

Monster Hunter Now — Light Bowgun Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · Official skill & ammo names · G10-Lv5 stats · Verified: EN names, ammo effects, armor sums, driftsmelt, style eligibility · Each section starts a new page.

LBG basics (read first): ammo is fixed per gun in MHN — you pick the **GUN**, not the ammo (organized by element/status like a melee weapon, with the gun's ammo shown). Cut dead-time to raise DPS: **Recoil Down + Reload Speed** (NOT smeltable) — but your **STYLE** makes one useless: **Stepping Shot** negates recoil (drop Recoil Down), **Sliding Reload** reloads on evade (drop Reload Speed). Never run the one your style kills. SP: **Counter Wyvern Round** [JP 反撃竜弾] (one powerful shot, fixed recoil/reload). Chips: **core** **crit** **element** **status/ammo-boost** **neg-crit** **utility** . Names official (monsterhunternow.com), 2026-07-30.

The 5 ammo types (each has Fire/Water/Thunder/Ice/Dragon variants; some guns also carry Poison/Sleep/Para): **Normal** — single shot, optimal range · **Piercing** — multi-hit through the body, best on big monsters · **Spread** — close pellets · **Sticky** — delayed blast, fixed dmg + KO on head, range-independent · **Slicing** — cutting blast, severs tails, range-independent. Ammo-boost skills: **Normal/Element Ammo Boost** (+60/120/200%), **Slicing Ammo Boost** (+30/60/100%), **Artillery** (Sticky). Pierce/Spread scale via **Critical Range Boost** (the only smeltable ammo-offense skill).

1 · General **non-elemental / raw** works on everything — your default. Rose Assault is #1 if owned; craftable picks below.

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.



2633
→ 3233

Rose Assault

EVENT · YOU OWN IT

CRITICAL FEROCITY

STYLE ✓ LV20

— Spring Fest 2026 · Atk 2633 → 3233 styled · −40% affinity · no element —

CONFIRMED by an in-game screenshot of a fully-upgraded Rose Assault 5 showing "Attack 3233 (+600), Affinity −40%, Element None" (r/MHNowGame 1t35x9u, 2026-05-04). Still absent from the published client DB, so these came from a player's screen rather than the game data. The same screen shows all three style nodes taken as **Attack Power +100** .

Ammo: Piercing x4 · Slicing x2

ARMOR — STEPPING SHOT / SLICING (RECOMMENDED)

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

chest **Ceanataur Mail**
Slicing Ammo Boost 1 · Recoil Down 2 · 1 ◆

arms **Somnacanth Vambraces**
Evading Reload 2 · 1 ◆

waist **Nargacuga Faulds**
Evading Reload 2 · Peak Performance 1 · 1 ◆

legs **Ceanataur Greaves**
Advanced Water Attack 1 · Slicing Ammo Boost 2 · 1 ◆

FROM ARMOR + WEAPON (RECOMPUTED FROM THE OFFICIAL DB)

Evading Reload 4

Slicing Ammo Boost 3

Recoil Down 2

Peak Performance 1

Critical Ferocity 2

Advanced Water Attack 1

INERT: needs Water Attack Lv5

Raw Power 0 — 5

Weapon skill — not published in the game data for this weapon

Style ▶ STEPPING SHOT — fire while moving, **RECOIL NEGATED (NO RECOIL DOWN NEEDED)**; Slicing Ammo Boost 3 (+100%, Shogun Ceanataur chest+legs) + Evading Reload 4 handles reloading

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** — this build runs negative affinity on purpose, so one costs about 3% and all three about 10%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three. Stats read in game, not published: read from an in-game screenshot of a fully-upgraded Rose Assault 5 - "Attack 3233 (+600), Affinity −40%, Element None" (r/MHNowGame 1t35x9u, 2026-05-04). Base attack is 3233 - 600. Still absent from the published client DB, so this is a player's screen rather than game data. The same screenshot shows all three style nodes taken as Attack Power +100, which is what this scorer independently recommends for a no-element negative-affinity weapon.*

Smelt (5 slots) **◆x5: Raw Power** → −40% base −30% (CF5) −30% (Raw Power 5) = **−100% AFFINITY** + ~+500 atk

YOUR PICK: SLICING FOCUS. Stepping Shot lets you spam the range-independent Slicing rounds to sever tails, boosted +100% by Slicing Ammo Boost — recoil never matters.

WHY −100% AFF WINS AT CF5: a negative crit averages ~1.275× (community-estimated ~30% proc; unconfirmed by Capcom) > a normal +crit 1.25×. **NEVER SLOT WEAKNESS EXPLOIT / CRITICAL EYE / CRITICAL BOOST** — positive affinity sabotages the engine.

ALT · PIERCE DPS (tier-list #1 for raw damage): swap to **SLIDING RELOAD** → reload on evade (drop Reload Speed), keep Recoil Down 3 for the 4 Pierce shots. Skills: Critical Ferocity 5 · Recoil Down 3 · Attack Efficacy 1 · Spare Shot 1. Armor: Garangolm · Seregios · Quematrice · Tigrex · Kirin. Same CF5 + Raw Power x5 core — the pure-Pierce option (etims ★★) if you're not focusing Slicing.

Don't own Rose Assault? The three craftable raw guns below are your alternatives — Sinister Shadow Bolt (Doshu) is the best craftable #1.



🔥 Sinister Shadow Bolt (base: Sinister Bowgun) **#1 CRAFTABLE** **STYLE ✓** — Magnamalo ("Doshu") · Atk 2251 0% aff Ammo: Normal · Sticky · Spread

Armor — Normal/Element Ammo Boost 3 + Recoil Down 3 / Reload Speed 2 set

- head **Bazelgeuse Helm**
Artillery 1 · Reload Speed 2 · 1 ◆
- chest **Quematrice Mail**
Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ◆
- arms **Basarios Vambraces**
Recoil Down 2 · 1 ◆
- waist **Regios Tassets**
Attack Efficacy 1 · Ballistics 1 · Normal/Element Ammo Boost 1 · 1 ◆
- legs **Barroth Greaves**
Defense Boost 2 · Recoil Down 1 · 1 ◆

From armor + weapon (recomputed from the official DB) **Artillery 1** **Ballistics 1** **Normal/Element Ammo Boost 3** **Recoil Down 3** **Reload Speed 2** **Spare Shot 1** **Attack Efficacy 1**
Defense Boost 2 **Weakness Exploit 0 — 5**

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

Style ▶ STEPPING SHOT (Spread gun) · style params → +300 atk · Stepping negates recoil → no Recoil Down; Evading Reload handles reloading

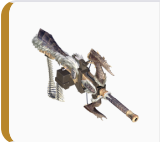
Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** — this weapon has no element, so an element node does nothing at all. **Never take an affinity node** — at +0% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 2% and all three about 5%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) **◆x5: Weakness Exploit** 0→5 (+50% affinity on a weak point) ⚡ **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs **◆x5 Weakness Exploit 0—5**. Without those, use **Lunagaron Helm · Quematrice Mail · Rex Roar Braces · Regios Tassets · Rath Soul Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/2 — the parts no driftstone can supply. About **11% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

BEST CRAFTABLE RAW + STYLE-ELIGIBLE. Stepping-shot into Evading Reload to spam Spread up close.

RECKLESS DISABLES JUST-DODGE for +dmg — drop the Brute Tigrex head to keep the dodge. Peak Performance 1 is an incidental full-HP-only armor byproduct — don't count it toward damage.



🏹 Mammoth Bowgun #2 **STYLE** ✓ — Banbaro · Atk 2113 0% aff Ammo: Normal · Spread · Sticky

Armor — Normal/Element Ammo Boost 3 + Recoil Down 3 / Reload Speed 2 set

- head **Bazelgeuse Helm**
Artillery 1 · Reload Speed 2 · 1 ♦
- chest **Quematrice Mail**
Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ♦
- arms **Basarios Vambraces**
Recoil Down 2 · 1 ♦
- waist **Regios Tassets**
Attack Efficacy 1 · Ballistics 1 · Normal/Element Ammo Boost 1 · 1 ♦
- legs **Barroth Greaves**
Defense Boost 2 · Recoil Down 1 · 1 ♦

From armor + weapon (recomputed from the official DB) Artillery 1 Ballistics 1 Normal/Element Ammo Boost 3 Recoil Down 3 Reload Speed 2 Spare Shot 1 Attack Efficacy 1

Defense Boost 2 Weakness Exploit 0 → 5

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

Style ▶ STEPPING SHOTstyle params → +300 atk

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 +0% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 2% and all three about 6%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ♦×5: Weakness Exploit 0 → 5 (+50% affinity on a weak point) 🐉 Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs ♦×5 Weakness Exploit 0 → 5. Without those, use Lunagaron Helm · Quematrice Mail · Rex Roar Braces · Regios Tassets · Rath Soul Greaves instead. Keeps Normal/Element Ammo Boost 3, Recoil Down 3/3 and Reload Speed 3/2 — the parts no driftstone can supply. About 11% less damage than the smelted build above. Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.

ETIMS' RAW #2 AND STYLE-ELIGIBLE (Banbaro is riftborne) — a cleaner all-rounder than Seregios since it can style-enhance.



🏹 Rasasa Bowgun+ (base: Rasasa Bowgun) #3 NO STYLE — Seregios · Atk 2335 +30% aff Ammo: Normal · Piercing

Armor — Normal/Element Ammo Boost 3 + Recoil Down 2 / Reload Speed 1 set

- head **Kadachi Helm**
Artful Dodger 2 · Reload Speed 1 · 1 ♦
- chest **Quematrice Mail**
Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ♦
- arms **Basarios Vambraces**
Recoil Down 2 · 1 ♦
- waist **Regios Tassets**
Attack Efficacy 1 · Ballistics 1 · Normal/Element Ammo Boost 1 · 1 ♦
- legs **Quematrice Greaves**
Attack Boost 3 · 1 ♦

From armor + weapon (recomputed from the official DB) Attack Boost 3 Ballistics 1 Normal/Element Ammo Boost 3 Recoil Down 2 Reload Speed 1 Spare Shot 1 Artful Dodger 2

Attack Efficacy 2 Weakness Exploit 0 → 5

Weapon skill — Attack Efficacy 1 (already counted above)

Style ▶ CAN'T BE STYLED — Seregios has no riftborne form, so it can't be styled.

Smelt (5 slots) ♦×5: Weakness Exploit 0 → 5 (+50% affinity on a weak point) 🐉 Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs ♦×5 Weakness Exploit 0 → 5. Without those, use Regios Helm · Quematrice Mail · Rex Roar Braces · Regios Tassets · Barroth Greaves instead. Keeps Normal/Element Ammo Boost 3, Recoil Down 2/2 and Reload Speed 1/1 — the parts no driftstone can supply. About 5% less damage than the smelted build above. Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.

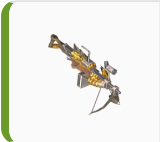
BEST NATIVE AFFINITY OF THE RAW GUNS. Its Pierce ammo wants CRITICAL RANGE BOOST + long body segments (no dedicated Pierce skill exists).

2 · Status

works on all monsters

guns that fire poison / sleep / paralysis ammo. Built RAW — status is a free bonus.

How LBG status works: no LBG has an innate status value (stat line reads "none") — instead these no-element guns carry status ammo in their fixed loadout, which applies the status. On a ~75s timer the buildup is weak, so build them raw/crit and treat the status as a free bonus (or, in co-op, apply it and let the team capitalize). There is no Blast LBG.



Gold Valkyrie

POISON AMMO

NO STYLE

RAW BUILD

— Gold Rathian (rare species) ·

Atk 2388

+30% aff

no innate status value · Ammo: Poison · Spread · Sticky

Armor — Normal/Element Ammo Boost 3 + Recoil Down 3 / Reload Speed 2 set

headBazelgeuse Helm

Artillery 1 · Reload Speed 2 · 1

chestQuematrice Mail

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1

armsBasarios Vambraces

Recoil Down 2 · 1

waistRegios Tassets

Attack Efficacy 1 · Ballistics 1 · Normal/Element Ammo Boost 1 · 1

legsBarroth Greaves

Defense Boost 2 · Recoil Down 1 · 1

From armor + weapon (recomputed from the official DB)

Artillery 1

Ballistics 1

Normal/Element Ammo Boost 3

Recoil Down 3

Reload Speed 2

Spare Shot 1

Attack Efficacy 1

Defense Boost 2

Weakness Exploit 0 — 5

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

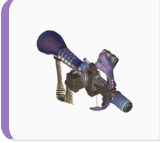
Style ▶ **CAN'T BE STYLED** — Gold Rathian is a rare species, so it can NOT be styled (no +300 param track). Play the default kit with Stepping-Shot spacing.

Smelt (5 slots) **×5: Weakness Exploit** 0→5 (+50% affinity on a weak point) **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs **×5 Weakness Exploit 0→5**. Without those, use **Lunagaron Helm · Quematrice Mail · Rex Roar Braces · Regios Tassets · Rath Soul Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/2 — the parts no driftstone can supply. About **10% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

BUILD RAW + CRIT (native +30% aff). Lead with Poison ammo to proc its innate **Poison Exploit** (bonus dmg vs poisoned), then fill with Spread/Sticky. Poison is a free bonus. Highest raw of the status guns.

OPTION B · NONE EXISTS. All 50 Light Bowguns were checked against the official database: **every poison LBG is gated** (rare species or interception). There is nothing to run in this exact slot while you grind Gold Rathian — use a **General** gun until you have the materials. **Nearest farmable substitute is a different status: Great Great Lotus Bowgun** (Bishaten, riftborne) — 2113 atk, **Paralysis** ammo. Paralysis Exploit has 3 farmable sources versus poison's 1, which is why the substitute has to change status. Set: head Bishaten Helm · chestLagombi Mail · armsSomnacanth Vambraces · waistBishaten Coil · legsChatacabra Greaves. **Trade-off:** Gives up Poison Ammo entirely, ~275 base attack (2113 vs 2388, ~11.5%), Gold Valkyrie's +30% innate affinity, and its free Poison Exploit Lv2.



Nightmare's Seed

SLEEP AMMO

NO STYLE

SUPPORT

— Nightshade Paolumu (subspecies) ·

Atk 2371

0% aff

no innate status value · Ammo: Sleep · Piercing · Sticky

Armor — Normal/Element Ammo Boost 3 + Recoil Down 3 / Reload Speed 2 set

headBazelgeuse Helm

Artillery 1 · Reload Speed 2 · 1

chestQuematrice Mail

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1

armsBasarios Vambraces

Recoil Down 2 · 1

waistRegios Tassets

Attack Efficacy 1 · Ballistics 1 · Normal/Element Ammo Boost 1 · 1

legsBarroth Greaves

Defense Boost 2 · Recoil Down 1 · 1

From armor + weapon (recomputed from the official DB)

Artillery 1

Ballistics 1

Normal/Element Ammo Boost 3

Recoil Down 3

Reload Speed 2

Spare Shot 1

Attack Efficacy 1

Defense Boost 2

Weakness Exploit 0 — 5

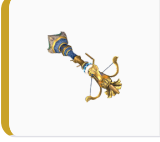
Weapon skill — **Sneak Attack 1** (off-thesis, not in the list above)

Style ▶ **CAN'T BE STYLED** — Nightshade Paolumu is a **SUBSPECIES**, which can't be styled (the sheet's own rule). Play the default kit; its Pierce/Sticky ammo is high-recoil, so keep Recoil Down 3.

Smelt (5 slots) **×5: Weakness Exploit** 0→5 (+50% affinity on a weak point) **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs **×5 Weakness Exploit 0→5**. Without those, use **Lunagaron Helm · Quematrice Mail · Rex Roar Braces · Regios Tassets · Rath Soul Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/2 — the parts no driftstone can supply. About **11% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

SUPPORT/CC, NOT A DPS MAIN. Shoot the head to build sleep, then land ONE big wake-up hit (or let the team burst). Its heavy Pierce/Sticky ammo needs Recoil Down (no style to drop it).



Great Lotus Bowgun (G10 final form)

PARALYSIS AMMO

STYLE

SUPPORT

— Bishaten ·

Atk 2113

0% aff

no innate status value · Ammo: Paralysis · Spread

Armor — Normal/Element Ammo Boost 3 + Fire Attack + Recoil Down 2 / Reload Speed 2 set

headLunagaron Helm

Ballistics 1 · Recoil Down 2 · 1

chestQuematrice Mail

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1

armsRathalos Vambraces

Attack Boost 2 · Fire Resistance 1 · 2

waistRegios Tassets

Attack Efficacy 1 · Ballistics 1 · Normal/Element Ammo Boost 1 · 1

legsRath Soul Greaves

Fire Attack 1 · Reload Speed 2 · 1

From armor + weapon (recomputed from the official DB)

Attack Boost 2

Ballistics 2

Normal/Element Ammo Boost 3

Recoil Down 2

Reload Speed 2

Spare Shot 1

Attack Efficacy 1

Critical Boost 0→1

Fire Attack 1

Fire Resistance 1

Weakness Exploit 0 — 5

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

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 +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 (6 slots) **◆x5: Weakness Exploit** 0→5 (+50% affinity on a weak point) **◆x1: Critical Boost** 0→1  **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

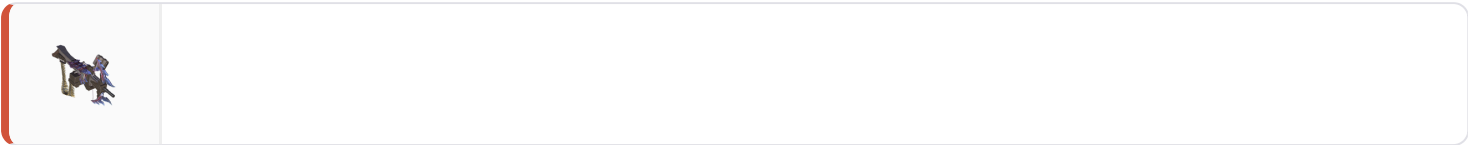
Can't driftsmelt yet? The build above needs **◆x5 Weakness Exploit 0→5 + ◆x1 Critical Boost 0→1**. Without those, use **Lunagaron Helm · Quematrice Mail · Regios Vambraces · Regios Tassets · Rath Soul Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 2/2 and Reload Speed 2/2 — the parts no driftstone can supply. About **9% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

BEST IN CO-OP. Lead with Paralysis ammo to lock the monster, then Spread up close; its innate **Shared Sword** rewards team play. Lowest raw of the status guns.

3 • Elemental

only vs weak monsters

match the gun's element to the monster's weakness. Off-weakness, bring a General gun.



Glavenus Blitz **FIRE** **CRITICAL FEROCITY** **STYLE** ✓ — Glavenus · Atk **1579** **Fire 1568** **−30%** Ammo: Slicing Fire · Spread Fire

Armor — Slicing Ammo Boost 3 + Fire Attack + Recoil Down 3 / Reload Speed 2 set

- headRathalos Helm
Attack Boost 2 · Fire Attack 1 · 1◆
- chestCeanataur Mail
Recoil Down 2 · Slicing Ammo Boost 1 · 1◆
- armsRex Roar Braces
Advanced Attack Boost 1 · Recoil Down 1 · Reload Speed 1 · 1◆
- waistAlmudron Coil
Advanced Water Attack 1 · Reload Speed 1 · Spare Shot 1 · 1◆
- legsCeanataur Greaves
Advanced Water Attack 1 · Slicing Ammo Boost 2 · 1◆

From armor + weapon (recomputed from the official DB) **Advanced Attack Boost 1** **INERT: needs Attack Boost Lv5** **Attack Boost 2** **Raw Power 0→1** **Recoil Down 3** **Reload Speed 2**
Slicing Ammo Boost 3 **Spare Shot 1** **Advanced Water Attack 2** **INERT: needs Water Attack Lv5** **Fire Attack 1→5**

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

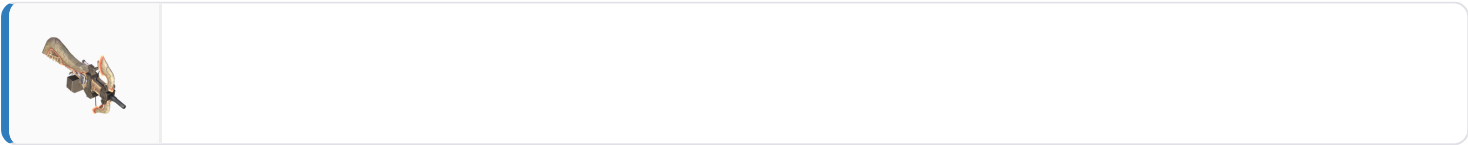
Style ▶ **STEPPING SHOT** — fires while moving, **NO RECOIL** (no Recoil Down) · style params → +300 fire

Style nodes — **Lv10** affinity · **Lv15** affinity · **Lv20** attack — **2** affinity then the rest into **attack** — affinity is the biggest single node here — 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 close behind here (positive affinity), within 0.1% — either is defensible. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) **◆x4: Fire Attack** 1→5 (+500 element) **◆x1: Raw Power** 0→1 (+100 atk, −5% aff) ⚡ **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs **◆x4 Fire Attack 1→5 + ◆x1 Raw Power 0→1**. Without those, use **Astalos Helm · Ceanataur Mail · Regios Vambraces · Pukei Lagoon Coil · Ceanataur Greaves** instead. Keeps **Slicing Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 2/2 — the parts no driftstone can supply. About **4% less damage** than the smelted build above. (Advanced Thunder Attack, Advanced Water Attack on these pieces is inert here — an incidental rider, not something to chase.) *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

#1 FIRE — NEGATIVE-AFFINITY ENGINE, NOT FLAT ELEMENT. −30% aff + innate Critical Ferocity by design; Fire has no "Advanced" booster so flat Fire Attack caps at +500 and loses to the CF+Slicing engine. **DROPPED VITAL FIRE** (HP-scaling) — this build is fully HP-independent. Drive affinity to −100% (Raw Power) so CF5's neg-crit fires; **NEVER ADD WEAKNESS EXPLOIT / CRITICAL EYE / CRITICAL BOOST.**



Jyura Bullet — Ammo (base: Madness Rifle) **WATER** **STYLE** ✓ — Jyuratodus · Atk **1549** **Water 1131** **0% aff** Ammo: Water · Water Spread

Armor — Normal/Element Ammo Boost 3 + Recoil Down 3 / Reload Speed 2 set

- headBazelgeuse Helm
Artillery 1 · Reload Speed 2 · 1◆
- chestQuematrice Mail
Normal/Element Ammo Boost 2 · Spare Shot 1 · 1◆
- armsBasarios Vambraces
Recoil Down 2 · 1◆
- waistRegios Tassets
Attack Efficacy 1 · Ballistics 1 · Normal/Element Ammo Boost 1 · 1◆
- legsBarroth Greaves
Defense Boost 2 · Recoil Down 1 · 1◆

From armor + weapon (recomputed from the official DB) **Artillery 1** **Ballistics 1** **Normal/Element Ammo Boost 3** **Recoil Down 3** **Reload Speed 2** **Spare Shot 1** **Attack Efficacy 1**
Defense Boost 2 **Water Attack 0→5**

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

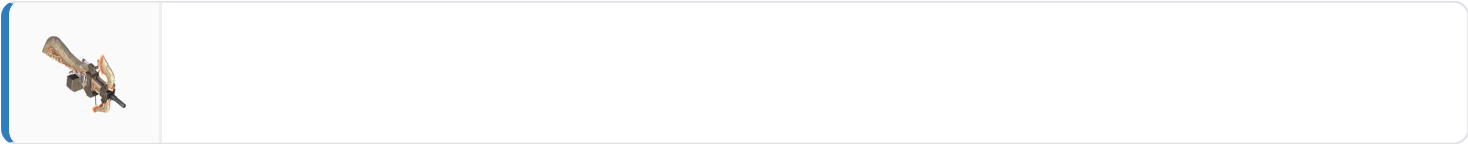
Style ▶ **STEPPING SHOT** — Jyuratodus is airborne; no recoil (Water AP/Spread is heavy), Evading Reload handles reloading · params → +300 water

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

Smelt (5 slots) **◆x5: Water Attack** 0→5 (+500 element) ⚡ **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs **◆x5 Water Attack 0→5**. Without those, use **Lunagaron Helm · Quematrice Mail · Rex Roar Braces · Regios Tassets · Rath Soul Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/2 — the parts no driftstone can supply. About **15% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

0% GUN. Fire Water from optimal range (Normal has a crit-range → Critical Range Boost helps); step in for Water Spread up close.



Jyura Bullet — Element (base: Madness Rifle) **WATER** **STYLE** ✓ — Jyuratodus · Atk **1549** **Water 1131** **0% aff** Ammo: Water · Water Spread

Armor — Water Attack + Recoil Down 3 / Reload Speed 2 set

- headLunagaron Helm
Ballistics 1 · Recoil Down 2 · 1◆
- chestAlmudron Mail
Advanced Water Attack 1 · Water Attack 2 · 1◆
- armsRex Roar Braces
Advanced Attack Boost 1 · Recoil Down 1 · Reload Speed 1 · 1◆
- waistAlmudron Coil
Advanced Water Attack 1 · Reload Speed 1 · Spare Shot 1 · 1◆
- legsJagras Greaves
Water Attack 2 · 1◆

From armor + weapon (recomputed from the official DB) **Advanced Attack Boost 1** **INERT: needs Attack Boost Lv5** **Ballistics 1** **Recoil Down 3** **Reload Speed 2** **Spare Shot 1**
Advanced Water Attack 2 **Water Attack 4→5** **Weakness Exploit 0→4**

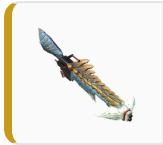
Weapon skill — **Last Stand 1** (off-thesis, not in the list above)

Style ▶ STEPPING SHOT — Jyuratodus IS airborne; no recoil (Water AP/Spread is heavy), Evading Reload handles reloading · params → +300 water

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: **Water Attack** 4→5 (+500 element) ◆x4: **Weakness Exploit** 0→4 (+40% affinity on a weak point) ⚡ **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Element build. Leads with the element package instead of the ammo boost. Prefer it when you are hunting a monster this element is strongly effective against, or when you cannot reach the ammo boost cap. **0% GUN.** Fire Water from optimal range (Normal has a crit-range → Critical Range Boost helps); step in for Water Spread up close.



Despot's Wildfire — Ammo **THUNDER** **STYLE** ✓ **#1 THUNDER** — Zinogre · Atk **1463** **Thunder 1420** 0% aff Ammo: Thunder · Thunder Piercing

Armor — **Normal/Element Ammo Boost 3 + Recoil Down 3 / Reload Speed 2 set**

head **Bazelgeuse Helm**

Artillery 1 · Reload Speed 2 · 1 ◆

chest **Quematrice Mail**

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ◆

arms **Basarios Vambraces**

Recoil Down 2 · 1 ◆

waist **Regios Tassets**

Attack Efficacy 1 · Ballistics 1 · Normal/Element Ammo Boost 1 · 1 ◆

legs **Barroth Greaves**

Defense Boost 2 · Recoil Down 1 · 1 ◆

From armor + weapon (recomputed from the official DB) **Artillery 1** **Ballistics 1** **Normal/Element Ammo Boost 3** **Recoil Down 3** **Reload Speed 2** **Spare Shot 1** **Attack Efficacy 1**

Defense Boost 2

Thunder Attack 0→5

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

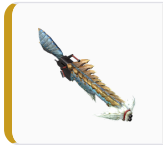
Style ▶ **SLIDING RELOAD OR STEPPING SHOT** — Zinogre IS airborne (style-eligible, +300 thunder). Sliding Reload for Pierce (keep Recoil Down); Stepping for Thunder AP spacing.

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) ◆x5: **Thunder Attack** 0→5 (+500 element) ⚡ **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs ◆x5 **Thunder Attack 0→5**. Without those, use **Lunagaron Helm · Quematrice Mail · Rex Roar Braces · Regios Tassets · Rath Soul Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 3/2 — the parts no driftstone can supply. About **14% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

#1 THUNDER LBG (etims). A true thunder gun (1420 element, 0% aff) that IS style-eligible — the +300 thunder style track puts it ahead of Khezu. Advanced Thunder is dormant until base Thunder Attack hits Lv5.



Despot's Wildfire — Element **THUNDER** **STYLE** ✓ **#1 THUNDER** — Zinogre · Atk **1463** **Thunder 1420** 0% aff Ammo: Thunder · Thunder Piercing

Armor — **Thunder Attack + Recoil Down 3 / Reload Speed 2 set**

head **Astalos Helm**

Advanced Thunder Attack 1 · Reload Speed 1 · Thunder Attack 1 · 1 ◆

chest **Khezu Mail**

Thunder Attack 2 · 1 ◆

arms **Basarios Vambraces**

Recoil Down 2 · 1 ◆

waist **Pukei Lagoon Coil**

Recoil Down 1 · Reload Speed 1 · 1 ◆

legs **Astalos Greaves**

Advanced Thunder Attack 1 · Thunder Attack 2 · 1 ◆

From armor + weapon (recomputed from the official DB) **Recoil Down 3** **Reload Speed 2** **Advanced Thunder Attack 2** **Thunder Attack 5** **Weakness Exploit 0→5**

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

Style ▶ **SLIDING RELOAD OR STEPPING SHOT** — Zinogre IS airborne (style-eligible, +300 thunder). Sliding Reload for Pierce (keep Recoil Down); Stepping for Thunder AP spacing.

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 0%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ◆x5: **Weakness Exploit** 0→5 (+50% affinity on a weak point) ⚡ **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Element build. Leads with the element package instead of the ammo boost. Prefer it when you are hunting a monster this element is strongly effective against, or when you cannot reach the ammo boost cap. **#1 THUNDER LBG** (etims). A true thunder gun (1420 element, 0% aff) that IS style-eligible — the +300 thunder style track puts it ahead of Khezu. Advanced Thunder is dormant until base Thunder Attack hits Lv5.



Khezu Hypo — Ammo (base: Khezu Syringe) **THUNDER** **#2 · BEST +AFF** **NO STYLE** — Khezu · Atk **1429** **Thunder 1134** +20% aff Ammo: Thunder Spread · Thunder Piercing

Armor — **Normal/Element Ammo Boost 3 + Thunder Attack + Recoil Down 2 / Reload Speed 2 set**

head **Lunagaron Helm**

Ballistics 1 · Recoil Down 2 · 1 ◆

chest **Quematrice Mail**

Normal/Element Ammo Boost 2 · Spare Shot 1 · 1 ◆

arms **Legiana Vambraces**

Reload Speed 2 · 1 ◆

waist **Regios Tassets**

Attack Efficacy 1 · Ballistics 1 · Normal/Element Ammo Boost 1 · 1 ◆

legs **Astalos Greaves**

Advanced Thunder Attack 1 · Thunder Attack 2 · 1 ◆

From armor + weapon (recomputed from the official DB) **Ballistics 2** **Normal/Element Ammo Boost 3** **Recoil Down 2** **Reload Speed 2** **Spare Shot 1** **Advanced Thunder Attack 1**

Attack Efficacy 1

Thunder Attack 2→5

Weakness Exploit 0→2

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

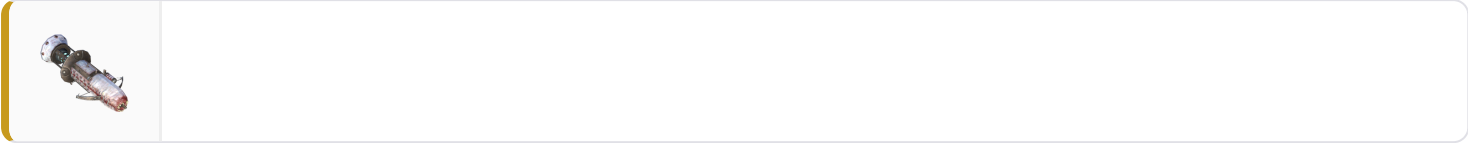
Style ▶ **NO STYLE NEEDED** — the +20% native aff crit alt. Pierce gun → keep Recoil Down + Ballistics (official name; it raises the optimal firing distance).

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into **attack** as the safe default — or **element** if you are specifically hunting monsters weak to this element · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — at +20% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 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) **◆x3: Thunder Attack** 2→5 (+500 element) **◆x2: Weakness Exploit** 0→2 (+25% affinity on a weak point) **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs **◆x3 Thunder Attack 2→5 + ◆x2 Weakness Exploit 0→2**. Without those, use **Regios Helm · Quematrice Mail · Basarios Vambraces · Regios Tassets · Rath Soul Greaves** instead. Keeps **Normal/Element Ammo Boost 3**, Recoil Down 2/2 and Reload Speed 2/2 — the parts no driftstone can supply. About **18% less damage** than the smelted build above. *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

THE +20% NATIVE-AFFINITY CRIT ALTERNATIVE. Higher affinity than Zinogre but lower element ceiling and no style track — take it if you prefer a crit build over the styled Zinogre gun.



Khezu Hypo — Element (base: Khezu Syringe) **THUNDER** **#2 · BEST +AFF** **NO STYLE** — Khezu · Atk **1429** Thunder **1134** +20% aff Ammo: Thunder Spread · Thunder Piercing

Armor — Thunder Attack + Recoil Down 2 / Reload Speed 2 set

- head **Astalos Helm**
Advanced Thunder Attack 1 · Reload Speed 1 · Thunder Attack 1 · 1◆
- chest **Khezu Mail**
Thunder Attack 2 · 1◆
- arms **Basarios Vambraces**
Recoil Down 2 · 1◆
- waist **Zinogre Coil**
Artful Dodger 1 · Reload Speed 1 · 1◆
- legs **Astalos Greaves**
Advanced Thunder Attack 1 · Thunder Attack 2 · 1◆

From armor + weapon (recomputed from the official DB) **Recoil Down 2** **Reload Speed 2** **Advanced Thunder Attack 2** **Artful Dodger 1** **Thunder Attack 5** **Weakness Exploit 0→5**

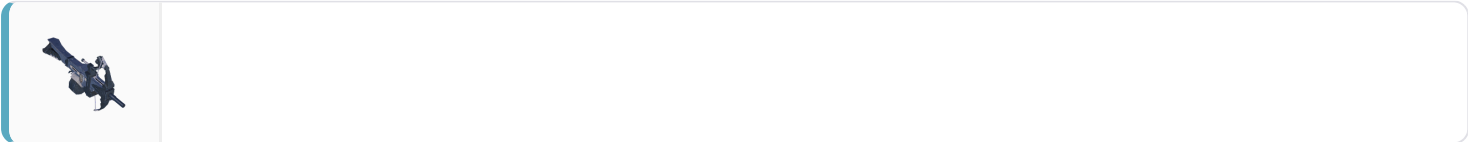
Weapon skill — **Peak Performance 1** (off-thesis, not in the list above)

Style ▸ **NO STYLE NEEDED** — the +20% native aff crit alt. Pierce gun → keep Recoil Down + Ballistics (official name; it raises the optimal firing distance).

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into **attack** as the safe default — or **element** if you are specifically hunting monsters weak to this element · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — at +20% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 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: Weakness Exploit** 0→5 (+50% affinity on a weak point) **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Element build. Leads with the element package instead of the ammo boost. Prefer it when you are hunting a monster this element is strongly effective against, or when you cannot reach the ammo boost cap. **THE +20% NATIVE-AFFINITY CRIT ALTERNATIVE.** Higher affinity than Zinogre but lower element ceiling and no style track — take it if you prefer a crit build over the styled Zinogre gun.



Frost Blitz — Ammo (base: Snow Blitz) **ICE** **STYLE ✓** — Legiana · Atk **1463** Ice **1420** 0% aff Ammo: Ice · Ice Spread · Slicing Ice

Armor — Slicing Ammo Boost 3 + Ice Attack + Recoil Down 3 / Reload Speed 2 set

- head **Banbaro Helm**
Recoil Down 1 · Tremor Resistance 1 · 1◆
- chest **Ceanataur Mail**
Recoil Down 2 · Slicing Ammo Boost 1 · 1◆
- arms **Legiana Vambraces**
Reload Speed 2 · 1◆
- waist **Legiana Coil**
Ice Attack 2 · Windproof 1 · 1◆
- legs **Ceanataur Greaves**
Advanced Water Attack 1 · Slicing Ammo Boost 2 · 1◆

From armor + weapon (recomputed from the official DB) **Recoil Down 3** **Reload Speed 2** **Slicing Ammo Boost 3** **Advanced Water Attack 1** **INERT: needs Water Attack Lv5** **Ice Attack 2→5**

Tremor Resistance 1 **Weakness Exploit 0→2** **Windproof 1**

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

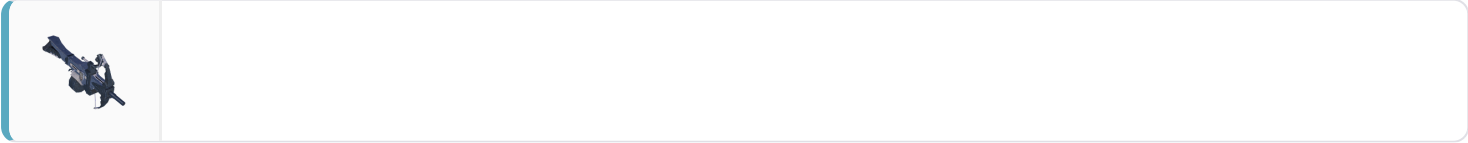
Style ▸ **STEPPING SHOT** — Slicing recoil is untamable by Recoil Down, so Stepping negates it entirely · params → +300 ice

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) **◆x3: Ice Attack** 2→5 (+500 element) **◆x2: Weakness Exploit** 0→2 (+25% affinity on a weak point) **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs **◆x3 Ice Attack 2→5 + ◆x2 Weakness Exploit 0→2**. Without those, use **Astalos Helm · Ceanataur Mail · Regios Vambraces · Pukei Lagoon Coil · Ceanataur Greaves** instead. Keeps **Slicing Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 2/2 — the parts no driftstone can supply. About **13% less damage** than the smelted build above. (Advanced Thunder Attack, Advanced Water Attack on these pieces is inert here — an incidental rider, not something to chase.) *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

this set carried **Advanced Attack Boost 2** (Rex Roar helm + braces), which is worth +350 attack — but **only while Attack Boost is Lv5**, and Attack Boost was **0** here, so both levels were dead. Reaching Lv5 would need all 5 slots on a skill you cannot aim at (colour-pool only) and would cost the Ice Attack 2→5 smelt. The Rex Roar pieces are replaced with ice/crit value instead; **Ceanataur Greaves** also carried Advanced *Water Attack* on an ice gun. **SPREAD + SLICING GUN.** Slicing Ice severs tails & is range-independent — **SLICING AMMO BOOST** (Ceanataur) is the key skill; play close for Ice Spread burst.



Frost Blitz — Element (base: Snow Blitz) **ICE** **STYLE ✓** — Legiana · Atk **1463** Ice **1420** 0% aff Ammo: Ice · Ice Spread · Slicing Ice

Armor — Ice Attack + Recoil Down 3 / Reload Speed 2 set

- head **Lunagaron Helm**
Ballistics 1 · Recoil Down 2 · 1◆
- chest **Goss Harag Mail**
Advanced Ice Attack 1 · Ice Attack 2 · 1◆
- arms **Barioth Vambraces**
Ice Attack 2 · 1◆
- waist **Golm Faults**
Reckless 1 · Reload Speed 2 · 1◆
- legs **Barroth Greaves**
Defense Boost 2 · Recoil Down 1 · 1◆

From armor + weapon (recomputed from the official DB)

Ballistics 1

Recoil Down 3

Reload Speed 2

Advanced Ice Attack 1

Defense Boost 2

Ice Attack 4→5

Reckless 1

Weakness Exploit 0→4

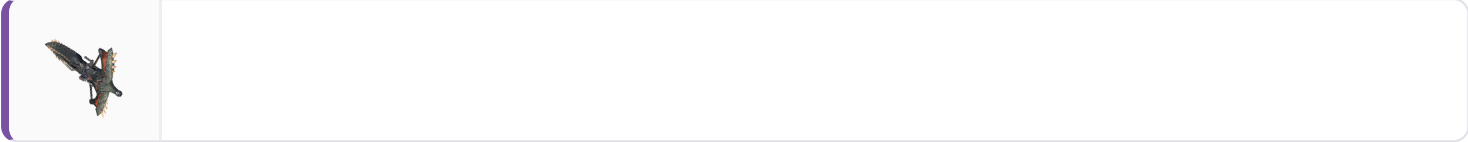
Weapon skill — Divine Blessing 2 (off-thesis, not in the list above)

Style ▶ STEPPING SHOT — Slicing recoil is untamable by Recoil Down, so Stepping negates it entirely · params → +300 ice

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) ♦×1: Ice Attack 4→5 (+500 element) ♦×4: Weakness Exploit 0→4 (+40% affinity on a weak point) ⚡ **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Element build. Leads with the element package instead of the ammo boost. Prefer it when you are hunting a monster this element is strongly effective against, or when you cannot reach the ammo boost cap. this set carried **Advanced Attack Boost 2** (Rex Roar helm + braces), which is worth +350 attack — but **only while Attack Boost is Lv5**, and Attack Boost was **0** here, so both levels were dead. Reaching Lv5 would need all 5 slots on a skill you cannot aim at (colour-pool only) and would cost the Ice Attack 2→5 smelt. The Rex Roar pieces are replaced with ice/crit value instead; **Ceanataur Greaves** also carried *Advanced Water Attack* on an ice gun. **SPREAD + SLICING GUN.** Slicing Ice severs tails & is range-independent — **SLICING AMMO BOOST** (Ceanataur) is the key skill; play close for Ice Spread burst.



Devil's Madness (base: Devil's Grin) **DRAGON** **STYLE** ✓ — Deviljho · #1 Dragon · great on 1.5x element stages · Atk **1579** **Dragon 1568** **-30%**

Armor — Slicing Ammo Boost 3 + Dragon Attack + Recoil Down 3 / Reload Speed 2 set

- head **Stygian Helm**
Advanced Dragon Attack 1 · Dragon Attack 2 · 1 ♦
- chest **Ceanataur Mail**
Recoil Down 2 · Slicing Ammo Boost 1 · 1 ♦
- arms **Rex Roar Braces**
Advanced Attack Boost 1 · Recoil Down 1 · Reload Speed 1 · 1 ♦
- waist **Zinogre Coil**
Artful Dodger 1 · Reload Speed 1 · 1 ♦
- legs **Ceanataur Greaves**
Advanced Water Attack 1 · Slicing Ammo Boost 2 · 1 ♦

From armor + weapon (recomputed from the official DB)

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

Raw Power 0→2

Recoil Down 3

Reload Speed 2

Slicing Ammo Boost 3

Advanced Dragon Attack 1

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

Artful Dodger 1

Dragon Attack 2→5

Weapon skill — Rising Tide 2 (off-thesis, not in the list above)

Style ▶ STEPPING SHOTstyle params → +300 dragon

Style nodes — Lv10 affinity · Lv15 element · Lv20 element — **1 affinity** then the rest into **element**. Positive affinity plus crit skills here, so affinity nodes pay; the margin over pure element is small (~0.4%). *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (5 slots) ♦×3: Dragon Attack 2→5 (+500 element) ♦×2: Raw Power 0→2 (+200 atk, -10% aff) ⚡ **Recoil Down, Reload Speed and the Ammo Boost skills cannot be smelted at all** — armour is their only source, which is why the set leads with them.

Can't driftsmelt yet? The build above needs ♦×3 Dragon Attack 2→5 + ♦×2 Raw Power 0→2. Without those, use **Astalos Helm · Ceanataur Mail · Rex Roar Braces · Tigrex Coil · Ceanataur Greaves** instead. Keeps **Slicing Ammo Boost 3**, Recoil Down 3/3 and Reload Speed 2/2 — the parts no driftstone can supply. About **12% less damage** than the smelted build above. (Advanced Thunder Attack, Advanced Water Attack on these pieces is inert here — an incidental rider, not something to chase.) *Damage is relative and from the same model as the rest of this sheet; the Ammo Boost is not in that model, which is why both builds are held to the same level of it so it cancels.*

MID-RANGE ELEMENTAL GUN — **FULLY HP-INDEPENDENT. DROPPED VITAL DRAGON** (HP-scaling). Dragon Attack 5 (+500) + Advanced Dragon Attack 2 (+400) = **A GUARANTEED +900 FLAT DRAGON AT ANY HP** — higher than Vital's real-fight average. Dragon Attack Lv5 is what unlocks Advanced, so the +1 smelt is mandatory. -30% aff is fine (element-driven).

Data 2026-07-30 (official monsterhunternow.com EN skills+ammo, etims.info/lightbowgun, gamewith.jp + weapon-hub DB, alterna.jp, wikiwiki, Game8). Stats G10-Lv5 (raw guns corrected from G10-Lv1 ×1.198). LBG ammo fixed per gun; status guns fire status ammo but carry no innate status value; no Blast LBG. Thunder #1 is the Zinogre gun (styleable thunder element) with Khezu Hypo as the +20%-aff crit alt. Style eligibility (verified this session): riftborne = Magnamalo, Banbaro, Bishaten, Glavenus, Jyuratodus, Zinogre, Legiana, Deviljho; NOT styleable = Seregios, Gold Rathian (rare), Nightshade Paolumu (subspecies). Rose Assault is event-locked (Spring Fest 2026); its Stepping Shot + Slicing build is the recommended pick, verified intact. Critical Ferocity ~30% proc is community-estimated, unconfirmed by Capcom. Weapon sprites © Capcom (official MHN).