

Monster Hunter Now — Hammer Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · **G10-Lv5 (MAX) stats**, styled figures shown where the Style-Lv20 track applies · element/status shown separately · **Named 5-piece armor sets** with per-piece skills, sums verified against the official armor DB · Skill names are the official EN client strings.

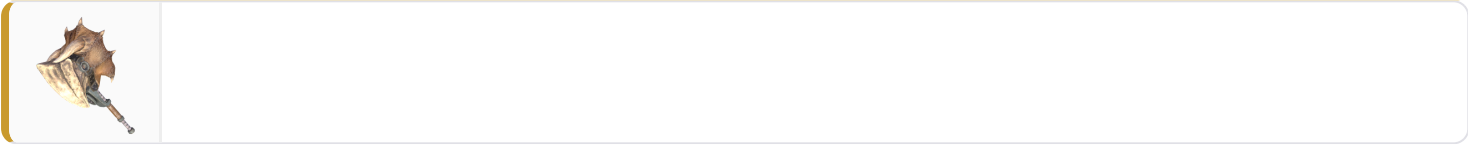
Hammer basics (read first): Hammer is a **blunt charge weapon**. Long-press charges through **3 stages** — Charged Swing-Around [JP: 溜め振り回し] (Lv1), **Charged Upswing (Lv2 — the efficiency sweet spot: high damage, short animation)**, Charged Slam (Lv3, save for downs). Charging **auto-walks you toward the monster**, so it doubles as the gap-closer; evading resets the charge. A **perfect evade** → **long-press starts you already at charge stage 2**. SP = Spinning Attack (6 hits). **Head hits build KO/stun** and topple the monster — which is why **Lock On** is on every JP hammer list: head-tracking on a touchscreen is the real difficulty. Chips: charge/damage crit element status neg-crit engine HP-gated utility .

BLUNT FORCE is Hammer's signature skill — +15/25/40/55/70% on the hammer's Charged Attack (and the hunting horn's Echo Attack). It is the largest non-conditional damage multiplier available to this weapon and it scales the whole *raw + element* bracket. It is **ARMOR-ONLY (not driftsmeltable)**, and **exactly three pieces in the game grant it: Beotodus Mail** (Lv1, held G4→G10), **Beotodus Greaves** (Lv2 @G6) and **Lunagaron Vambraces** (Lv2 @G6) — those three together are the only route to **Blunt Force Lv5**. That is why nearly every set on this sheet shares that chest/arms/legs core. *Scope caveat: the official text says "charged attacks" without a per-move breakdown — whether it covers the Spinning Attack finisher is UNDOCUMENTED, so treat that as UNCERTAIN.*

The 2 styles (style selection unlocks at Style-Enhancement Lv5; Hammer got styles **Sept 2025**, so this is a mature meta — nothing changed for Hammer in S10 P2): **Water Strike (★★★ consensus)** — long-press → flick-down becomes a **counter that negates the monster's attack**, and charge Lv3 is replaced by **Spinning Attack** (up to 20 spins). · **Impact Crater (★★☆)** — leap and slam, aerial damage. · **Normal** (un-enhanced default, ★☆☆ — rated weak). **Style ↔ skill consistency gate: N/A for Hammer.** Neither style removes a dead-time skill (the LBG "Stepping Shot drops Recoil Down" mirror rule has no Hammer analogue), and **Blunt Force is not made dead by either style**. The one real style-driven anti-synergy is Timed Charger — see the Reference.

1 · General / Raw non-elemental — works on everything *element reads "None" on all three. Ranked on styled damage, which is how the JP guides rank.*

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.



Diablos Shatterer (base: Diablos Sledge) #1 RAW STYLE ✓ — Diablos · Atk **2371** →2575 styled 0% aff innate Heroics 1 HP renames at G6

Armor — etims Blunt Force set (raw variant)

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1
- chest **Beotodus Mail**
Blunt Force 1 · Slugger 2 · 1
- arms **Lunagaron Vambraces**
Blunt Force 2 · 1
- waist **Rath Heart Coil**
Critical Eye 2 · 1
- legs **Beotodus Greaves**
Blunt Force 2 · 1

Skills — now → after driftsmelt Lock On 1 Critical Eye 2 Weakness Exploit 2 Blunt Force 5 Slugger 2 Heroics 1

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

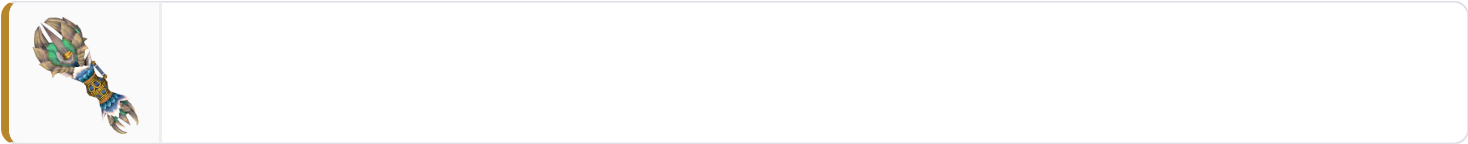
Raw Power 0→5

Style ▶ WATER STRIKE — the ★★★ consensus pick; charge Lv3 becomes Spinning Attack and long-press→flick-down is a negating counter. Style Lv20 → +300 atk or +30% affinity across the three Lv10/15/20 nodes.

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 2%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots at G8+) x5: Raw Power 0→5 (+500 atk, ~30% aff) **Was Timed Charger.** Dev-confirmed (2025-09-09): Timed Charger does **not** apply to the Water Strike Spinning Attack finisher or the charge-Lv1 tap — and this build runs Water Strike, where that finisher is the damage. **Raw Power** has a targeted Driftgem (aimable) and is worth roughly **+300 effective attack** here instead.

Highest physical attack including style enhancement (etims). The Blunt Force Lv5 core (Beotodus chest+legs, Lunagaron arms) plus a Critical-Eye waist instead of the element waist — that swap is what makes this the raw variant. **Heroics** HP is an innate weapon ride-along (+10% below 29% HP) — a free bonus, **don't play at low HP to chase it**; the armor itself is fully HP-independent. *Timed Charger is etims-rated LOW priority and is weak on a Water Strike build (see Reference) — treat it as the best of the available smelts, not a headline.*



Great Pronged Hammer (base: Five-Pronged Hammer) #2 STYLE ✓ — Bishaten · Atk **2113** →2505 styled 0% aff innate Shared Sword 2 (co-op)

Same Blunt Force raw set as #1 — same set as Diablos Shatterer (base: Diablos Sledge)

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1
- chest **Beotodus Mail**
Blunt Force 1 · Slugger 2 · 1
- arms **Lunagaron Vambraces**
Blunt Force 2 · 1
- waist **Rath Heart Coil**
Critical Eye 2 · 1
- legs **Beotodus Greaves**
Blunt Force 2 · 1

Driftsmelt: 5 slots at G8+

Skills — now → after driftsmelt Blunt Force 5 Shared Sword 2 Lock On 1 Critical Eye 2 Weakness Exploit 2 Slugger 2

Weapon skill — **Shared Sword 2** (already counted above)

Raw Power 0→5

Style ▶ WATER STRIKE — Bishaten is riftborne, so the full Style-Lv20 track applies

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 3%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots at G8+) x5: Raw Power 0→5 (+500 atk, ~30% aff) **Was Timed Charger.** Dev-confirmed (2025-09-09): Timed Charger does **not** apply to the Water Strike Spinning Attack finisher or the charge-Lv1 tap — and this build runs Water Strike, where that finisher is the damage. **Raw Power** has a targeted Driftgem (aimable) and is worth roughly **+300 effective attack** here

instead.

Lower base than #1 but the same styled ceiling class. Its innate **Shared Sword** only pays off in co-op — solo it is inert, so rank it below Diablos for solo play. *Note: this hammer renames at G6 but does NOT re-model — the official page art is correct for it even though the name changes.*



🏹 Mammoth Hoof (Banbaro) **#3** **STYLE** ✓ — Banbaro · Atk **2113** →2505 styled 0% aff innate Firm Foothold 2

Same Blunt Force raw set as #1 — same set as Diablos Shatterer (base: Diablos Sledge)

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1 ♦
- chest **Beotodus Mail**
Blunt Force 1 · Slugger 2 · 1 ♦
- arms **Lunagaron Vambraces**
Blunt Force 2 · 1 ♦
- waist **Rath Heart Coil**
Critical Eye 2 · 1 ♦
- legs **Beotodus Greaves**
Blunt Force 2 · 1 ♦

Driftsmelt: 5 slots at G8+

Skills — now → **after driftsmelt** **Blunt Force 5** **Lock On 1** **Critical Eye 2** **Weakness Exploit 2** **Slugger 2**

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

Raw Power 0→5

Style ▶ **WATER STRIKE** — Banbaro is riftborne → full style track

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 3%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots at G8+) **♦x5: Raw Power** 0→5 (+500 atk, -30% aff) 🏹 **Was Timed Charger.** Dev-confirmed (2025-09-09): Timed Charger does **not** apply to the Water Strike Spinning Attack finisher or the charge-Lv1 tap — and this build runs Water Strike, where that finisher is the damage. **Raw Power** has a targeted Driftgem (aimable) and is worth roughly **+300 effective attack** here instead.

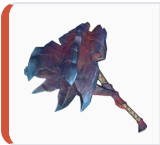
Ties #2 on raw and styled attack. **Firm Foothold** resists tremors/knockback — genuinely useful on a weapon that commits to long charge animations.

Higher-raw but STYLELESS alternatives (no riftborne form → stuck at base, no +300 track): **Chaos Shatterer** 2658/–30%, **Striped Striker+** 2633/–40%, **Golm Gavel+** 2371/0% (ties #1 on raw), **Barbearic Hammer** 2361, **Matraca Hammer+** 2335/+30%, **Basarios Bash** 2245, **Shrouded Aghaturi** 2197. A styled 2113 out-values a styleless 2371 once the +300 node lands — that is why the three picks above win.

2 · Elemental

only vs weak monsters

Charge Master is the #1 smelt on every element hammer (+70% element on charged attacks) — and 100% dead on raw/status.



Scorching Isshata+ FIRE CRITICAL FEROCITY STYLE ✓ — Glavenus · #1 Fire · Atk 1579 Fire 1568 −30% aff innate Critical Ferocity 1 (G8+)

Armor — etims Critical Ferocity set (HP-independent)

- head **Golm Helm**
Critical Ferocity 2 · 1 ◆
- chest **Beotodus Mail**
Blunt Force 1 · Slugger 2 · 1 ◆
- arms **Lunagaron Vambraces**
Blunt Force 2 · 1 ◆
- waist **Tigrex Coil**
Critical Ferocity 2 · 1 ◆
- legs **Beotodus Greaves**
Blunt Force 2 · 1 ◆

Skills — now → after driftsmelt Critical Ferocity 5 Blunt Force 5 Slugger 2

Weapon skill — Critical Ferocity 1 (already counted above)

Style ▶ WATER STRIKEtake +100 ELEMENT x3 at the Lv10/15/20 nodes → fire 1968. Do NOT take the +10% affinity nodes — 3x would drag −30% to 0% and delete the Critical Ferocity engine.

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 (5 slots at G8+) ◆ Charge Master → Charge Master Lv5 (+70% element, +40% status buildup on charged attacks) — driftsmelt-only.

#1 Fire, and a Critical Ferocity weapon that happens to carry fire. Blunt Force Lv5 × Charge Master Lv5 both multiply the same charged hits, and the −30% affinity is intentional fuel. **Never slot Weakness Exploit / Critical Eye / Critical Boost / Critical Element** — positive-crit skills shrink the negative-crit pool CF feeds on (and Critical Boost/Element do nothing at 0% positive-crit rate). Fully HP-independent.



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

Armor — Blunt Force set, element waist

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1 ◆
- chest **Beotodus Mail**
Blunt Force 1 · Slugger 2 · 1 ◆
- arms **Lunagaron Vambraces**
Blunt Force 2 · 1 ◆
- waist **Astalos Coil**
Advanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1 · 1 ◆
- legs **Beotodus Greaves**
Blunt Force 2 · 1 ◆

Skills — now → after driftsmelt Lock On 1 Weakness Exploit 2 Critical Element 1 Critical Eye 1 Blunt Force 5 Slugger 2 Last Stand 1

Advanced Thunder Attack 1 **INERT: needs Thunder Attack Lv5**

Weapon skill — Last Stand 1 (already counted above)

Style ▶ WATER STRIKEelement x3 nodes → water 1435. Style swapping has been free since Oct 2025, so a finished hammer can carry both styles.

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 at G8+) ◆ Charge Master → Lv5 (+70% water on charged attacks)

#1 Water. 0% affinity → WEX + Critical Eye create the crits that Critical Element multiplies, while Blunt Force and Charge Master both scale the charged hits. **Last Stand ◆HP** is a *defensive* innate ride-along (+defence below 29% HP) — it adds no damage; ignore it, don't build for it. **Timed Charger is dead here**: dev-confirmed not to apply to the Water Strike Spinning Attack finisher.



Despot's Crackle (base: Usurper's Thunder) THUNDER STYLE ✓ #1 THUNDER — Zinogre · Atk 1463 Thunder 1420 0% aff innate Artful Dodger 1 · renames twice

Armor — Blunt Force set, Astalos waist

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1 ◆
- chest **Beotodus Mail**
Blunt Force 1 · Slugger 2 · 1 ◆
- arms **Lunagaron Vambraces**
Blunt Force 2 · 1 ◆
- waist **Astalos Coil**
Advanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1 · 1 ◆
- legs **Beotodus Greaves**
Blunt Force 2 · 1 ◆

Skills — now → after driftsmelt Advanced Thunder Attack 1 INERT: needs Thunder Attack Lv5 Lock On 1 Weakness Exploit 2 Critical Element 1 Critical Eye 1 Blunt Force 5 Slugger 2

Artful Dodger 1

Weapon skill — Artful Dodger 1 (already counted above)

Style ▶ WATER STRIKEelement x3 nodes → thunder 1720

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 at G8+) ◆ Charge Master → Lv5 (+70% thunder on charged attacks)

#1 Thunder — the Astalos waist was practically made for this slot (it carries Critical Element *and* the Advanced Thunder line). Note **Advanced Thunder Attack is dormant** until base Thunder Attack reaches Lv5, so at Lv1 here it is a placeholder, not live damage — the working engine is Blunt Force × Charge Master × Critical Element. *Stat trap: gamewith/alterna quote 1221/1142 — that is G10-Lv1. G10-Lv5 is 1463/1420.*



Glacial Bash (no rename) ICE STYLE ✓ BEST AFFINITY — Barioth · Atk 1426 Ice 1131 +20% aff innate Evade Extender 1

Armor — Blunt Force set, affinity build

- head Pukei Lagoon Hat Weakness Exploit 2 · Lock On 1 · 1◆
- chest Beotodus Mail Blunt Force 1 · Slugger 2 · 1◆
- arms Lunagaron Vambraces Blunt Force 2 · 1◆
- waist Astalos Coil Advanced Thunder Attack 1 · Critical Element 1 · Critical Eye 1 · 1◆
- legs Beotodus Greaves Blunt Force 2 · 1◆

Skills — now → after driftsmelt Lock On 1 Weakness Exploit 2 Critical Element 1 Critical Eye 1 Blunt Force 5 Slugger 2 Advanced Thunder Attack 1 INERT: needs Thunder Attack Lv5

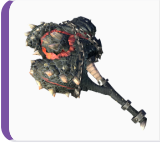
Weapon skill — Evade Extender 1 (off-thesis, not in the list above)

Style ▶ WATER STRIKEtake +10% affinity ×3 → +50% affinity (gamewith's ×3 loadout). This is the one hammer slot where a genuine positive-crit build is the right answer.

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 +30% 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 at G8+) Charge Master → Lv5

The positive-affinity slot. +20% native → +50% styled, and ~85% on a weak point with WEX — so Critical Element actually fires often. Do NOT smelt Raw Power here: its ~5..~30% affinity is correct on the CF fire build and actively wrong on this one. Correction to a common error: this hammer is Barioth's, not Beotodus'.



Devil's Crush (base: Devil's Due) DRAGON STYLE ✓ #1 DRAGON — Deviljho · Atk 1579 Dragon 1568 -30% aff innate Slugger 1 (G8+)

Armor — Blunt Force set, dragon waist (HP-independent)

- head Stygian Helm Advanced Dragon Attack 1 · Dragon Attack 2 · 1◆
- chest Beotodus Mail Blunt Force 1 · Slugger 2 · 1◆
- arms Lunagaron Vambraces Blunt Force 2 · 1◆
- waist Tigrex Coil Critical Ferocity 2 · 1◆
- legs Beotodus Greaves Blunt Force 2 · 1◆

Skills — now → after driftsmelt Dragon Attack 2 — 5 Advanced Dragon Attack 1 Blunt Force 5 Slugger 3 Critical Ferocity 2 Raw Power 0 — 2

Weapon skill — Slugger 1 (already counted above)

Style ▶ WATER STRIKEelement ×3 nodes → dragon 1868

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 3% and all three about 8%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots) x3: Dragon Attack 2→5 (+150 element) x2: Raw Power 0→2 no Critical Eye / Weakness Exploit here: they raise affinity, which is exactly what Critical Ferocity needs to stay negative.

Weakness Exploit 2 was cancelling the negative affinity Critical Ferocity converts — official data: Critical Ferocity reduces affinity and pays out on negative-affinity hits, so raising affinity works against it. #1 Dragon, highest dragon element on a hammer. At ~30% affinity this weapon has a 0% positive-crit rate — so Critical Boost and Critical Element are both DEAD here (they only touch positive crits). Build it as flat element: Blunt Force × Charge Master × Dragon Attack. Slugger 3 (weapon 1 + chest 2) makes it the best KO hammer on the sheet.

Also viable — the Critical Ferocity route: etims notes this weapon works both ways. Swap to the CF set from the Fire build to run it as a neg-crit engine instead of flat element.

3 • Status

a buildup bar, not an element

Hammer's status buildup is unusually good for a melee weapon — and paralysis is genuinely the top-rated build.

How status works on Hammer: Poison/Paralysis/Sleep/Blast are **buildup bars**, never an element and never "raw/none". That has a hard consequence: **Critical Element and every [Element] Attack skill are 100% DEAD** on these weapons, and **Charge Master is mostly dead** — its headline +70% is *elemental value*, and only its secondary **+40% status buildup** does anything here. That is why the status sets swap the Astalos (Critical Element) waist out. The exception is **Paralysis Exploit** (+50/75/100/130/160% damage vs a paralyzed monster) — the single largest damage-bucket entry in the game, which is why the paralysis build below is gamewith's ★★★★★ top-rated Hammer build.



Malady's Fist (base: Girros Hammer) **PARALYSIS** **STYLE** ✓ **★★★★★ TOP BUILD** — Great Girros · Atk **1912** **Para 417** 0% aff innate Sneak Attack 1 (G8+) · renames + re-models at G6

Armor — gamewith paralysis-lockdown set

- head **Bishaten Helm**
Paralysis Exploit 2 · 1 ◆
- chest **Volvidon Mail**
Paralysis Attack 2 · 1 ◆
- arms **Tzitz Vambraces**
Status Sneak Attack 2 · 1 ◆
- waist **Bishaten Coil**
Paralysis Exploit 1 · Shared Sword 2 · 1 ◆
- legs **Somnacanth Greaves**
Status Sneak Attack 2 · 1 ◆

Skills — now → **after driftsmelt** **Paralysis Exploit 3** **Paralysis Attack 2** **Shared Sword 2** **Sneak Attack 1** **Status Sneak Attack 4**

Weapon skill — **Sneak Attack 1** (already counted above)

Style ▶ **WATER STRIKE**take status ×3 at the nodes → **paralysis 607**. More buildup = more procs = more Paralysis Exploit uptime, which is the whole point.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into **attack** for damage. This is a paralysis weapon: its 492 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 at G8+) **◆ Paralysis Attack** → toward Lv5 (+150 buildup), then Status Sneak Attack

gamewith's ★★★★★ build — its highest-rated Hammer set, above the Dragon and Ice sets. The engine is **Paralysis Exploit +100% at Lv3** during every paralysis window, fed by high buildup and by **Status Sneak Attack** (at Lv5 status buildup *always* triggers from behind). Note this set drops Blunt Force entirely — it trades the charge multiplier for lockdown, and the sources say that trade wins. Fully HP-independent. **Timed Charger is dead** (dev-confirmed vs the Water Strike finisher).



Buon Fiore (base: Blooming Hammer) **POISON** **STYLE** ✓ **ONLY STYLEABLE POISON** — Pukei-Pukei · Atk **1912** **Poison 417** 0% aff innate Sneak Attack 1 (G8+)

Armor — Blunt Force set (shared core)

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1 ◆
- chest **Beotodus Mail**
Blunt Force 1 · Slugger 2 · 1 ◆
- arms **Lunagaron Vambraces**
Blunt Force 2 · 1 ◆
- waist **Rath Heart Coil**
Critical Eye 2 · 1 ◆
- legs **Beotodus Greaves**
Blunt Force 2 · 1 ◆

Skills — now → **after driftsmelt** **Lock On 1** **Sneak Attack 1** **Critical Eye 2** **Weakness Exploit 2** **Blunt Force 5** **Slugger 2**

Weapon skill — **Sneak Attack 1** (already counted above)

Raw Power 0→5

Style ▶ **WATER STRIKE** — the only styleable poison hammer in the game (etims: if you want to main poison on Hammer, this is the weapon)

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 -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 3%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots at G8+) **◆x5: Raw Power** 0→5 (+500 atk, -30% aff) ⚡ **Was Timed Charger**. Dev-confirmed (2025-09-09): Timed Charger does **not** apply to the Water Strike Spinning Attack finisher or the charge-Lv1 tap — and this build runs Water Strike, where that finisher is the damage. **Raw Power** has a targeted Driftgem (aimable) and is worth roughly **+300 effective attack** here instead.

Run it as a raw hammer; poison is a free bonus. No JP guide publishes a poison-dedicated hammer set — stating that plainly rather than inventing one. So it uses the shared Blunt Force core with the Critical-Eye waist (the Astalos Critical-Element waist would be dead weight). **Critical Element is DEAD** here — it rides along inert if you keep the Astalos waist; don't count it.



Baan Strike (base: Bone Spike) **SLEEP** **STYLE** ✓ **RUN AS RAW** — Radobaan · Atk **1912** **Sleep 417** 0% aff innate Defense Boost 2 (no damage)

Armor — Blunt Force set (status waist swap)

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1 ◆
- chest **Beotodus Mail**
Blunt Force 1 · Slugger 2 · 1 ◆
- arms **Lunagaron Vambraces**
Blunt Force 2 · 1 ◆
- waist **Rath Heart Coil**
Critical Eye 2 · 1 ◆
- legs **Beotodus Greaves**
Blunt Force 2 · 1 ◆

Skills — now → **after driftsmelt** **Lock On 1** **Critical Eye 2** **Weakness Exploit 2** **Blunt Force 5** **Defense Boost 2** **Slugger 2**

Weapon skill — **Defense Boost 2** (already counted above)

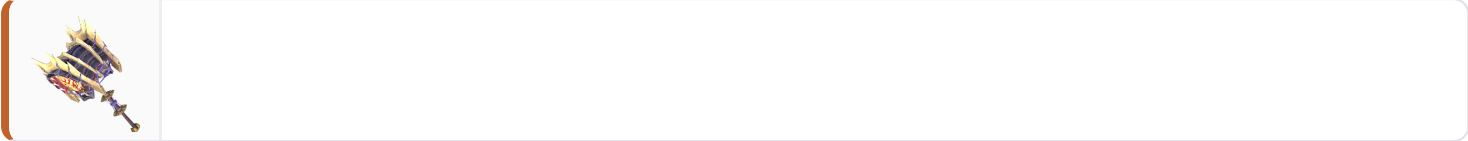
Raw Power 0→5

Style ▶ **WATER STRIKE** — etims specifically recommends it for status hammers: easy to rack up hits and accumulate the bar

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** — 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 3%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots at G8+) **x5: Raw Power** 0→5 (+500 atk, ~30% aff) **Was Timed Charger.** Dev-confirmed (2025-09-09): Timed Charger does **not** apply to the Water Strike Spinning Attack finisher or the charge-Lv1 tap — and this build runs Water Strike, where that finisher is the damage. **Raw Power** has a targeted Driftgem (aimable) and is worth roughly **+300 effective attack** here instead.

Hammer IS a real sleep-bomb weapon — a charged hit onto a sleeping monster is one of the game's biggest numbers (sleep applies a **x2.0** damage correction, a separate multiplicative bucket). But **no JP guide publishes a dedicated sleep hammer set**, so this runs the shared raw core and treats sleep as the setup for one huge Charged Slam. *Higher-stat alt: Illusory Filled Blow (1878/sleep 516/~15%) has more attack AND more sleep, but the -15% affinity costs you the crit package.*



Sinister Shade Hammer (base: Sinister Hammer) **BLAST** **STYLE** ✓ **#1 BLAST** — Magnamalo · **Atk 1817** **Blast 516** **0% aff** innate Partbreaker 1 (G8+) · renames at G6
Armor — Blunt Force set (status waist swap)

- head **Pukei Lagoon Hat**
Weakness Exploit 2 · Lock On 1 · 1
- chest **Beotodus Mail**
Blunt Force 1 · Slugger 2 · 1
- arms **Lunagaron Vambraces**
Blunt Force 2 · 1
- waist **Rath Heart Coil**
Critical Eye 2 · 1
- legs **Beotodus Greaves**
Blunt Force 2 · 1

Skills — now → **after driftsmelt** **Lock On 1** **Critical Eye 2** **Weakness Exploit 2** **Blunt Force 5** **Slugger 2** **Partbreaker 1**

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

Raw Power 0→5

Style ▶ **WATER STRIKE**status x3 nodes → blast 666, or attack x3 → 2117

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 -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 3%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots at G8+) **x5: Raw Power** 0→5 (+500 atk, ~30% aff) **Was Timed Charger.** Dev-confirmed (2025-09-09): Timed Charger does **not** apply to the Water Strike Spinning Attack finisher or the charge-Lv1 tap — and this build runs Water Strike, where that finisher is the damage. **Raw Power** has a targeted Driftgem (aimable) and is worth roughly **+300 effective attack** here instead.

#1 Blast (etims' only blast hammer ranking). Partbreaker + Slugger make it a strong topple/part-break hammer. **Critical Element is the #1 trap on this slot** — it is the stated axis of the base Blunt Force set, and blast is a status bar with no element for it to multiply, so it does nothing. Swap to the Critical-Eye waist as shown. *No blast-dedicated set exists in any JP guide — this is the shared core, honestly labelled.*

Charge & KO — three charge stages, each a different move: **Charged Swing-Around** (Lv1) · **Charged Upswing** (Lv2 — the efficiency sweet spot; high damage, short animation, so this is where you live) · **Charged Slam** (Lv3, 2 hits — save for downs/stuns, long recovery). Charging auto-walks you toward the monster. **Perfect evade** → **long-press starts you at charge stage 2**, the cheapest route to a big hit. Finishing the whole 6-tap/8-hit string leaves you very exposed, so most play stops mid-string. Head hits build **KO/stun** and topple the monster. **Motion values are not published anywhere for Hammer** — charge-tier scaling is qualitative (tap < charge Lv1 < Lv2 < Lv3) and this sheet does not invent numbers.

Hammer skill priority: Blunt Force Lv5 (+70% on charged attacks — armor-only, and the largest non-conditional multiplier available) → for **element** hammers **Charge Master Lv5** (+70% element on charged attacks, driftsmelt-only, the stated #1 smelt) → for **paralysis** **Paralysis Exploit** (+100% at Lv3 vs a paralyzed monster — the biggest damage-bucket entry in the game) → **Weakness Exploit + Critical Eye** (positive crit; skip entirely on the ~30% CF builds) → **Lock On** (head-tracking is the real difficulty on a touchscreen). **Sluggish is CONTESTED**: gamewith rates its priority "none" (little practical payoff, restricts gear), gamerch rates it 4/5 — it rides along free on the Beotodus chest either way, so it costs you nothing here.

Skill (per level)	1	2	3	4	5
Blunt Force (charged atks)	+15%	+25%	+40%	+55%	+70%
Charge Master (element)	+10%	+25%	+40%	+55%	+70%
Charge Master (status buildup)	+5%	+10%	+15%	+25%	+40%
Timed Charger (atk)	+15%	+25%	+35%	+50%	+70%
Paralysis Exploit (vs para'd)	+50%	+75%	+100%	+130%	+160%
Paralysis Attack (buildup)	+50	+75	+100	+125	+150
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%

Styles: Water Strike (★ ★ ★) — long-press→flick-down is a counter that **negates** the monster's attack; charge Lv3 becomes **Spinning Attack** (up to 20 spins). Every endgame JP build uses it. · **Impact Crater (★ ★ ☆)** — aerial leap-and-slam. · **Normal** (un-enhanced, ★ ☆ ☆). Style selection unlocks at Style-Enhancement Lv5 and **swapping is free since Oct 2025. The consistency gate is N/A for Hammer** — neither style removes a dead-time skill, so unlike LBG there is no skill to drop. Style Lv20 grants three parameter nodes (Lv10/15/20), each +100 atk *or* +100 element *or* +10% affinity (status weapons: +50 status).

⚠ **Timed Charger's real anti-synergy**. Dev-confirmed intended spec (2025-09-09): it does **NOT** apply to the Water Strike Spinning Attack tap finisher, nor to the charge-Lv1 tap upswing — the tap counts as launching a separate derived attack. Since Water Strike is the consensus style and those finishers are the damage, Timed Charger is structurally weak on most builds [here](#). etims rates it **LOW** priority; only Blunt Force is rated high.

◇ **HP skills** (Heroics on Diablos Shatterer, Last Stand on Water Basher) are innate weapon ride-alongs, never build targets — Heroics only fires below 29% HP and Last Stand is defence-only. 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): Charge Master (Azure Driftstone), Timed Charger (Azure / Timed Charger Driftgem), Raw Power (Crimson). **Armor-only** (never smeltable): **Blunt Force**, Critical Element, Critical Ferocity, 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/](https://monsterhunternow.com/en/armor/), [skills/](https://monsterhunternow.com/en/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/](https://monsterhunternow.com/en/styles/), [/moves/](https://monsterhunternow.com/en/moves/), [/weapon-styles/](https://monsterhunternow.com/en/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.



Sinter Hammer (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, embedded skill/armor/weapon DB: 130 skills, 345 armor pieces with per-grade skills and driftsmelt slots), etims.info/hammer, gamewith.jp per-weapon grade tables + weapon hub, altema.jp, mhnnowcalc.com damage research, Helpshift "Styles (Hammer)" art. 5187. Stats are G10-Lv5 (list pages quote the lower G10-Lv1 — e.g. Zinogre 1221/1142 is Lv1, not Lv5); styled figures are the Style-Lv20 track plus its three parameter nodes. Blunt Force applies to Hammer and Hunting Horn ONLY — it appears on no other weapon's sheet by design. Hammer got styles Sept 2025; nothing changed for Hammer in S10 P2. UNCERTAIN and flagged: whether Blunt Force covers the Spinning Attack finisher (official text says only "charged attacks"); Hammer motion values (unpublished). No poison-, sleep- or blast-dedicated hammer set exists in any JP guide — those slots honestly reuse the shared Blunt Force core. Weapon sprites © Capcom (official MHN), sourced by verified weapon-ID and visually verified.