

Monster Hunter Now — Great Sword Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · **G10-Lv5 (MAX)** stats, styled figures shown separately · element/status shown separately · **Named 5-piece armor sets** with per-piece skills, verified against the official armor DB · Skill names are the official EN client strings.

Great Sword basics (read first): GS is the game's **per-hit-damage** weapon, not a DPS weapon — in a ~75s hunt you bank on a small number of huge hits rather than rotating freely. Long-press charges through **Charged Slash → Strong Charged Slash → True Charged Slash** (3 stages each). **Tackle** (long-press → flick up) takes reduced damage and knockback and lets you charge into a higher tier. **Perfect evade → long-press promotes you straight to Strong Charge** — that is the key tempo tool. SP = True Charged Slash (you are **invincible** during it, so it doubles as a counter to a telegraphed attack). Save True Charged Slash for after a knockdown; its recovery is long. Chips: charge/damage crit element status neg-crit engine HP-gated utility .

The 2 styles — and the one that would break every build here. **Rage Slash** keeps the charge chain and converts Tackle into a parrying **Guard Tackle** [style names are community/JP-sourced — official EN text never names styles; the JP move list (gamewith 414328) has no move called Rage Slash, so the style is named here but its replacement move is not] — **this is the correct style for every build on this sheet.** **Surge Slash deletes the charged slash entirely** in favour of a many-hit tap combo (long-press becomes Guard). That is not a trade-off, it is a different weapon: it kills **Timed Charger** ("when you branch from a charge action"), **Charge Master** ("on charged attacks") and the weapon's own True-Charged-Slash SP skill. **That incompatibility IS the style ↔ skill consistency gate for GS** — unlike LBG, no style here *removes a dead-time skill*; instead one style removes the mechanic. **Normal** is the un-enhanced default. Style enhancement still applies to any riftborne-monster weapon (passive stat accrual + 3 parameter nodes at Lv10/15/20).

Two GS-specific damage facts worth knowing: (1) **GS has NO weapon-specific correction term** — Long Sword gets 1.5× on a full spirit gauge, Charge Blade 1.2× on a boosted shield, HBG 1.1/1.35×; Great Sword gets none. Its damage is purely attack + element, affinity, the percent multipliers, and motion value. (2) **Sleep is GS's single biggest hit.** Sleep applies a **×2.0 damage correction** — a separate multiplicative bucket — which stacks with **Rude Awakener** (+30/60/100% on the wake-up hit). A charged hit onto a sleeping monster is the largest number this weapon produces, which is why the sleep build below is a real, triple-sourced, top-tier build (and why sleep is *good* here, unlike on Bow or Long Sword where multi-hit fire re-wakes the monster). **Motion values are not published** for GS — charge-tier scaling is qualitative and this sheet does not invent numbers.

1 · General / Raw non-elemental — works on everything *The Critical Ferocity engine lives here. All three picks share one chassis.*

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.



🏷️ Tiger Jawblade+ (base: Tiger Jawblade) CRITICAL FEROCITY #1 RAW NO STYLE — Tigrex · Atk **2633** –40% aff innate Critical Ferocity 1 · highest raw on the sheet

Armor — etims Critical Ferocity set

- head **Glavenus Helm**
Raw Power 2 · 1 ♦
- chest **Glavenus Mail**
Lock On 1 · Raw Power 2 · 1 ♦
- arms **Bazelgeuse Vambraces**
Critical Ferocity 2 · 1 ♦
- waist **Tigrex Coil**
Critical Ferocity 2 · 1 ♦
- legs **Bazelgeuse Greaves**
Valor 2 · Blast Attack 1 · 1 ♦

Skills — now → after driftsmelt: Raw Power 4 Lock On 1 Critical Ferocity 5 Valor 2 Blast Attack 1 INERT: this weapon applies no status, so blast does nothing

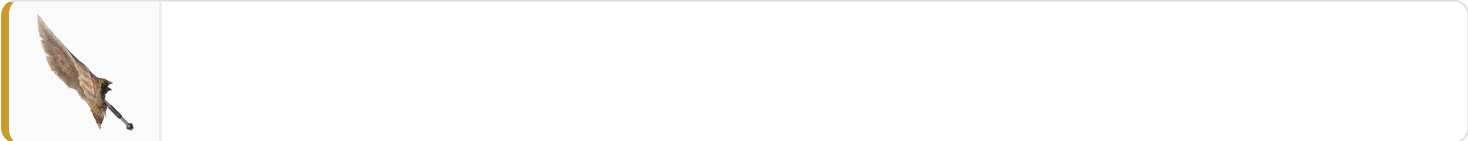
Weapon skill — **Critical Ferocity 1** (already counted above)

Style ▸ **CAN'T BE STYLED** — Tigrex has no riftborne form, so this weapon gets no style enhancement and no parameter nodes. It is stuck at base 2633 — which is still the highest raw here.

Smelt (5 slots at G8+) 🔥 Timed Charger → **Timed Charger Lv5** (+70% on a correctly-timed charge release)

The CF flagship: highest raw attack, and –40% affinity is the fuel. Raw Power Lv5 adds +500 attack *and* –30% affinity, driving you to about **–100%** — where nearly every hit is a negative crit at CF Lv5's expected **1.275×** multiplier (vs a normal positive crit's 1.25×). **Never slot Weakness Exploit / Critical Eye / Critical Boost / Critical Element** — they push affinity back toward zero and shrink the very pool this build exploits. Fully HP-independent.

Note on why this is #1: it is the **highest raw attack** in the class, and its innate CF stacks to Lv5 without spending an armor slot on a CF head. *It is NOT because armor can't reach CF Lv5 — it can* (Bazelgeuse arms 2 + Tigrex coil 2 + Arzuros greaves 1 = 5, or a Golm Helm swap). The innate simply frees a slot.



🏷️ Feud Hornsword #2 · STYLEABLE STYLE ✓ — Diablos · Atk **2371** →2575 styled 0% aff innate Heroics 1 ♦HP

Same CF chassis as #1 — same set as Tiger Jawblade+ (base: Tiger Jawblade)

- head **Glavenus Helm**
Raw Power 2 · 1 ♦
- chest **Glavenus Mail**
Lock On 1 · Raw Power 2 · 1 ♦
- arms **Bazelgeuse Vambraces**
Critical Ferocity 2 · 1 ♦
- waist **Tigrex Coil**
Critical Ferocity 2 · 1 ♦
- legs **Bazelgeuse Greaves**
Valor 2 · Blast Attack 1 · 1 ♦

Driftsmelt: 5 slots at G8+

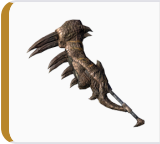
Skills — now → after driftsmelt: Blast Attack 1 INERT: this weapon applies no status, so blast does nothing Raw Power 4 Lock On 1 Critical Ferocity 4 Valor 2 Heroics 1

Weapon skill — **Heroics 1** (already counted above)

Style ▸ **RAGE SLASH** — Diablos is riftborne, so this one gets the full Style-Lv20 track: +300 atk *or* +30% affinity across the three parameter nodes. Never Surge Slash (it deletes the charge chain).

Smelt (5 slots at G8+) 🔥 Timed Charger → Lv5

The styleable alternative. 0% base affinity means Raw Power's –30% is what creates the negative-crit pool, so it reaches CF Lv4 rather than 5 without the innate — still a working engine, just a slightly lower ceiling than #1. **Heroics** ♦HP is an innate weapon ride-along (+10% below 29% HP) — a free bonus, not a plan; **don't play at low HP for it.**



Wildbite #3 · TIES ON RAW NO STYLE — Brute Tigrex · Atk 2633 -10% aff innate Litheness · mildest negative affinity of the raw picks

Same CF chassis as #1 — same set as Tiger Jawblade+ (base: Tiger Jawblade)

head Glavenus Helm
Raw Power 2 · 1

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

arms Bazelgeuse Vambraces
Critical Ferocity 2 · 1

waist Tigrex Coil
Critical Ferocity 2 · 1

legs Bazelgeuse Greaves
Valor 2 · Blast Attack 1 · 1

Driftsmelt: 5 slots at G8+

Skills — now → after driftsmelt Blast Attack 1 INERT: this weapon applies no status, so blast does nothing Raw Power 4 Lock On 1 Critical Ferocity 4 Litheness 3 Valor 2

Weapon skill — Litheness 3 (already counted above)

Style ▶ CAN'T BE STYLED — no riftborne form, so no style track

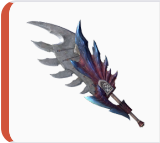
Smelt (5 slots at G8+) Timed Charger → Lv5

Ties #1 on raw attack at a much milder -10% affinity. That makes it the least CF-dependent of the three: it loses less to negative crits if you don't commit to the -100% plan. If you want the CF engine, #1's -40% start gets there faster; if you want a plain raw sword, this one bleeds least.

2 · Elemental

only vs weak monsters

Fire and Dragon run the CF engine (negative affinity). Water, Thunder and Ice run positive crit — do not mix the two.



Glavenus Blaze (no rename) **FIRE** **CRITICAL FEROCITY** **STYLE** ✓ — Glavenus · #1 Fire · Atk **1579** **Fire 1568** **−30% aff** innate Critical Ferocity 1

Armor — CF set (HP-independent)

- headGlavenus HelmRaw Power 2 · 1 ◆
- chestGlavenus MailLock On 1 · Raw Power 2 · 1 ◆
- armsBazelgeuse VambracesCritical Ferocity 2 · 1 ◆
- waistTigrex CoilCritical Ferocity 2 · 1 ◆
- legsBazelgeuse GreavesValor 2 · **Blast Attack 1** · 1 ◆

Skills — now → after driftsmelt **Raw Power 4** **Lock On 1** **Critical Ferocity 5** **Valor 2** **Blast Attack 1** **INERT: this weapon applies no status, so blast does nothing**

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

Style ▶ **RAGE SLASH** — Glavenus is riftborne. Take the parameter nodes as **element** or **attack**, never affinity (3× affinity would cancel the −30% and delete the CF engine).

Smelt (5 slots at G8+) **◆x3 Charge Master** (→Lv3, +40% element on charged attacks) **◆x2 Timed Charger**

#1 Fire — the same CF engine as the raw #1, with 1568 fire riding along. Note **Charge Master** boosts **element** only (+10/25/40/55/70%), so it works here where it would be dead on a raw sword. **Never slot Weakness Exploit / Critical Eye / Critical Boost / Critical Element** — at −30%→−90% affinity there is essentially no positive-crit pool for them to touch. Fully HP-independent.



Water Golem (base: Aqua Slasher) **WATER** **STYLE** ✓ **#1 WATER** — Jyuratodus · Atk **1549** **Water 1131** **0% aff** innate **Last Stand 1** ◆**HP** (defence only)

Armor — water element set (HP-independent)

- headPukei Lagoon HatWeakness Exploit 2 · Lock On 1 · 1 ◆
- chestAlmudron MailAdvanced Water Attack 1 · Water Attack 2 · 1 ◆
- armsCeanataur VambracesAdvanced Water Attack 1 · Lock On 1 · Water Attack 1 · 1 ◆
- waistRath Heart CoilCritical Eye 2 · 1 ◆
- legsJagras GreavesWater Attack 2 · 1 ◆

Skills — now → after driftsmelt **Water Attack 5** **Advanced Water Attack 2** **Lock On 1** **Critical Eye 2** **Weakness Exploit 2** **Last Stand 1**

Weapon skill — **Last Stand 1** (already counted above)

Style ▶ **RAGE SLASH** — Jyuratodus is the **only** riftborne water monster, so this is the only water GS that gets a style track at all. Take element x3 → water 1435.

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 +15% 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 at G8+) **◆x3 Charge Master** (+40% water on charged attacks) **◆x2 Timed Charger**

Critical Ferocity (official: *reduces affinity, then gives a 30% chance for negative-affinity hits to deal up to 250%*) only pays when affinity is **NEGATIVE**. This weapon sits at +0% affinity, so Critical Ferocity would **throw away** the affinity you already have — it is not part of this build. Run the crit set below (Critical Eye / Weakness Exploit / Critical Boost) instead. **Water Attack Lv5 is the gate that wakes Advanced Water Attack** — the armor already delivers Lv5, so Advanced Water (flat +200/+400, HP-independent) is live from the start. Positive-crit build: WEX + Critical Eye create the crits. **Never add Critical Ferocity here** — at 0% affinity it manufactures negative crits you'd then need CF Lv5 just to break even on. **Last Stand** ◆**HP** is defence-only; ignore it.

Now styleable (season update): Mizutsune's Akanesasu (1363 atk / water 1436 / +20% aff) is altema's and gamewith's #1 water GS on raw stats, and as of the 2026-08-17 update Mizutsune is riftborne, so it gains the same +300 style track this sheet's pick uses. On a styled-vs-styled basis it comes out ahead of Water Golem (−3215 vs −2980 combined raw+element). See the season note at the top — this table is not re-ranked yet, and the client DB has not yet flipped its style flag.



Khezu Shock Blade (base: Khezu Shock Sword) **THUNDER** **STYLE** ✓ **BEST AFFINITY** — Khezu · Atk **1429** **Thunder 1134** **+20% aff** innate **Peak Performance 1** ◆**HP**

Armor — thunder element set (Kirin x3 + Aсталos x2)

- headKirin HornKirin Flashstorm 1 · Lock On 1 · Fighting Spirit 1 · 1 ◆
- chestKirin JacketKirin Flashstorm 1 · Critical Boost 1 · Critical Eye 1 · 1 ◆
- armsKirin LongarmsKirin Flashstorm 1 · Critical Boost 1 · Weakness Exploit 1 · 1 ◆
- waistAсталos CoilAdvanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1 · 1 ◆
- legsAсталos GreavesAdvanced Thunder Attack 1 · Thunder Attack 2 · 1 ◆

Skills — now → after driftsmelt **Advanced Thunder Attack 2** **INERT: needs Thunder Attack Lv5** **Thunder Attack 2** **Lock On 1** **Peak Performance 1** **Critical Boost 2** **Critical Eye 2**

Critical Element 1 **Weakness Exploit 1** **Kirin Flashstorm 3** **Fighting Spirit 1**

Weapon skill — **Peak Performance 1** (already counted above)

Style ▶ **RAGE SLASH**take affinity x3 → +20% base becomes +50%

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 +35% 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 at G8+) **◆x3 Thunder Attack** (armor Lv2 → Lv5, which wakes Advanced Thunder Attack) **◆x2 Charge Master**

Critical Ferocity (official: *reduces affinity, then gives a 30% chance for negative-affinity hits to deal up to 250%*) only pays when affinity is **NEGATIVE**. This weapon sits at +20% affinity, so Critical Ferocity would **throw away** the affinity you already have — it is not part of this build. Run the crit set below (Critical Eye / Weakness Exploit / Critical Boost) instead. **The positive-crit thunder build. +50% styled affinity plus WEX makes Critical Element and Critical Boost genuinely live** — this is the mirror image of the CF builds, so **never mix Critical Ferocity in** (it would subtract affinity and fight the whole engine). **Advanced Thunder** is dormant until base **Thunder Attack** hits Lv5 — that is what the 3 smelts buy. **Peak Performance** ◆**HP** fires only at max HP; an innate ride-along, not a plan. *Stat note: the 1585/1238/+50% figure quoted elsewhere is style-Lv20 with all three nodes, not bare G10-Lv5.*



Frost Blaze (base: Freeze Blade) ICE STYLE #1 ICE — Legiana · Atk 1463 Ice 1420 0% aff innate Divine Blessing 2

Armor — ice element set (HP-independent)

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1
- chest **Barioth Mail**
Ice Resistance 1 · Ice Attack 1 · 1
- arms **Barioth Vambraces**
Ice Attack 2 · 1
- waist **Rath Heart Coil**
Critical Eye 2 · 1
- legs **Lagombi Greaves**
Ice Attack 2 · 1

Skills — now → after driftsmelt Ice Attack 5 Lock On 1 Critical Eye 2 Weakness Exploit 2 Divine Blessing 2 Ice Resistance 1

Weapon skill — Divine Blessing 2 (already counted above)

Style · RAGE SLASH — Legiana is riftborne; take element x3 → ice 1800

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 +15% 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 at G8+) x3 Charge Master (+40% ice on charged attacks) x2 Aggressive Dodger (+30% on the first hit after a perfect evade)

Critical Ferocity (official: *reduces affinity, then gives a 30% chance for negative-affinity hits to deal up to 250%*) only pays when affinity is NEGATIVE. This weapon sits at +0% affinity, so Critical Ferocity would throw away the affinity you already have — it is not part of this build. Run the crit set below (Critical Eye / Weakness Exploit / Critical Boost) instead. #1 Ice — Ice Attack Lv5 (+500 flat) straight from the armor. Don't smelt more Ice Attack; it is already capped, so the slots go to multipliers instead. Affinity is flat 0%, not negative, so **Critical Ferocity does not belong here** (at CF Lv1 the expected negative-crit multiplier is 0.975 — worse than not having it). Fully HP-independent.



Anguish (base: Berserker Sword) DRAGON CRITICAL FEROCITY STYLE — Deviljho · #1 Dragon · Atk 1579 Dragon 1568 -30% aff innate Focus 1 (G8+)

Armor — CF set (HP-independent)

- head **Glavenus Helm**
Raw Power 2 · 1
- chest **Glavenus Mail**
Lock On 1 · Raw Power 2 · 1
- arms **Bazelgeuse Vambraces**
Critical Ferocity 2 · 1
- waist **Tigrex Coil**
Critical Ferocity 2 · 1
- legs **Bazelgeuse Greaves**
Valor 2 · Blast Attack 1 · 1

Skills — now → after driftsmelt Raw Power 4 Focus 1 Lock On 1 Critical Ferocity 4 Valor 2 Blast Attack 1 INERT: this weapon applies no status, so blast does nothing

Weapon skill — Focus 1 (already counted above)

Style · RAGE SLASHtake attack x3 → ~2007 raw before skills. Never affinity nodes on a CF build.

Smelt (5 slots at G8+) Timed Charger → Lv5 (+70%). Raw Power is already Lv5 from the armor, so all five slots go to one skill.

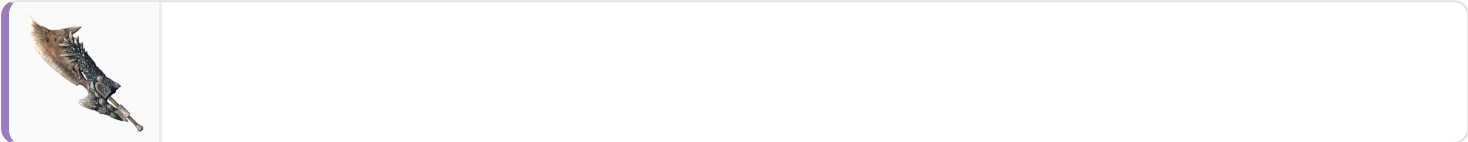
#1 Dragon. etims notes this weapon works as either a flat-element or a Critical Ferocity build; the CF route is the stronger one here (~30% base + Raw Power's ~30% ≈ ~85%). Its innate Focus shortens charge time, which is genuinely valuable on a weapon whose whole loop is charging. **Never slot Weakness Exploit / Critical Boost / Critical Element.**

3 • Status

a buildup bar, not an element

Sleep is the standout: GS has the highest status multiplier in the game (×3.5) and sleep adds a ×2.0 damage bucket.

How status works on Great Sword: Poison/Paralysis/Sleep/Blast are buildup bars, never an element and never "raw/none" — so Critical Element and every [Element] Attack skill are DEAD on these weapons, and Charge Master is half-dead (its big half is element; only the +5..40% buildup applies). GS has the highest status buildup multiplier of all 14 weapon types (×3.5, raised from 2.7 in the Jan 2026 patch), so it reaches a proc faster than any other weapon — which is exactly why the sleep build below is real and top-tier, while poison/paralysis/blast have no dedicated published set.



Radobaan Slab (base: Spiked Blade) SLEEP STYLE ✓ ★ TOP GS BUILD — Radobaan · Atk 1912 Sleep 417 0% aff buildup 417 × 3.5 = ~1460/hit

Armor — gamewith sleep GS set

- headLumu Phantasm Hood
Rude Awakener 2 · 1 ◆
- chestGlavenus Mail
Lock On 1 · Raw Power 2 · 1 ◆
- armsBazelgeuse Vambraces
Critical Ferocity 2 · 1 ◆
- waistTigrex Coil
Critical Ferocity 2 · 1 ◆
- legsLumu Phantasm Greaves
Rude Awakener 1 · Status Sneak Attack 1 · 1 ◆

Skills — now → after driftsmelt Raw Power 2 Lock On 1 Critical Ferocity 4 Status Sneak Attack 1 Rude Awakener 3 Defense Boost 2

Weapon skill — Defense Boost 2 (already counted above)

Style ▶ RAGE SLASH — Radobaan is riftborne, gamewith takes attack ×2 + element ×1 → 2212 atk / 507 sleep.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack for damage. This is a sleep weapon: its 417 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 runs negative affinity on purpose, so one costs about 5% and all three about 16%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots at G8+) ◆×3 Timed Charger (→Lv3, +35%) ◆×2 Status Sneak Attack

The best-documented build in the whole GS lineup — etims leads its entire GS section with it. The maths: sleep applies a ×2.0 damage correction (a separate multiplicative bucket) and Rude Awakener Lv3 adds +100% on the wake-up hit, so you put the monster to sleep, then land one charged hit for the game's biggest number. GS's ×3.5 status multiplier gets you there fast. Fully HP-independent. Don't slot Critical Boost — CF Lv4 drives affinity to −25%, so there is no positive-crit pool for it.



Malady's Kiss (base: Girros Blade) PARALYSIS STYLE ✓ ONLY PARA GS — Great Girros · Atk 1912 Para 417 0% aff innate Sneak Attack 1 · renames and re-models at G6

Armor — paralysis-lockdown (all farmable)

- headBishaten Helm
Paralysis Exploit 2 · 1 ◆
- chestTzitz Mail
Status Sneak Attack 1 · Artful Dodger 1 · 1 ◆
- armsNargacuga Vambraces
Buildup Boost 3 · 1 ◆
- waistBishaten Coil
Paralysis Exploit 1 · Shared Sword 2 · 1 ◆
- legsSomnacanth Greaves
Status Sneak Attack 2 · 1 ◆

Skills — now → after driftsmelt Paralysis Exploit 3 Shared Sword 2 Sneak Attack 1 Buildup Boost 3 Status Sneak Attack 3 Artful Dodger 1

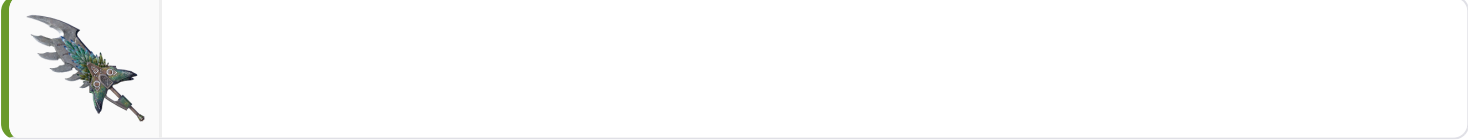
Weapon skill — Sneak Attack 1 (already counted above)

Style ▶ RAGE SLASH — Great Girros is riftborne, so the style track applies

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack for damage. This is a paralysis weapon: its 417 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 5%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots at G8+) ◆×3 Timed Charger (→Lv3) ◆×2 Status Sneak Attack

The only paralysis Great Sword in the game. No JP guide publishes a dedicated paralysis GS build — this set is assembled from verified armor data around Paralysis Exploit Lv3 (+100% vs a paralyzed monster), which is the paralysis counterpart to the sleep build's Rude Awakener. The #1 mistake here: Rude Awakener does nothing. It is sleep-exclusive, and since every published GS status build is a sleep build, copying one over silently carries a dead Lv3 skill. Fully HP-independent.



Datura Blaze (base: Blooming Blade) POISON STYLE ✓ NICHE — Pukei-Pukei · Atk 1912 Poison 417 0% aff innate Sneak Attack 1

Armor — poison set (Chameleos ×2 + Nargacuga ×2)

- headMizuha Cap
Chameleos Venomist 1 · Poison Exploit 1 · Status Sneak Attack 1 · 1 ◆
- chestTzitz Mail
Status Sneak Attack 1 · Artful Dodger 1 · 1 ◆
- armsNargacuga Vambraces
Buildup Boost 3 · 1 ◆
- waistMizuha Sash
Chameleos Venomist 1 · Poison Exploit 2 · 1 ◆
- legsNargacuga Greaves
Buildup Boost 2 · Artful Dodger 1 · 1 ◆

Skills — now → after driftsmelt Poison Exploit 3 Sneak Attack 1 Buildup Boost 5 Status Sneak Attack 2 Artful Dodger 2 Chameleos Venomist 2

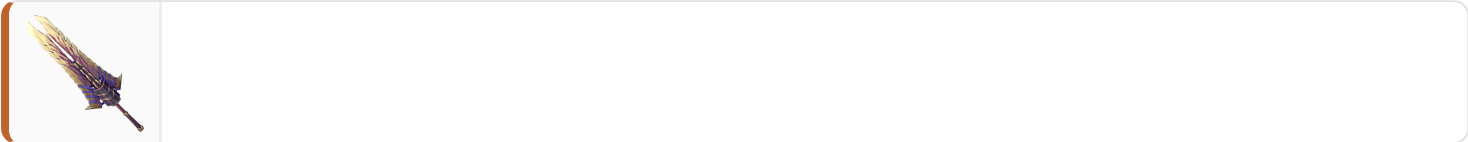
Weapon skill — Sneak Attack 1 (already counted above)

Style ▶ RAGE SLASH — keeps the charge chain that Timed Charger needs

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 5%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots at G8+) ◆x3 Timed Charger (→Lv3, +35%) ◆x2 Status Sneak Attack

Poison Exploit Lv3 = +60% while the monster is poisoned, and GS's x3.5 buildup gets you there quickly. No JP guide publishes a dedicated poison GS build — the weapon pick is sourced, this set is assembled from verified armor data. **Charge Master is the #1 trap here**: its big half is elemental value and poison has none, so you'd spend a slot for the small buildup half. *Interception-gated: the two Mizuha pieces come from Chameleos.*



Sinister Shadowblade (base: Sinister Blade) BLAST STYLE ✓ NO PUBLISHED SET — Magnamalo · Atk 1817 Blast 516 0% aff innate Partbreaker 1 (G8+)

Armor — constructed, not published (see note)

- head **Nargacuga Helm**
Fighting Spirit 1 · Focus 1 · 1◆
- chest **Tzitzil Mail**
Status Sneak Attack 1 · Artful Dodger 1 · 1◆
- arms **Nargacuga Vambraces**
Buildup Boost 3 · 1◆
- waist **Tzitzil Coil**
Evade Extender 1 · Status Sneak Attack 1 · 1◆
- legs **Nargacuga Greaves**
Buildup Boost 2 · Artful Dodger 1 · 1◆

Skills — now → after driftsmelt Focus 1 Buildup Boost 5 Status Sneak Attack 2 Artful Dodger 2 Evade Extender 1 Fighting Spirit 1 Partbreaker 1

Weapon skill — Partbreaker 1 (already counted above)

Style ▸ **RAGE SLASH** — Magnamalo is riftborne. *(etims notes Surge Slash racks more blast procs via hit-count, but it deletes the charge chain — a real trade, not a free win.)*

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack for damage. This is a blast weapon: its 516 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 +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 5%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots at G8+) ◆ Timed Charger → Lv5 (+70%)

Honest label: no JP guide publishes a blast GS build — zero of three sources. The weapon pick is sourced (etims ranks Magnamalo #1 blast); this armor is my construction from verified armor data, built around Buildup Boost Lv5 and deliberately HP-independent. **Do not slot Critical Ferocity** — at 0% affinity it multiplies nothing, and it is exactly what the adjacent Bazilgeuse/Tigrex pieces would hand you for free. *Alt with higher raw: Teostra's King Teostra Blade (2017/522) — but Teostra is an Elder Dragon, so no style track at all.*

Charge chain & tempo — Charged Slash → Strong Charged Slash → True Charged Slash, three stages each. Tackle (long-press → flick up) reduces damage/knockback taken and lets you charge into a higher tier; Tackle → tap is a Jumping Wide Slash. Perfect evade → tap = instant Overhead Slash counter; perfect evade → long-press promotes you straight to Strong Charge. SP = True Charged Slash, with invincibility during the animation — use it as a counter to a telegraphed attack. Save True Charged Slash for after a knockdown. Don't waste Aggressive Dodger or the sleep wake-up bonus on the first tick of True Charge 3 — it is multi-hit, and the weak first tick consumes the bonus.

GS skill priority: for the Critical Ferocity builds (raw, fire, dragon — all negative affinity) → Critical Ferocity Lv5 + Raw Power Lv5, drive affinity toward −100%, and never touch a positive-crit skill. For the positive-crit element builds (water, thunder, ice) → [Element] Attack to Lv5 (which wakes the Advanced tier) + Critical Element / Critical Boost / WEX / Critical Eye, and never add Critical Ferocity. Everywhere → Timed Charger (+70% at Lv5 on a well-timed charge release; the named #1 GS smelt) and Aggressive Dodger (+60% at Lv5 on the first hit after a perfect evade — altema's only per-weapon GS recommendation, because GS lands few huge hits). Lock On matters more than usual: GS must place its one big hit on a weak point, and gyro aiming is the real difficulty.

Skill (per level)	1	2	3	4	5
Timed Charger (atk)	+15%	+25%	+35%	+50%	+70%
Aggressive Dodger (1st hit)	+20%	+30%	+40%	+50%	+60%
Charge Master (element)	+10%	+25%	+40%	+55%	+70%
Rude Awakener (wake-up hit)	+30%	+60%	+100%	—	—
Paralysis / Poison Exploit	+50%	+75%	+100%	+130%	+160%
[Element] Attack (flat)	+50	+100	+200	+350	+500
Critical Boost (crit mult)	130%	135%	140%	145%	150%
Critical Ferocity (aff / neg-crit)	−10/150%	−15/175%	−20/200%	−25/225%	−30/250%
Raw Power (atk / aff)	+100/−5%	+200/−10%	+300/−15%	+400/−20%	+500/−30%

⚠ Never run Surge Slash on these builds. Surge Slash deletes the charged slash entirely — altema verbatim: That kills Timed Charger (branches from a charge action), Charge Master (on charged attacks) and the True Charged Slash SP. Every build here is charge-based, so Rage Slash is the pick: it keeps the chain, keeps the True Charged Slash finisher, and turns Tackle into a parrying Guard Tackle. This is GS's version of the style ↔ skill consistency gate.

Status correction (a separate multiplicative bucket): sleep $\times 2.0$ paralysis $\times 1.1$ · mud-clad $\times 0.3$ · riftborne-mutated part $\times 0.6$ until broken. GS also has the highest status buildup multiplier of all 14 weapon types ($\times 3.5$, up from 2.7 in Jan 2026) — so it procs status faster than anything else, which is what makes the sleep build top-tier.

◇ HP skills (Heroics on Feud Hornsword, Peak Performance on Khezu Shock Blade, Last Stand on Water Golem) are innate weapon ride-alongs, never build targets. Every armor set on this sheet is fully HP-independent.

Driftsmelt: armor-only. 1–2 slots per piece — the 1st unlocks at G5 or G8 depending on the piece, the 2nd always at G8; most pieces cap at 1 slot, so a 5-piece set has roughly 3 slots at G5–G7 and 5 at G8+. Each smelt rolls a whole level for that slot (one Lv5 smelt = Lv5 — you do not build Lv5 by stacking five Lv1s), and a 2-slot piece can hold up to about 4 levels. The skill assigned is random within the stone's pool, so re-roll to target one. Driftsmelt-only (no armor grants them): Timed Charger (Azure / Timed Charger Driftgem), Charge Master (Azure), Raw Power (Crimson). Armor-only (never smeltable): Critical Ferocity, Critical Element, the Advanced-[Element] line, weapon SP skills.

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.



Akanesasu (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) ♦×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 2026-08-06 — official monsterhunternow.com (EN + JA client string tables and embedded skill/armor/weapon DB: 130 skills, 345 armor pieces with per-grade skills and driftsmelt slots, 695 weapons), etims.info/greatsword, gamewith.jp per-weapon grade tables + weapon hub, altema.jp, mhnwcalc.com damage research, Helpshift "Styles (Great Sword)" art. 5133. Stats are G10–Lv5 (list pages quote the lower G10–Lv1 — e.g. Water Golem 1293/910 is Lv1, not Lv5); styled figures are the Style-Lv20 passive accrual, with the three parameter nodes (Lv10/15/20) called out per build. Great Sword has NO weapon-specific damage-correction term (unlike LS 1.5x / CB 1.2x / HBG 1.1–1.35x). Sleep is genuinely GS's biggest hit ($\times 2.0$ status correction $\times$ Rude Awakener), unlike on Bow/Long Sword where sleep is anti-synergistic — that difference is real, not an inconsistency between sheets. UNCERTAIN and flagged: GS motion values (unpublished). Only ONE paralysis Great Sword exists. No poison-, paralysis- or blast-dedicated GS set is published by any JP guide — those three sets are assembled from verified armor data and labelled as such. Weapon sprites © Capcom (official MHN), sourced by verified weapon-ID and visually verified.