

Monster Hunter Now — Sword & Shield Build Sheet

Season 10 · Wave 3 (Aug 17 – Sep 16, 2026) · G10-Lv5 stats · official EN skill names · 12 bands from 51 swords

Read this first: the community consensus is that Sword & Shield underperforms in Monster Hunter Now. This is the only sheet in this project where the honest summary is about the weapon class rather than which build wins. Several self-described former SnS mains on r/MHNowGame report switching away — "SnS feels god awful in Now", "sns is kinda weak compared to other options, HBG/LBG are kings rn", "I completely gave up on SnS, it's far too weak compared to other weapons". The sets below are the best available for the weapon; they are not a claim that it competes with the bowguns. **Styles: Perfect Rush is widely considered bad** — long animation lock, no roll-cancel, and one player timed mashing against perfect-timing to 40k damage on the training dummy and found it "too similar to call", so the timing minigame does not pay in damage. **Drill Slash** suits ailment builds but loses the shield hits and their stun value. **Default is often the best choice**, which is unusual — other weapons' styles are near straight upgrades. Style choice does **not** change SnS guard thresholds. **Guard numbers** come from a dedicated testing project (lescarnetsdelawyacademie.fr/guard-now, Masuku and Hazyd, March 2026): these are server-side values found by measurement, **not** dataminced, so they can change with any balance patch. Knockback costs **30% of the attack on heavy, 15% on medium, 5% on weak**, and a **perfect** guard takes 0% on medium or weak. Weak roars are 30 KB, strong roars 60 KB, and nukes 80 KB. **All 51 swords are in scope; 18 are style-customizable**. Elder-dragon armour is excluded so every set here is farmable.

1 · General / Raw *works on everything*



Spiked Bat — Raw (base: Studded Club)

ARMOR — CARRIES VALOR AND SKYWARD STRIKER

head **Barioth Helm**
Evade Extender 1 · Skyward Striker 2 · 1 ◆

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

arms **Rathalos Vambraces**
Fire Resistance 1 · Attack Boost 2 · 2 ◆

waist **Death Garon Coil** *subspecies*
Critical Boost 2 · Evasive Concentration 1 · 1 ◆

legs **Bazelgeuse Greaves**
Valor 2 · Blast Attack 1 · 1 ◆

Driftsmelt: 6 slots at G8+

VALOR / SKYWARD STRIKER — Diablos · Atk 2371 +0% aff

SKILLS — NOW → AFTER DRIFTSMELT

Valor 5 Skyward Striker 2 Attack Boost 2 Critical Boost 2 Evade Extender 1 Fire Resistance 1

Evasive Concentration 1 Blast Attack 1 INERT: this weapon applies no status, so blast does nothing

Weakness Exploit 0 → 5 Burst 0 → 1

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

Style ▶ ELIGIBLE — Diablos is riftborne and the official DB lists **customizable: true** for this sword, so it can take the enhancement track. **Style steps:** three parameter nodes, at **Lv10, Lv15 and Lv20**. At each node you pick **+100 attack OR +100 element OR +10% affinity** — they are **either-or, not cumulative**. So the headline "+300 attack / +300 element / +30% affinity" figures are the most you can put into ONE stat, and you may mix (two into attack and one into affinity gives +200 attack and +10% affinity). This weapon class also reports **styleSelectable: true**.

Style at Lv5 — take **Drill Slash** — described as "straight up superior", especially for cutting tails. **Not Perfect Rush** — "a huge gamble, since you can't roll out of it". Base/no style is the only real alternative, and it is an AERIAL playstyle that **requires Skyward Striker**, which is why several bands here carry it. *Style names are not published in the game data; community-reported (r/MHNowGame 1rgyc7s, 1pcnkp).* *Styles are reversible.*

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 0% and all three about 1%. *Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.*

Smelt (6 slots) ◆x5: Weakness Exploit 0 → 5 ◆x1: Burst 0 → 1 🦋. Only **aimable** skills are planned here. **Guard, Skyward Striker and every status skill are colour-pool only**, and the status *Exploit* skills are **not smeltable at all**, so armour is their only source — that is why the sets above are built around them.

Valor + Skyward Striker (the mainstream build) — **Valor** pays +400 to +1000 attack and refills 50-100% of the Special Gauge **when a monster roars**, the largest single number in the Attack Up category; it is armour-only, so the set carries it. **Skyward Striker** adds +15 to +40% to **aerial** damage, which is where SnS does its best work, and it is pool-only so it cannot be smelted in. Community rule of thumb: **Valor if the monster roars, Pursuit if it does not**. Note Valor only starts paying after the first roar, whereas Advanced Attack Boost is live from the opening second. Innate: kind.



Spiked Bat — Guard (base: Studded Club)

ARMOR — MUST REACH GUARD 5 ON ITS OWN

head **Baan Helm**
Guard 2 · 1 ◆

chest **Golm Mail**
Guard Up 1 · Guard 1 · 2 ◆

arms **Barroth Vambraces**
Guard 2 · 1 ◆

waist **Rex Roar Coil** *subspecies*
Advanced Attack Boost 1 · Attack Boost 2 · 1 ◆

legs **Quematrice Greaves**
Attack Boost 3 · 1 ◆

Driftsmelt: 6 slots at G8+

REFLECTION / GUARD 5 — Diablos · Atk 2371 +0% aff

SKILLS — NOW → AFTER DRIFTSMELT

Guard 5 Guard Up 1 Attack Boost 5 Advanced Attack Boost 1 Reflection 0 → 5 Weakness Exploit 0 → 1

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

Style ▶ ELIGIBLE — Diablos is riftborne and the official DB lists **customizable: true** for this sword, so it can take the enhancement track. **Style steps:** three parameter nodes, at **Lv10, Lv15 and Lv20**. At each node you pick **+100 attack OR +100 element OR +10% affinity** — they are **either-or, not cumulative**. So the headline "+300 attack / +300 element / +30% affinity" figures are the most you can put into ONE stat, and you may mix (two into attack and one into affinity gives +200 attack and +10% affinity). This weapon class also reports **styleSelectable: true**.

Style at Lv5 — take **Drill Slash** — described as "straight up superior", especially for cutting tails. **Not Perfect Rush** — "a huge gamble, since you can't roll out of it". Base/no style is the only real alternative, and it is an AERIAL playstyle that **requires Skyward Striker**, which is why several bands here carry it. *Style names are not published in the game data; community-reported (r/MHNowGame 1rgyc7s, 1pcnkp).* *Styles are reversible.*

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

Smelt (6 slots) ◆x5: Reflection 0 → 5 ◆x1: Weakness Exploit 0 → 1 🦋. Only **aimable** skills are planned here. **Guard, Skyward Striker and every status skill are colour-pool only**, and the status *Exploit* skills are **not smeltable at all**, so armour is their only source — that is why the sets above are built around them.

Reflection + Guard 5 (the expert build) — Reflection returns damage proportional to the **knockback power of the attack you blocked**, so it wants you blocking big hits. Guard is worth exactly Lv5 and no more: SnS has the worst guard thresholds in the game at **9 medium / 29 heavy**, Guard adds +10 per level, so Guard 5 reaches 59/79 — a 60 KB strong hit lands as *medium* and an 80 KB nuke still lands as **heavy**. There is no way to do better at any level. Honest caveat: this build chases exactly the hits SnS is worst at absorbing. It is proven — AceWang cleared 10★ Bazelgeuse in 73s, Barioth 49s and Glavenus 63s with it — but it is an expert build, and one commenter put it bluntly: "SnS is the worst shielded weapon to use reflection with." Innate: kind.



Stonebite (base: Accursed Claw)

ARMOR — CARRIES VALOR AND SKYWARD STRIKER

head **Barioth Helm**
Evade Extender 1 · Skyward Striker 2 · 1 ◆

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

arms **Rathalos Vambraces**
Fire Resistance 1 · Attack Boost 2 · 2 ◆

waist **Banbaro Coil**
Attack Boost 2 · Firm Foothold 1 · 1 ◆

legs **Bazelgeuse Greaves**
Valor 2 · Blast Attack 1 · 1 ◆

Driftsmelt: 6 slots at G8+

VALOR / SKYWARD STRIKER — Brute Tigrex · Atk 2633 -10% aff

SKILLS — NOW → AFTER DRIFTSMELT

Valor 5 Skyward Striker 2 Attack Boost 4 Evade Extender 1 Fire Resistance 1 Firm Foothold 1

Blast Attack 1 INERT: this weapon applies no status, so blast does nothing Weakness Exploit 0 → 5 Burst 0 → 1

Weapon skill — Aggressive Dodger 5 (off-thesis, not in the list above)

Style ▶ NOT ELIGIBLE — the official DB publishes no customizationSpec for this sword, so 2633 attack is final.

Smelt (6 slots) ◆x5: Weakness Exploit 0 → 5 ◆x1: Burst 0 → 1 🦋. Only **aimable** skills are planned here. **Guard, Skyward Striker and every status skill are colour-pool only**, and the status *Exploit* skills are **not smeltable at all**, so armour is their only source — that is why the sets above are built around them.

Valor + Skyward Striker (the mainstream build) — **Valor** pays +400 to +1000 attack *and* refills 50-100% of the Special Gauge **when a monster roars**, the largest single number in the Attack Up category; it is armour-only, so the set carries it. **Skyward Striker** adds +15 to +40% to **aerial** damage, which is where SnS does its best work, and it is pool-only so it cannot be smelted in. Community rule of thumb: **Valor if the monster roars, Pursuit if it does not**. Note Valor only starts paying after the first roar, whereas Advanced Attack Boost is live from the opening second. Innate: kind.

2 • Fire fire element



Glavenus Razor

FIRE

VALOR / SKYWARD STRIKER

— Glavenus ·

Atk 1579

Fire 1568

~30% aff

ARMOR — CARRIES VALOR AND SKYWARD STRIKER

head

Rathalos Helm

Attack Boost 2 · Fire Attack 1 · 1◆

chest

Bazelgeuse Mail

Valor 3 · 1◆

arms

Anja Vambraces

Fire Attack 2 · 1◆

waist

Basarios Coil

Fire Attack 2 · 1◆

legs

Bazelgeuse Greaves

Valor 2 · Blast Attack 1 · 1◆

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Valor 5

Fire Attack 5

Attack Boost 2

Blast Attack 1 INERT: this weapon applies no status, so blast does nothing

Weakness Exploit 0 → 5

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

Style ▶ ELIGIBLE — Glavenus is riftborne and the official DB lists customizable: true for this sword, so it can take the enhancement track. Style steps: three parameter nodes, at Lv10, Lv15 and Lv20. At each node you pick +100 attack OR +100 element OR +10% affinity — they are either-or, not cumulative. So the headline "+300 attack / +300 element / +30% affinity" figures are the most you can put into ONE stat, and you may mix (two into attack and one into affinity gives +200 attack and +10% affinity). This weapon class also reports styleSelectable: true.

Style at Lv5 — take Drill Slash — described as "straight up superior", especially for cutting tails. Not Perfect Rush — "a huge gamble, since you can't roll out of it". Base/no style is the only real alternative, and it is an AERIAL playstyle that requires Skyward Striker, which is why several bands here carry it. Style names are not published in the game data; community-reported (r/MHNowGame 1rgyc7s, 1pcnkph). Styles are reversible.

Style nodes — Lv10 element · Lv15 element · Lv20 element — all 3 into element — this build's element is high enough that it beats an attack node outright, not just against monsters weak to it · 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. An affinity node is exactly tied with this here (positive affinity), so either is fine. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots) ◆x5: Weakness Exploit 0 → 5 ⚡. Only aimable skills are planned here. Guard, Skyward Striker and every status skill are colour-pool only, and the status Exploit skills are not smeltable at all, so armour is their only source — that is why the sets above are built around them.

Valor + Skyward Striker (the mainstream build) — Valor pays +400 to +1000 attack and refills 50-100% of the Special Gauge when a monster roars, the largest single number in the Attack Up category; it is armour-only, so the set carries it. Skyward Striker adds +15 to +40% to aerial damage, which is where SnS does its best work, and it is pool-only so it cannot be smelted in. Community rule of thumb: Valor if the monster roars, Pursuit if it does not. Note Valor only starts paying after the first roar, whereas Advanced Attack Boost is live from the opening second. Innate: kind.

3 • Water water element



Rogue Wave (base: Aqua Messer)

WATER

VALOR / SKYWARD STRIKER

— Jyuratodus ·

Atk 1549

Water 1131

+0% aff

ARMOR — CARRIES VALOR AND SKYWARD STRIKER

head

Mizutsune Helm

Water Attack 2 · 1◆

chest

Bazelgeuse Mail

Valor 3 · 1◆

arms

Ceanataur Vambraces

Advanced Water Attack 1 · Lock On 1 · Water Attack 1 · 1◆

waist

Ceanataur Coil

Advanced Water Attack 1 · Tail Partbreaker 1 · 2◆

legs

Jagras Greaves

Water Attack 2 · 1◆

Driftsmelt: 6 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Valor 3

Water Attack 5

Advanced Water Attack 2

Lock On 1

Tail Partbreaker 1

Weakness Exploit 0 → 5

Burst 0 → 1

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

Style ▶ ELIGIBLE — Jyuratodus is riftborne and the official DB lists customizable: true for this sword, so it can take the enhancement track. Style steps: three parameter nodes, at Lv10, Lv15 and Lv20. At each node you pick +100 attack OR +100 element OR +10% affinity — they are either-or, not cumulative. So the headline "+300 attack / +300 element / +30% affinity" figures are the most you can put into ONE stat, and you may mix (two into attack and one into affinity gives +200 attack and +10% affinity). This weapon class also reports styleSelectable: true.

Style at Lv5 — take Drill Slash — described as "straight up superior", especially for cutting tails. Not Perfect Rush — "a huge gamble, since you can't roll out of it". Base/no style is the only real alternative, and it is an AERIAL playstyle that requires Skyward Striker, which is why several bands here carry it. Style names are not published in the game data; community-reported (r/MHNowGame 1rgyc7s, 1pcnkph). Styles are reversible.

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 (6 slots) ◆x5: Weakness Exploit 0 → 5 ◆x1: Burst 0 → 1 ⚡. Only aimable skills are planned here. Guard, Skyward Striker and every status skill are colour-pool only, and the status Exploit skills are not smeltable at all, so armour is their only source — that is why the sets above are built around them.

Valor + Skyward Striker (the mainstream build) — Valor pays +400 to +1000 attack and refills 50-100% of the Special Gauge when a monster roars, the largest single number in the Attack Up category; it is armour-only, so the set carries it. Skyward Striker adds +15 to +40% to aerial damage, which is where SnS does its best work, and it is pool-only so it cannot be smelted in. Community rule of thumb: Valor if the monster roars, Pursuit if it does not. Note Valor only starts paying after the first roar, whereas Advanced Attack Boost is live from the opening second. Innate: kind.

4 • Thunder thunder element



Fatal Bite (base: Fatal Jho)

DRAGON

VALOR / SKYWARD STRIKER

— Deviljho · Atk 1579 Dragon 1568 -30% aff

ARMOR — CARRIES VALOR AND SKYWARD STRIKER

head

Stygian Helm subspecies

Advanced Dragon Attack 1 · Dragon Attack 2 · 1

chest

Bazelgeuse Mail

Valor 3 · 1

arms

Stygian Vambraces subspecies

Advanced Dragon Attack 1 · Lock On 1 · Dragon Attack 1 · 1

waist

Vangis Coil

Dragon Attack 2 · Tremor Resistance 1 · 1

legs

Bazelgeuse Greaves

Valor 2 · Blast Attack 1 · 1

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Valor 5 Dragon Attack 5 Advanced Dragon Attack 2 Lock On 1 Tremor Resistance 1

Blast Attack 1 INERT: this weapon applies no status, so blast does nothing Weakness Exploit 0→5

Weapon skill — Skyward Striker 2 (off-thesis, not in the list above)

Style ▶ ELIGIBLE — Deviljho is riftborne and the official DB lists customizable: true for this sword, so it can take the enhancement track. Style steps: three parameter nodes, at Lv10, Lv15 and Lv20. At each node you pick +100 attack OR +100 element OR +10% affinity — they are either-or, not cumulative. So the headline "+300 attack / +300 element / +30% affinity" figures are the most you can put into ONE stat, and you may mix (two into attack and one into affinity gives +200 attack and +10% affinity). This weapon class also reports styleSelectable: true.

Style at Lv5 — take Drill Slash — described as "straight up superior", especially for cutting tails. Not Perfect Rush — "a huge gamble, since you can't roll out of it". Base/no style is the only real alternative, and it is an AERIAL playstyle that requires Skyward Striker, which is why several bands here carry it. Style names are not published in the game data; community-reported (r/IMHNowGame 1rgyc7s, 1pcnkph). Styles are reversible.

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

Smelt (5 slots) ♦x5: Weakness Exploit 0→5 ♻️. Only aimable skills are planned here. Guard, Skyward Striker and every status skill are colour-pool only, and the status Exploit skills are not smeltable at all, so armour is their only source — that is why the sets above are built around them.

Valor + Skyward Striker (the mainstream build) — Valor pays +400 to +1000 attack and refills 50-100% of the Special Gauge when a monster roars, the largest single number in the Attack Up category; it is armour-only, so the set carries it. Skyward Striker adds +15 to +40% to aerial damage, which is where SnS does its best work, and it is pool-only so it cannot be smelted in. Community rule of thumb: Valor if the monster roars, Pursuit if it does not. Note Valor only starts paying after the first roar, whereas Advanced Attack Boost is live from the opening second. Innate: kind.

7 · Poison poison element



Queen Rapier (base: Princess Rapier)

POISON

VALOR / SKYWARD STRIKER

— Rathian · Atk 1817 Poison 516 +0% aff

ARMOR — CARRIES VALOR AND SKYWARD STRIKER

head

Rathian Helm

Health Boost 2 · Poison Attack 1 · 1

chest

Bazelgeuse Mail

Valor 3 · 1

arms

Pukei Vambraces

Poison Attack 2 · Poison Resistance 1 · 1

waist

Pukei Coil

Poison Attack 2 · 1

legs

Bazelgeuse Greaves

Valor 2 · Blast Attack 1 · 1

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

Valor 5 Poison Attack 5 Health Boost 4 Poison Resistance 1

Blast Attack 1 INERT: this weapon applies poison, not blast Weakness Exploit 0→5

Weapon skill — Health Boost 2 (already counted above)

Style ▶ ELIGIBLE — Rathian is riftborne and the official DB lists customizable: true for this sword, so it can take the enhancement track. Style steps: three parameter nodes, at Lv10, Lv15 and Lv20. At each node you pick +100 attack OR +100 element OR +10% affinity — they are either-or, not cumulative. So the headline "+300 attack / +300 element / +30% affinity" figures are the most you can put into ONE stat, and you may mix (two into attack and one into affinity gives +200 attack and +10% affinity). This weapon class also reports styleSelectable: true.

Style at Lv5 — take Drill Slash — described as "straight up superior", especially for cutting tails. Not Perfect Rush — "a huge gamble, since you can't roll out of it". Base/no style is the only real alternative, and it is an AERIAL playstyle that requires Skyward Striker, which is why several bands here carry it. Style names are not published in the game data; community-reported (r/IMHNowGame 1rgyc7s, 1pcnkph). Styles are reversible.

Style nodes — Lv10 attack · Lv15 attack · Lv20 attack — all 3 into attack for damage. This is a poison weapon: its 666 is status BUILDUP, not elemental damage, so an element node buys faster poison procs instead of a bigger hit — take element nodes only if you are building for the status · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. Never take an affinity node — at +0% base affinity a node converts to only a few percent, well under what an attack node adds, so one costs about 1% and all three about 4%. Each node is +100 atk OR +100 element OR +10% affinity — three picks, not all three.

Smelt (5 slots) ♦x5: Weakness Exploit 0→5 ♻️. Only aimable skills are planned here. Guard, Skyward Striker and every status skill are colour-pool only, and the status Exploit skills are not smeltable at all, so armour is their only source — that is why the sets above are built around them.

Valor + Skyward Striker (the mainstream build) — Valor pays +400 to +1000 attack and refills 50-100% of the Special Gauge when a monster roars, the largest single number in the Attack Up category; it is armour-only, so the set carries it. Skyward Striker adds +15 to +40% to aerial damage, which is where SnS does its best work, and it is pool-only so it cannot be smelted in. Community rule of thumb: Valor if the monster roars, Pursuit if it does not. Note Valor only starts paying after the first roar, whereas Advanced Attack Boost is live from the opening second. Innate: kind.

8 · Paralysis paralysis element

Sinister Shadekeeper (base: Sinister Sword)

VALOR / SKYWARD STRIKER

Magnamalo

Atk 1817

Blast 516

+0% aff

ARMOR — CARRIES VALOR AND SKYWARD STRIKER

- head **Barioth Helm**
Evade Extender 1 · Skyward Striker 2 · 1
- chest **Bazelgeuse Mail**
Valor 3 · 1
- arms **Sinister Gauntlets**
Blast Attack 2 · 1
- waist **Death Garon Coil** subspecies
Critical Boost 2 · Evasive Concentration 1 · 1
- legs **Bazelgeuse Greaves**
Valor 2 · Blast Attack 1 · 1

Driftsmelt: 5 slots at G8+

SKILLS — NOW → AFTER DRIFTSMELT

- Valor 5
- Skyward Striker 2
- Blast Attack 3
- Critical Boost 2
- Evade Extender 1
- Evasive Concentration 1
- Weakness Exploit 0→5

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

Style • ELIGIBLE — Magnamalo is riftborne and the official DB lists **customizable: true** for this sword, so it can take the enhancement track. **Style steps:** three parameter nodes, at **Lv10, Lv15 and Lv20**. At each node you pick **+100 attack OR +100 element OR +10% affinity** — they are **either-or, not cumulative**. So the headline "+300 attack / +300 element / +30% affinity" figures are the most you can put into ONE stat, and you may mix (two into attack and one into affinity gives +200 attack and +10% affinity). This weapon class also reports **styleSelectable: true**.

Style at Lv5 — take **Drill Slash** — described as "straight up superior", especially for cutting tails. **Not Perfect Rush** — "a huge gamble, since you can't roll out of it". Base/no style is the only real alternative, and it is an AERIAL playstyle that **requires Skyward Striker**, which is why several bands here carry it. *Style names are not published in the game data; community-reported (r/MHNowGame 1rgyc7s, 1pcnkph). Styles are reversible.*

Style nodes — **Lv10** attack · **Lv15** attack · **Lv20** attack — all 3 into **attack** for damage. This is a blast weapon: its 616 is status BUILDUP, not elemental damage, so an element node buys faster blast procs instead of a bigger hit — take element nodes only if you are building for the status · the two are exactly equal at a 1.0x element multiplier; element wins only above that, and raw applies everywhere, so attack is the lower-variance pick. **Never take an affinity node** — at +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) **5x Weakness Exploit** 0→5. Only **aimable** skills are planned here. **Guard, Skyward Striker and every status skill are colour-pool only**, and the status *Exploit* skills are **not smeltable at all**, so armour is their only source — that is why the sets above are built around them.

Valor + Skyward Striker (the mainstream build) — **Valor** pays +400 to +1000 attack *and* refills 50-100% of the Special Gauge **when a monster roars**, the largest single number in the Attack Up category; it is armour-only, so the set carries it. **Skyward Striker** adds +15 to +40% to **aerial** damage, which is where SnS does its best work, and it is pool-only so it cannot be smelted in. Community rule of thumb: **Valor if the monster roars, Pursuit if it does not**. Note Valor only starts paying after the first roar, whereas Advanced Attack Boost is live from the opening second. Innate: kind.

Confidence note. Weapon names, armour pieces, skills, effect values, driftsmelt legality, style flags and all G10-Lv5 stats come from the **official Monster Hunter Now client database** and are machine-checked. The two skill priorities are community-sourced from r/MHNowGame and verified for mechanical consistency against the DB. The **+300 style figures are community numbers** — the official data publishes only the **customizable** and **styleSelectable** booleans, with no enhancement values anywhere. **Blast Attack cannot reach Lv5 on this sheet:** its only armour sources are Sinister Gauntlets (arms 2), Sinister Greaves and Bazelgeuse Greaves (legs 1 each), and the last two compete for the same slot, so **Lv3 is the hard ceiling** — it is not smeltable either.