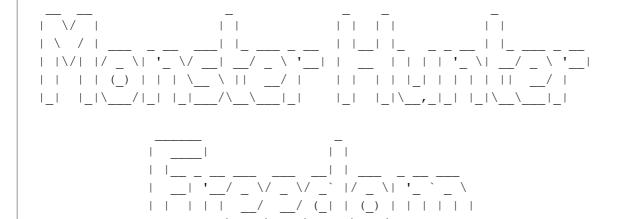
Monster Hunter Freedom Armor Skills FAQ

by spydr101

Updated to v1.5 on Jan 12, 2017



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Skills FAQ
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Version: 1.5

------WHAT THIS GUIDE IS-----

This Guide is to show the skill effects from the different skills that you get from armor. Each piece of armor gives either + or - to skills, and at a certain value, you will get a skill. When you have negative skills, the effects are usually bad. Plus to skills will give you great skills, and are always recommended to get. Certain skills are not very worthwhile, such as map, or fishing.

How to use this table:

Skill name: This is what the skill name is under the armor listing Value: The amount of points needed to "unlock" an active skill Activated skill: The name of the skill when the point value is acheived Skill Effect: What the activated skill does.

|Skill Name Value Activated Skill Skill effect | ______ Attack UP <Large> H52/G48/L23/S14/D14/B12 25 lAttack H26/G24/L11/S7/D7/B6 |Attack 15 Attack UP <Med> 10 Attack UP <Sm> H15/G14/L6/S4/D4/B3 |Attack Defense 15 Defense +15 Def+15 |Defense 10 Defense +10 Def+10 Defense -10 Defense -10 Def-10 -15 Defense -15 Def-15 Defense 25 Health+30 Strength Strength+30

1C+rong+h	15	Strength+20 Health+20
Strength	10	Strength+10 Health+10
Strength Strength	-10	Strength-10 Health-10
Strength	-10 -15	
	15	Strength-20 Health-20 Hunger Negated Stamina bar never decreases
Hunger	10	
Hunger	-10 -10	Hunger[0.5x] Stamina Bar lowers .5x slower
Hunger		Hunger[1.5x] Bar decreases 1.5x faster
Hunger	-20	Hunger[2.0x] Bar decreases 2x faster
Cold res	15	Anti-cold No stamina decrease in cold
Cold res	10	Cold [0.5x] Stamina decrease .5x in cold
Cold res	-10	Cold [1.5x] Stamina decrease 1.5x in cold
Cold res	-15	Cold [2.0x] Stamina decrease 2.0x in cold
Heat res	15	Anti-Heat HP decrease negated in Heat
Heat res	10	Heat [0.5x] HP decrease .5x in heat
Heat res	-10	Heat [1.5x] HP decrease 1.5x in heat
Heat res	-15	Heat [2.0x] HP decrease 2.0x in heat
Gluttony	25	Spd Eater Eat fast like a god!
Gluttony	15	Eating+2 Eating foods adds +50 more stam
Gluttony	10	Eating+1 Eating foods adds +25 more stam
Throw	10	Throw+1 Distance and dmg of throwing items+
Backpacking	10	Backpack Expert Run faster with eggs/stone
BombStrUp	10	Bomber Bomb damage increased
Skill Name	Value	Activated Skill Skill Effect
 Artisan	10	Sharpness+1 Visible added sharpness to weap
Sharpness	10	Sharp Swrd Sharpness lasts longer
Sharpness	-10	Blunt Swrd Sharpness lasts shorter
Fencing	10	ESP Don't bounce off wyverns
SwrdShrpner	10	Fast-Grinding Whetstone takes 1sec to use
SwrdShrpner	-10	SharpeningSkl .5 Whetstone effectiveness .5x
Auto-Guard	10	Auto-quard Auto-Guards for you
Guard+	15	Guard +2 Able to block all attacks
Guard+	10	Guard +1 No-Push back from strng attacks
Guard+	-10	Guard -1 Take more dmg while block
Guard+	- 15	Guard -2 Take more dmg while block
X ShotUp	10	X ShotUp X Shot dmg is increase 1.1x
X ShotAdd	15	X ShotAdd Able to carry lv12+3
X ShotAdd	10	X ShotAdd Able to carry lvl 1
Load	25	Loading speed +3 Loading time is shortened
Load	15	Loading speed +2 Loading time is shortened
Load	10	Loading speed +1 Loading time is shortened
Load	-10	Loading speed -1 Loading time is lengthened
Load	-15	Loading speed -2 Loading time is lengthened
Load	-25	Loading speed -3 Loading time is lengthened
Running fire	10	Running fire You can run and shoot =)
Map	10	Farsight Auto-displays the map
Map	-10	Map-invalid Map will never be displayed
Fishing	10	Fishing expert More time to catch a fish
Fate	15	Luck Booster Best chance of better rewards
Fate	10	Good luck Good chance of better rewards
Fate	-10	Bad Luck Bad Chance of better rewards
Fate	-15	
PsychicVis	15	Calamity Worst chance of better rewards Autotracker Monster is always seen on map
PsychicVis	10	Detect wyvern detailed when painted
Worry	10	Stealth wyvern detailed when painted Wyverns ignore you
Worry	-10	Provocation Wyverns attracted to you
Worry WindPress	-10 15	Wind pressure[Lrg] Immune to all wind
WindPress	10	Wind pressure[Sm] Immune to all wind Wind pressure[Sm] Immune to sm wyvern wind
HearProtect	15	High-Grade earplug Immune to all roars
Ineattiorect	ΤJ	nigh-Grade earprug immune to all roars

HearProtect	10	Earplug Immune to small wyvern roars
Whim	15	Divine Whim Chance of nets/axes break-lower
Whim	10	Spirits Whim Chance of nets/axes break-low
Whim	-10	Spectres Whim Chance of nets/axes break-high
Whim	- 15	Devils whim Chance of nets/axes break-highest
Skill Name	Value	Activated Skill Skill Effect
=====================================	======================================	Fire resist +10 Fire resist +10
FireRes	15	Fire resist +5 Fire resist +5
FireRes	10	Fire resist +3 Fire resist +3
FireRes	-10	Fire resist -3 Fire resist -3
FireRes	-15	Fire resist -5 Fire resist -5
FireRes	-25	Fire resist -10 Fire resist -10
ThunderRes	25	Thndr resist +10 Thndr resist +10
ThunderRes	15	Thndr resist +5 Thndr resist +5
ThunderRes	10	Thndr resist +3 Thndr resist +3
ThunderRes	-10	Thndr resist -3 Thndr resist -3
ThunderRes	-15	Thndr resist -5 Thndr resist -5
ThunderRes	-25	Thndr resist -10 Thndr resist -10
WaterRes	25	Water resist +10 Water resist +10
WaterRes	15	Water resist +5 Water resist +5
WaterRes	10	Water resist +3 Water resist +3
WaterRes	-10	Water resist -3 Water resist -3
WaterRes	-15	Water resist -5 Water resist -5
WaterRes	-25	Water resist -10 Water resist -10
DragonRes	25	Dragon Resist +10 Dragon Resist +10
DragonRes	15	Dragon Resist +5 Dragon Resist +5
DragonRes	10	Dragon Resist +3 Dragon Resist +3
DragonRes	-10	Dragon Resist -3 Dragon Resist -3
DragonRes	-15	Dragon Resist -5 Dragon Resist -5
DragonRes	-25	Dragon Resist -10 Dragon Resist -10
All res UP	25	All resists +10 All resists +10
All res UP	15	All resists +5 All resists +5
All res UP	10	All resists +3 All resists +3
All res UP	-10	All resists -3 All resists -3
All res UP	-15	All resists -5 All resists -5
All res UP	-25	All resists -10 All resists -10
Skill Name	Value	Activated Skill Skill Effect
Protection	10	Divine Protection 25% chance of 30% less dmc
Protection	-10	Demonic Protection 25% chance of 30% more dmg
Spc Attack	10	Ab.StatusAtkUp Status elements up 1.125x
Faint	15	K.O. Negated Immune to K.O. Status
Faint	10	K.O. x.5 50% chance of evading KC
Faint	-10	K.O. x2 K.O. Duration x2
Paralysis	15	Stun Negated Immune to stur
Paralysis	10	Stun [0.5x] Stun duration .5x
Paralysis	-10	Stun [2.0x] Stun duration x2
Poison	15	Poison Negated Immune to poisor
Poison	10	Poison [0.5x] Poison time x.5
Poison	-10	Poison [2.0x] Poison time x2
Poison	-15	Poison [3.0x] Poison time x3
Poison	-25	Poison [4.0x] Poison time x4
Sleep	15	Sleep invalid Immune to sleep
Sleep	10	Sleep [0.5x] Sleep duration halved
Sleep	-10	Sleep [2.0x] Sleep Duration Doubled
Gathering	15	Gathering +2 Best chance of more gathering
Gathering	10	Gathering +1 Good chance of more gathering

Gathering	-10	Gathering -1	Good chance of less gathering
Gathering	-15	Gathering -2	Best chance of less gathering
HighspdGathr	10	HiSpdGathering	Carving/Gather speed increase
Wide-rec	15	WideAreaRecover	Heals teamates nearby
Wide-rec	10	HerbalMedWide	Heals teamates nearby
StealNoEff	10	Anti-Theft	Cats unable to steal items
Recovery	10	RecItemsInc	1.25x heal efficiency
Recovery	-10	RecItemsWeak	0.75x heal efficiency
Rec Speed	25	recovery speed +2	4x faster red hp recovery
Rec Speed	10	recovery speed +1	3x faster red hp recovery
Rec Speed	-10	recovery speed -1	3x slower red hp recovery
Rec Speed	-25	recovery speed -2	4x slower red hp recovery
Wide-Cntr	10	WideAreaAntidote	Antidote heals teamates
WideEffect	10	WideAreapwr Powe	er/armor seed/drug area effect
Flute	10	Flute Expert	Flutes break less often
		±	Flutes break less often Skill Effect
=====================================	Value	Activated Skill	Skill Effect
=====================================	Value	Activated Skill Alchemy	Skill Effect New combos available
=====================================	Value	Activated Skill Alchemy Combine success +2	Skill Effect New combos available Combine rate +20%
=====================================	Value	Activated Skill Alchemy	Skill Effect New combos available Combine rate +20%
=====================================	Value 10 25	Activated Skill Alchemy Combine success +2	Skill Effect New combos available Combine rate +20% Combine rate +10%
=====================================	Value 10 25 15	Activated Skill Alchemy Combine success +2 Combine success +2	Skill Effect Skill Effect New combos available Combine rate +20% Combine rate +10% Combine rate +5%
=====================================	Value 10 25 15	Activated Skill Alchemy Combine success +2 Combine success +3	Skill Effect New combos available Combine rate +20% Combine rate +10% Combine rate +5% Combine rate -5%
=====================================	Value 10 25 15 10 -10	Activated Skill Alchemy Combine success +2 Combine success +5 Combine success -5	Skill Effect New combos available Combine rate +20% Combine rate +10% Combine rate +5% Combine rate -5% Combine rate -5% Combine rate -10%
=====================================	Value 10 25 15 10 -10 -15	Activated Skill Alchemy Combine success +2 Combine success +5 Combine success -5	Skill Effect New combos available Combine rate +20% Combine rate +10% Combine rate +5% Combine rate -5% Combine rate -5% Combine rate -10%
=====================================	Value 10 25 15 10 -10 -15 -25	Activated Skill Alchemy Combine success +2 Combine success +5 Combine success -5	Skill Effect New combos available Combine rate +20% Combine rate +10% Combine rate +5% Combine rate -5% Combine rate -10% Combine rate -20%
=====================================	Value 10 25 15 10 -10 -15 -25 10 10	Activated Skill Alchemy Combine success +2 Combine success +3 Combine success -3 Combine success -3 Combine success -3 Combine success -3 Edilet limit MarkapidFire	Skill Effect New combos available Combine rate +20% Combine rate +10% Combine rate +5% Combine rate -5% Combine rate -5% Combine rate -20% Combine rate -20% Combine rate -20% Combine rate -20% Combine rate -20%

|About Torso+X, and Torso Inc skills

They are both skills listed under armor, but they have no activated skill name.

Torso+X adds X number to all the skills currently on you torso armor. For example, if you are wearing torso that had Recovery+2, Fate-3, and sleep+1, after equipping a piece with torso+2, your skills for the torso would be:

Recovery+4, Fate-1, and Sleep+3.

The skill TorsoInc multiplies the skills you have on your current torso armor piece. This is a VERY useful skill if you want to save tons of money by using a really good torso, but use black belt equipment for the rest. For example, if your torso armor had attack+4, fire res+2, strength+2, and water res-3, wearing just a waist with torso inc will double the skill effect on the torso. The skills would then be 8, 4, 4, and -6, respectivly. Adding Another armor part that adds torso inc (such as a helm), will triple the effect - making it 12, 6, 6, and -9, respectively. You can wear up to 4 armor parts that have Torso Inc, therefore making a simple armor such as rathalos mail give skills like Atk Up (lrg), Recovery Speed+1, Provocation, and Dragon Res-3.0

Any and all errors, please email me and let me know, I will be glad to include you for credits in the FAQ and update it ASAP. I am also missing names of some of the activated skills. I will try to get around to finding out this info, but if you know the names, just drop me an email and I'll also fix it.

People who have helped:

Ocu_87
BadBoy_AC
SoulEatingFreak

```
Karyuudo
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Never Forget - For telling me the easy way to fix my formatting =/
MHxOGRE - Eating +2 skill
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SilverFoxfire
Luisluix
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