boost 1 · Morph Boost 1 · 1

chest

Death Garon Mail

Latent Power 1 · Critical Element 1 · 1

arms

Volvidon Vambraces

Morph Boost 2 · 1

waist

Goss Harag Coil

Advanced Ice Attack 1 · Morph Attack Boost 2 · 1

legs

Goss Harag Greaves

Morph Boost 2 · Lock On 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Morph Boost 5 Morph Attack Boost 3 Latent Power 1 Lock On 1 Critical Element 1

Advanced Ice Attack 1 INERT, needs Ice Attack Lv5 Critical Boost 0 → 5

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

Heroics 1 (→20% HP)

Style · SWORD BOOST — Diablos IS riftborne (styleable); Sword Boost auto-fires the Super Amped Discharge & drops Quick Work

Style nodes — **Lv10** affinity · **Lv15** affinity · **Lv20** affinity — all 3 into **affinity**: it is the biggest single node on this build. An affinity node is close behind here (positive affinity), within 0.6% — either is defensible. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) 5x Critical Boost (→Lv5) · or 4x + 1x Weakness Exploit

The all-purpose default and this armor is the flagship CB set (shared with Switch Axe). Beginner-friendly — strong even without smelting. Critical Boost is the #1 smelt because Morph Attack Boost makes morph crits guaranteed. Innate Heroics only fires at ≤29% HP — a dead ride-along, not part of your damage.



Aslat Charger+ (base: Aslat Charger)

#2 · BEST +AFF NO STYLE — Seregios · Atk 2335 +30% aff strongest crit-path raw · **Impact phial**

ARMOR — MORPH ATTACK BOOST SET

head

Goss Harag Helm

Morph Attack Boost 1 · Morph Boost 1 · 1

chest

Death Garon Mail

Latent Power 1 · Critical Element 1 · 1

arms

Volvidon Vambraces

Morph Boost 2 · 1

waist

Goss Harag Coil

Advanced Ice Attack 1 · Morph Attack Boost 2 · 1

legs

Goss Harag Greaves

Morph Boost 2 · Lock On 1 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Morph Boost 5 Morph Attack Boost 3 Latent Power 1 Lock On 1 Critical Element 1

Advanced Ice Attack 1 INERT, needs Ice Attack Lv5 Critical Boost 0 → 4 Weakness Exploit 0 → 1

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

Style · CAN'T BE STYLED — Seregios has no riftborne form yet (as of S10 P2), so it can NOT be styled. Play the default kit (morph-slash spam).

Smelt (5 slots) 4x Critical Boost 1x Weakness Exploit

The +30% native affinity is why it out-DPSes Diablos Tyrannis once you stack affinity — Weakness Exploit + Critical Boost pay off harder here. Same MAB engine, slightly lower raw. **Can't be styled** (no riftborne Seregios yet), so it loses Sword Boost's auto Super-Amped-Discharge vs Diablos Tyrannis — take it for the crit ceiling if you can farm Seregios, else #1 stays the default.



Rex Arms

#3 · CRITICAL-FEROCITY PATH NO STYLE — Tigrex · Atk 2633 −40% aff highest usable raw · **Impact phial**innate Critical Ferocity 1

ARMOR — CF / AXE-BOOST SET

head

Tigrex Helm

Critical Ferocity 1 · Concentration 1 · 1

chest

Tigrex Mail

Heroics 2 · Guts 1 · 1

arms

Bazelgeuse Vambraces

Critical Ferocity 2 · 1

waist

Tigrex Coil

Critical Ferocity 2 · 1

legs

Tigrex Greaves

Lock On 1 · Partbreaker 2 · 1

SKILLS — NOW → AFTER DRIFTSMELT

Concentration 1 Lock On 1 Critical Ferocity 5 Heroics 2 Partbreaker 2 Guts 1 Raw Power 0 → 5

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

Style · CAN'T BE STYLED — Tigrex has no riftborne form yet (only a subspecies shipped), so it can NOT be styled. You get the default kit, NOT Axe Boost's extra hits.

Smelt (5 slots) 5x Raw Power (→Lv5; adds atk AND −aff, pure CF synergy) · **never Critical Boost here**

Advanced, separate engine. Drive affinity as negative as possible (Raw Power) — at CF Lv5 each neg-crit averages 1.275x vs 1.25x for a positive crit, so more negative = more damage. **Never** slot Weakness Exploit / Critical Eye / Critical Boost here. **Caveat: Tigrex can't be styled**, so you miss Axe Boost's 5-9 extra hits/attack — it still works off the highest raw (2633) + CF Lv5, but the ceiling is lower than a styleable CF weapon. A min-max/novelty pick; most players run #1.



Thanatos Force HONORABLE · HIGHEST RAW

BUILD: EITHER ENGINE — SAME SET AS REX ARMS

- head Tigrex Helm
Critical Ferocity 1 · Concentration 1 · 1 ♦
- chest Tigrex Mail
Heroics 2 · Guts 1 · 1 ♦
- arms Bazelgeuse Vambraces
Critical Ferocity 2 · 1 ♦
- waist Tigrex Coil
Critical Ferocity 2 · 1 ♦
- legs Tigrex Greaves
Lock On 1 · Partbreaker 2 · 1 ♦

Driftsmelt: 5 slots at G8+

NO STYLE — Black Diablos · Atk 2658 -30% aff Impact phialinnate Slugger

SKILLS — NOW → AFTER DRIFTSMELT

- Concentration 1
- Lock On 1
- Critical Ferocity 5
- Heroics 2
- Partbreaker 3
- Guts 1

Weapon skill — Partbreaker 1 (already counted above)

N/A — see band above

Style · CAN'T BE STYLED — not style-eligible.

Smelt N/A — run the set above.
Biggest raw number of any CB (2658) + innate Slugger (extra KO), but -30% native affinity and — as a subspecies — it can NOT be styled, so no Sword/Axe Boost. Play it as a pure slugger, or feed it into the Critical-Ferocity path (its -30% is a head start). For most hunts Diablos Tyrannis' clean 0% affinity + styling wins; take Thanatos only if you want max raw/KO and don't need a style.



Scorching Demander+

FIRE STYLE ✓ — Glavenus · Atk 1579 Fire 1568 −30% aff #1 Fire · **Power Element** phialinnate Critical Ferocity 1

ARMOR — SWORD-BOOST ELEMENT SET
head **Goss Harag Helm**
Morph Attack Boost 1 · Morph Boost 1 · 1 ◆
chest **Stygian Mail**
Advanced Dragon Attack 1 · Elemental Release 2 · 1 ◆
arms **Rimeguard Vambraces**
Velkhana Aegis 1 · Lock On 1 · Meditation 1 · 1 ◆
waist **Goss Harag Coil**
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1 ◆
legs **Stygian Greaves**
Elemental Release 3 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT
Elemental Release 5 Morph Attack Boost 3 Lock On 1 Morph Boost 1 Meditation 1 Velkhana Aegis 1
Advanced Dragon Attack 1 INERT: needs Dragon Attack Lv5 Advanced Ice Attack 1 INERT: needs Ice Attack Lv5
Fighting Spirit 0 → 5
Weapon skill — **Critical Ferocity 1** (off-thesis, not in the list above)
Style · SWORD BOOST — Glavenus/Glavenus IS riftborne; Sword Boost drops Quick Work (correctly absent)
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's net affinity is negative, so one costs about 0% and all three about 1%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*
Smelt (5 slots) ◆x5: Fighting Spirit (→Lv5, SP-gauge buff, HP-indep) · or 3 Fire Attack + 2 Fighting Spirit
#1 Fire. −30% aff + innate Critical Ferocity is a quirk — but the recommended **element/Sword-Boost** path ignores crit and rides the 1568 fire + Elemental Release (+100% fire 20s after SP). **Fire has NO "Advanced Fire Attack"** — flat Fire Attack is the floor. *Alt: an Axe-Boost Critical-Ferocity Lv5 build exists (lean into the −aff) — a separate engine, don't mix.*



Jyura Depth (base: Mudslide Blade)

WATER STYLE ✓ — Jyuratodus · Atk 1549 Water 1131 0% aff #1 Water · **Power Element** phialinnate Last Stand (◇defense)

ARMOR — WATER ELEMENT SET
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 **Arzueros Coil**
Morph Boost 2 · 1 ◆
legs **Goss Harag Greaves**
Morph Boost 2 · Lock On 1 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT
Morph Boost 4 → 5 Lock On 1 Sneak Attack 1 Water Attack 5 Advanced Water Attack 2
Fighting Spirit 0 → 4
Weapon skill — **Last Stand 1** (off-thesis, not in the list above)
Style · SWORD BOOST — Jyuratodus IS riftborne; Sword Boost drops Quick Work
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 +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 1%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*
Smelt (5 slots) ◆x1: Morph Boost (→Lv5) ◆x4: Fighting Spirit (SP-gauge, HP-indep)
#1 Water, fully HP-independent. Water Attack Lv5 unlocks **Advanced Water Attack Lv2** (flat +400 water, no HP condition) — the reliable ceiling. Innate Last Stand only gives +defense at ≤29% HP — ignore it, this build wants full HP for consistency. 0% aff = steady damage, no crit RNG.



Despot's Thundergale (base: Usurper's Lightning)

THUNDER STYLE ✓ — Zinogre · Atk 1463 Thunder 1420 0% aff #1 Thunder · **Power**

Element phialinnate Artful Dodger
ARMOR — SWORD-BOOST ELEMENT SET
head **Goss Harag Helm**
Morph Attack Boost 1 · Morph Boost 1 · 1 ◆
chest **Stygian Mail**
Advanced Dragon Attack 1 · Elemental Release 2 · 1 ◆
arms **Rimeguard Vambraces**
Velkhana Aegis 1 · Lock On 1 · Meditation 1 · 1 ◆
waist **Goss Harag Coil**
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1 ◆
legs **Stygian Greaves**
Elemental Release 3 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT
Elemental Release 5 Morph Attack Boost 3 Lock On 1 Morph Boost 1 Artful Dodger 1 Meditation 1
Velkhana Aegis 1 Advanced Dragon Attack 1 INERT: needs Dragon Attack Lv5
Advanced Ice Attack 1 INERT: needs Ice Attack Lv5 Thunder Attack 0 → 3 Fighting Spirit 0 → 2
Weapon skill — **Artful Dodger 1** (already counted above)
Style · SWORD BOOST — Zinogre IS riftborne; Sword Boost drops Quick Work
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 +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 2%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*
Smelt (5 slots) ◆x3: Thunder Attack 0→3 (+200 element) ◆x2: Fighting Spirit 0→2
#1 Thunder, HP-independent. Same etims Sword-Boost set as Fire — Morph Attack Boost + Elemental Release carry it, with flat Thunder Attack → Advanced Thunder Attack (+200/+400, no HP condition) as the smelt-able element floor. **AVOID the altma Kirin/Janaal set** — it rides **Vital Thunder** (◇2x/4x/8x current HP), which craters under chip damage. Morph Attack Boost's +80% morph affinity supplies the crits on a 0%-aff weapon.



Gigafrost (base: Everfrost Blade)

ICE STYLE ✓ — Legiana · Atk 1463 Ice 1420 0% aff #1 Ice by a margin · **Power Element** phialinnate Divine Blessing

ARMOR — ICE ELEMENT SET
head **Tigrex Helm**
Critical Ferocity 1 · Concentration 1 · 1 ◆
chest **Goss Harag Mail**
Advanced Ice Attack 1 · Ice Attack 2 · 1 ◆
arms **Nergigante Vambraces**
Nergigante Avidity 1 · Offensive Guard 1 · Guard 1 · 1 ◆
waist **Goss Harag Coil**
Advanced Ice Attack 1 · Morph Attack Boost 2 · 1 ◆
legs **Golm Greaves**
Reckless 1 · Lock On 1 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT
Advanced Ice Attack 2 Ice Attack 2 → 5 Morph Attack Boost 2 Concentration 1 Lock On 1
Critical Ferocity 1 Divine Blessing 2 Guard 1 Nergigante Avidity 1 Offensive Guard 1 Reckless 1
Fighting Spirit 0 → 2
Weapon skill — **Divine Blessing 2** (already counted above)
Style · SWORD BOOST — Legiana IS riftborne; Sword Boost drops Quick Work
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 2% and all three about 2%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*
Smelt (5 slots) ◆x3: Ice Attack (Lv2→Lv5) ◆x2: Fighting Spirit the 3 Ice Attack smelts UNLOCK Advanced Ice Attack Lv2
Best ice CB. The huge 1420 ice through the Power Element phial carries it. **Smelting Ice Attack to Lv5 activates the dormant innate Advanced Ice Attack Lv2** (flat +400 ice, HP-independent). Fighting Spirit is SP-gauge-gated (NOT the HP-gated "Latent Power" — different skill). Fully HP-independent.



Oppressor's Charge Blade (base: Tyrant's Charge Blade) **DRAGON** **STYLE** ✓ — Deviljho · Atk **1579** Dragon **1568** **-30% aff** #1 Dragon ·

Power Element phialinnate Latent Power

ARMOR — GAMEWITH "PATTERN 1"

- head **Goss Harag Helm**
Morph Attack Boost 1 · Morph Boost 1 · 1 ◆
- chest **Rath Heart Mail**
Dragon Attack 1 · Focus 1 · 1 ◆
- arms **Volvidon Vambraces**
Morph Boost 2 · 1 ◆
- waist **Vangis Coil**
Dragon Attack 2 · Tremor Resistance 1 · 1 ◆
- legs **Goss Harag Greaves**
Morph Boost 2 · Lock On 1 · 1 ◆

SKILLS — NOW → **AFTER DRIFTSMELT**

- Morph Boost 5** **Focus 1** **Lock On 1** **Morph Attack Boost 1** **Tremor Resistance 1** **Dragon Attack 0**
- Fighting Spirit 0 → 5**

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

Style · SWORD BOOST — Deviljho IS riftborne; Sword Boost drops Quick Work

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's net affinity is negative, so one costs about 0% and all three about 1%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) **◆x5: Fighting Spirit** (SP-gauge, HP-indep) · or 3 Fighting Spirit + 2 Morph Boost

#1 Dragon, highest dragon element. The -30% aff is fine — you're not building for crit, the 1568 dragon + Morph Boost Lv5 carry it. **AVOID** altema's **Vital-Dragon + Heroics set (HP-gated)**. *Niche: no monster is weak SOLELY to dragon — a specialist slot for elder dragons/Deviljho, not a daily driver.* If you have slots, Advanced Dragon Attack (flat, HP-indep) is the ideal add-on.

3 • Status

works on all monsters

Impact phial + innate status attribute, Axe Boost. Paralysis & Blast have dedicated builds; Poison & Sleep are niche utility picks.

How CB status works: status is carried by the weapon's innate attribute (not the impact phial), and CB's status-buildup multiplier is 1.6x (mid-tier) — respectable, so status actually applies. **Axe Boost** (5-9 extra hits/attack) is the style for all of these: more hits = more buildup. **Paralysis** (co-op lockdown) and **Blast** (flat proc damage) get real dedicated builds. **Poison & Sleep** have dedicated sets on the specialist guides but are niche/early-game utility — for top CB DPS run a raw or element build instead.



Girros Nadja (base: Girros Strongarm)

PARALYSIS

STYLE ✓

— Great Girros ·

Atk 1912

0% aff

Para 417

#1 paralysis · **Impact phial**innate Sneak

Attack

ARMOR — DEDICATED PARALYSIS (MOMOPKM)

head

Bishaten Helm

Paralysis Exploit 2 · 1◆

chest

Volvidon Mail

Paralysis Attack 2 · 1◆

arms

Viper Kadachi Braces

Advanced Burst 1 · Paralysis Exploit 1 · Paralysis Attack 1 · 1◆

waist

Bishaten Coil

Paralysis Exploit 1 · Shared Sword 2 · 1◆

legs

Goss Harag Greaves

Morph Boost 2 · Lock On 1 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

Morph Boost 2

Shared Sword 2

Advanced Burst 1

INERT: needs Burst Lv5

Lock On 1

Paralysis-Exploit-4

Paralysis-Attack-0

Status Sneak Attack 0 → 5

Weapon skill — Sneak Attack 1

(off-thesis, not in the list above)

Style • AXE BOOST

— Great Girros IS riftborne; Axe Boost's extra hits stack paralysis fastest

Style nodes

— Lv10 attack · Lv15 attack · Lv20 attack

— all 3 into **attack** for damage. This is a paralysis weapon: its 517 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 1% and all three about 4%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots)

◆x5: Status Sneak Attack

0→5

Real dedicated build

(momopkm + etims). Paralysis Exploit Lv4 = +130% dmg to a paralyzed monster — the burst window. Attack from behind to fuel Sneak Attack. **Honest framing:** paralysis CBs are a co-op/crowd-control niche (gamewith rates them early-game tier); procs ~1-2x/hunt. **Solo, a raw CB out-DPSes this** — bring it for group lockdown.



Sinister Shade Axe

BLAST

STYLE ✓

— Magnamalo ·

Atk 1817

Blast 516

0% aff

ARMOR — DEDICATED BLAST (MOMOPKM)

head

Volvidon Helm

Morph Boost 1 · Power Prolonger 1 · 1◆

chest

Bazelgeuse Mail

Valor 3 · 1◆

arms

Sinister Gauntlets

Blast Attack 2 · 1◆

waist

Arzueros Coil

Morph Boost 2 · 1◆

legs

Bazelgeuse Greaves

Valor 2 · Blast Attack 1 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

Morph Boost 3

Valor 5

Power Prolonger 1

Blast-Attack-0

Weakness Exploit 0 → 3

Critical Eye 0 → 2

Weapon skill — Partbreaker 1

(off-thesis, not in the list above)

Style • AXE BOOST

— Magnamalo IS riftborne; Axe Boost's extra hits fill the blast bar fastest

Style nodes

— Lv10 attack · Lv15 attack · Lv20 attack

— all 3 into **attack** for damage. This is a blast weapon: its 616 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** — 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 (5 slots)

◆x3: Weakness Exploit

◆x2: Critical Eye

(0% aff → these turn on crit damage)

Real dedicated build

(momopkm + etims #1 blast). **Valor Lv5** = +1000 atk & full SP on the monster's first roar (once/hunt) — **HP-independent** (roar-triggered, NOT Heroics). Blast procs are flat damage on top of a Valor + Morph Boost raw frame. A raw-with-blast build, not a status-lock — all HP-independent.



Luna Eostre

POISON

NO STYLE

— Gold Rathian (rare species) ·

Atk 2007

+30% aff

Poison 416

#1 poison · **Impact phial**innate Poison Exploit

ARMOR — POISON SPECIALIST (DOKUBUKI)

head

Mizuha Cap

Chameleos Venomist 1 · Poison Exploit 1 · Status Sneak

chest

Mizuha Guards

Chameleos Venomist 1 · Focus 2 · 1◆

arms

Nargacuga Vambraces

Buildup Boost 3 · 1◆

waist

Mizuha Sash

Chameleos Venomist 1 · Poison Exploit 2 · 1◆

legs

Nargacuga Greaves

Buildup Boost 2 · Artful Dodger 1 · 1◆

SKILLS — NOW → AFTER DRIFTSMELT

Poison Exploit 5

Focus 2

Buildup Boost 5

Status Sneak Attack 1 → 2

Chameleos Venomist 3

Artful Dodger 1

Critical Boost 0 → 3

Weakness Exploit 0 → 1

Weapon skill — Poison Exploit 2

(already counted above)

Style • CAN'T BE STYLED

— Gold Rathian is a rare species, so it can NOT be styled. Play the default kit with axe-mode combos (high hit count) to stack the poison bar.

Smelt (5 slots)

◆x3: Critical Boost

0→3

◆x1: Weakness Exploit

0→1

◆x1: Status Sneak Attack

1→2

Honest framing:

the mainstream CB guides don't build for poison — this set comes from the poison-weapon specialist pages. It's a **versatility/utility pick** (poison does %-HP damage vs any monster), NOT top CB DPS. Poison Exploit Lv4 = +80% dmg to a poisoned target. The +30% affinity is why Critical Boost is a good smelt here.



Dear Lutemia (base: Dear Lutemis)

POISON

OPTION B • FARMABLE

— Rathian (farmable) ·

Atk 1817

Poison 516

0% aff

zero gated pieces

ARMOR — FULLY FARMABLE SET

head

Goss Harag Helm

Morph Attack Boost 1 · Morph Boost 1 · 1◆

chest

Rathian Mail

Poison Attack 2 · 1◆

arms

Nargacuga Vambraces

Buildup Boost 3 · 1◆

waist

Goss Harag Coil

Advanced Ice Attack 1 · Morph Attack Boost 2 · 1◆

legs

Viper Kadachi Greaves

Advanced Burst 1 · Poison Exploit 2 · 1◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Poison Attack 2

Poison Exploit 2

Morph Attack Boost 3

Advanced Burst 1

INERT: needs Burst Lv5

Morph Boost 1

Buildup Boost 3

Health Boost 2

Advanced Ice Attack 1

INERT: needs Ice Attack Lv5

Weapon skill — Health Boost 2

(already counted above)

Style • AXE BOOST

— Rathian is riftborne and style-selectable; Gold Rathian is a rare species and **can never be styled**.

Smelt (5 slots)

one whole level per slot — roll the element/status skill this build leans on

Why this is the Option B:

Genuinely worse on the poison window — Poison Exploit Lv5 → Lv2 (~27.5% in that window) — plus ~190 raw and all +30% affinity. You gain +100 poison and a fully farmable build. **Every piece is farmable** — the gated set needed Luna Eostre. THREE Chameleos pieces (head/chest/waist) are Elder-gated and replaced. Verified sums: Morph Attack Boost 3 (cap), Buildup Boost 3, Poison Attack 2, Poison Exploit 2. Advanced Ice Attack 1 is a dead ride-along you accept to get Morph Attack Boost Lv2 off the waist. Poison Exploit exists on only 5 of 345 pieces — 4 are gated, so Viper Kadachi Greaves is the only farmable source. *My pick from verified client data.*



Illusory Frilled Wail

SLEEP

ONLY SLEEP CB

STYLE ✓

— Somnacanth ·

Atk 1878

−15% aff

Sleep 516

Impact phialinnate Evade Extender

ARMOR — SLEEP SPECIALIST (MOMOPKM)

head Lumu Phantasm Hood

Rude Awakener 2 · 1 ◆

chest Barroth Mail

Offensive Guard 2 · 1 ◆

arms Lumu Phantasm Arms

Sleep Attack 2 · 1 ◆

waist Baan Coil

Sleep Attack 2 · 1 ◆

legs Lumu Phantasm Greaves

Rude Awakener 1 · Status Sneak Attack 1 · 1 ◆

SKILLS — NOW → AFTER DRIFTSMELT

Sleep Attack 4 → 5

Rude Awakener 3

Offensive Guard 2

Status Sneak Attack 1

Weapon skill — Evade Extender 1 (off-thesis, not in the list above)

Raw Power 0 → 4

Style · AXE BOOST — Somnacanth IS riftborne; Axe Boost fills the sleep bar fastest

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into **attack** for damage. This is a sleep weapon: its 666 is status BUILDUP, not elemental damage, so an element node buys faster sleep 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 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) ◆x1: Sleep Attack (no targeted gem — random within the Cyan pool) 4→5 (+150 element)

◆x4: Raw Power 0→4 (+400 atk, −20% 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.

Only sleep CB in the game. Sleep Attack Lv5 + Rude Awakener Lv3 (boosts the wake-up hit). **Honest framing:** niche/early-game utility — CB isn't the ideal sleep vehicle (Hammer/GS land far bigger single wake-up hits). ~1-2 sleeps/hunt (sleep resist ×3 per proc). Shines as group lockdown; for raw DPS use a raw CB and treat sleep as out of scope.

Final-form (G10-Lv5) name key — MHN renames & re-models at grade 6+. Weapons that RENAME (art from gamewith, not the /weapons base page): Diablos Wall → **Diablos Tyrannis**Aslat Charger → **Aslat Charger**+Mudslide Blade → **Jyura Depth**Usurper's Lightning → **Despot's Thundergale**Everfrost Blade → **Gigafrost**Tyrant's Charge Blade → **Oppressor's Charge Blade**Girros Strongarm → **Girros** **Nadja**Bellowing Blow → **Illusory Frilled Wail**; Sinister Slasher → **Sinister Shade Axe** (Magnamalo CB). KEEP their name: Rex Arms, Thanatos Force, Luna Eostre (no rename). *Some final-form EN strings (Gigafrost, Despot's Thundergale, Oppressor's Charge Blade, Illusory Frilled Wail, Jyura Depth) are best-known/JP-derived — the MHN client label is unconfirmed; the sprite & stats are correct.*

The default CB engine is Morph Attack Boost — the same skeleton for raw & most element builds: Morph Attack Boost Lv3 (+80% aff/+80% dmg on morph slashes) + Morph Boost Lv5 (+% atk after morphing) from the Goss Harag x3 + Ebony Odogaron + Volvidon set, then smelt **Critical Boost x5** (morph crits are guaranteed, so Critical Boost multiplies them). Element builds swap to the Sword-Boost set (Goss Harag + Stygian Zinogre + Velkhana) with element skills + Elemental Release/Fighting Spirit. **Spam morph slashes** — that's the playstyle. The exception is the **Critical Ferocity** raw/fire path (Rex Arms, fire alt): drive affinity to ~100%, CF Lv5, Axe Boost hit-spam — never mixed with the crit path.

Official EN skill names used on this sheet (many JP guides use different literal glosses — these are the real client names): **Morph Attack Boost** (the morph-hit +aff/+dmg engine) · **Morph Boost** (+% atk after a morph; often mis-glossed "Change Boost") · **Advanced [Element] Attack** (; flat +200/+400, needs base element Lv5, HP-independent — exists for Water/Thunder/Ice/Dragon, NOT Fire) · **Elemental Release** (+element for 20s after an SP discharge) · **Fighting Spirit** (+dmg on full SP gauge — NOT the HP-gated "Latent Power") · **Valor** (+1000 atk on first roar — NOT "Heroics") · **Critical Ferocity** (neg-crit engine) · **Rude Awakener****Paralysis Exploit** · **Poison Exploit**. **Avoided:** Vital-[Element] (— scales off CURRENT HP), Peak Performance, Heroics — all HP-gated.

Morph Attack Boost Lv	1	2	3
Affinity (morph hits)	+60%	+70%	+80%
Damage (morph hits)	+30%	+50%	+80%
Critical Ferocity Lv	1	3	5
Neg-crit avg multiplier	0.975x	~1.13x	1.275x

Phials (fixed per weapon): Impact (KO/raw — raw & status CBs) · Power Element (boosts element on discharge — elemental CBs; element skills scale it, so use Element/Advanced/Critical Element). CF only beats +crit (1.25x) at **Lv5** (1.275x).

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). **Smelttable:** Critical Boost, Weakness Exploit, Critical Eye, Fighting Spirit, element-attack (Fire/Water/Thunder/Ice/Dragon Attack), Sleep/Paralysis Attack, Morph Boost (purple-pure stone — 100 fragments), Raw Power (red — **CF builds only, a trap on crit builds**). **NOT smelttable** (armor-innate only): **Morph Attack Boost**, **Critical Element**, **Critical Ferocity**, Rude Awakener, Advanced [Element] Attack. *(Morph Boost DOES have a targeted Driftgem.)*

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.

Final Fieldblade (Mizutsune) **WATER** **NEW 2026-08-17 · NOW STYLEABLE** — Mizutsune · Atk 1363 Water 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) **◆x5: 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 2026-07-28 (official monsterhunternow.com EN skills+weapon names, gamewith.jp final-form art, etims.info/chargeblade, altema.jp/mhnow, momopkm). Stats G10-Lv5 max (list pages quote the lower G10-Lv1 — e.g. ice/thunder 1221/1142 is Lv1, true Lv5 is 1463/1420). Final-form names/art from gamewith per-weapon pages; some final-form EN strings are best-known/JP-derived & unconfirmed in the client, but sprites & stats are correct. All builds are HP-independent (no Vital-[element]/Peak Performance/Heroics as damage). Style eligibility: only riftborne (★8) monsters — Gold Rathian (rare), Black Diablos (Thanatos), plus Seregios & Tigrex (no riftborne form yet) can NOT be styled as of S10 P2. Some armor pieces / EN monster names single-sourced from JP DBs. Weapon sprites © Capcom (official MHN).