

Monster Hunter Freedom Felyne Cat Skillset/Itemset FAQ

by Ronmaru

Updated to v1.00 on Aug 22, 2007

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M O N S T E R   H U N T E R   F R E E D O M
Felyne cat skill- & itemset FAQ
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| Monster Hunter Freedom In-depth FAQ |
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| Version: 1.00 |
| Last Revision: N/A |
| Platform: PlayStation Portable (PSP) |
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VERSION HISTORY
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8/11/2007: Posted guide on the Monster Hunter Freedom message board

8/12/2007: Reformatted guide and submitted version 1.00 to www.gamefaqs.com

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A. INTRODUCTION

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The Felyne kitchen is one of the more underestimated and underappreciated aspects of this game. It's a pity because knowing what to do in one's kitchen can really help out beginners as well as seasoned vets when going on quests and killing monsters. Next to the usual status increases (like more HP, higher attack/defence, more stamina, etc.), hunters will also sometimes receive hard to get items and special felyne skills which can prove to be very useful on the field (like Felyne Great Break when you use dual swords on Fatalis).

That is why this faq is especially for those who've always wanted to know how exactly the cat skill system works and how exactly you can get the famed "Felyne Dismantle", "Mega lucky cat" and other useful skills. People will also discover how to get better items from their cats.

Hopefully this FAQ will be as useful to you as it was me!

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## B. HOW THE SKILL SYSTEM WORKS

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First of all:

! LINEAGE, NAME and COLOUR have NO EFFECT whatsoever on which skill set you will get when you hire a cat !

It is in fact completely random.

Each cat is assigned one of 32 different skill sets (listed in section D) that consist of 3 skills each when the cat appears in the cat lady's menu.

Each skill set has 2 common skills and 1 rare skill. The rare skill activates less often than the two common ones. You can only activate skill per cat at a time.

To actually activate the skills of a cat, you have to eat its favourite food. To know what the favourite food of your cat is, check out the info on it. You can do this in the kitchen in the upper right hand corner or right before you hire a cat from the cat lady. There should be either "Fish", "Vegetable", "Meat", "Drink", "Oil", "Milk" or "Grain".

To know what food combinations work best, use Lukav2005's "Felyne Whim Skill/Kitchen FAQ":

http://db.gamefaqs.com/portable/psp/file/monster_hunter_freedom_felyne.txt

C. LIST OF SKILLS

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(Although some exact explanations vary, this Felyne cat skill list can also be found in Lukav2005's "Felyne Whim Skill/Kitchen FAQ")

Martial Arts [Lo] - You use 1/4 less stamina when rolling.

Martial Arts [H] - You use 1/2 less stamina when rolling.

Defense [Lo] - There is a 1/8 chance of you taking 30% less damage when hit.

Defense [H] - There is a 1/4 chance of you taking 30% less damage when hit.

Dismantle [Lo] - You sometimes get extra carves when carving a monster.

Dismantle [H] - There is a high chance of getting extra carves when carving a monster.

Combine [Lo] - Combination success rate goes up 5%.

Combine [H] - Combination success rate goes up 10%.

Great Break - When your weapon bounces off of a monster your weapon loses less sharpness.

Special Attack - Chance of inflicting a status effect is increased (status element x1.125).

Heroics - When your health goes below 10, attack and defense go up by 50%.

Aim - The power of a normal shot goes up by 1.1.

Blunt Force - The power of the melee attack of a gun goes up.

Negotiations - When an item is stolen, there is a higher chance of it being found in the item pile.

Throw - The damage of throwing weapons goes up.

Culinary Arts - It becomes much easier to cook well done steaks.

Gunpowder - Small bombs and large bombs become small bombs+ and large bombs+ respectively.

Woodwinds - There is a smaller chance of a flute breaking when you use it.

Medicine - The health gain of herbal medicine goes up. Antidote herbs cure poison 100% of the time.

Charisma - You can trade more with the veggie elder before he scolds you (up to 6 times).

Gathering - You can pick up more items when gathering.

Frugality - The chance of a pickaxe/bugnet breaking goes down.

Supercat - You consume less stamina when carrying something.

Strongcat - Small attacks like trampling and prey bites/vespoid stings won't trip you or make you flinch respectively.

Escape - You expend 50% less stamina when running away from a wyvern when he's noticed you.

Courage - You don't become surprised when a wyvern sees you.

Ultra Lucky Cat - Your luck increases so you have a bigger chance at more rewards.

Mega Lucky Cat - Your luck increases more compared to Ultra Lucky Cat.

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#### D. SKILL SETS

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| # | Common | Common | Rare |
|----|-------------------|------------------|-------------------|
| 1 | Throw | Defense [Lo] | Ultra Lucky cat |
| 2 | Blunt Force | Ultra Lucky Cat | Martial Arts [Lo] |
| 3 | Great Break | Frugality | Martial Arts [Lo] |
| 4 | Charisma | Defense [Lo] | Dismantle [Lo] |
| 5 | Woodwinds | Frugality | Dismantle [Lo] |
| 6 | Frugality | Defense [Lo] | Strongcat |
| 7 | Great Break | Defense [H] | Special Attack |
| 8 | Martial Arts [Lo] | Negotiations | Defense [H] |
| 9 | Woodwinds | Combine [Lo] | Dismantle [H] |
| 10 | Blunt Force | Frugality | Supercat |
| 11 | Throw | Heroics | Mega Lucky Cat |
| 12 | Combine [Lo] | Gunpowder | Medicine |
| 13 | Charisma | Defense [H] | Dismantle [H] |
| 14 | Negotiations | Combine [Lo] | Courage |
| 15 | Great Break | Gathering | Medicine |
| 16 | Woodwinds | Martial Arts [H] | Combine [H] |
| 17 | Throw | Aim | Mega Lucky Cat |
| 18 | Great Break | Gunpowder | Martial Arts [H] |
| 19 | Defense [Lo] | Aim | Escape |
| 20 | Heroics | Culinary Arts | Courage |
| 21 | Martial Arts [Lo] | Negotiations | Culinary Arts |
| 22 | Escape | Special Attack | Medicine |
| 23 | Charisma | Gathering | Dismantle [H] |
| 24 | Dismantle [Lo] | Gunpowder | Supercat |
| 25 | Escape | Special Attack | Martial Arts [H] |
| 26 | Blunt Force | Aim | Combine [H] |
| 27 | Heroics | Culinary Arts | Gathering |
| 28 | Woodwinds | Strongcat | Supercat |
| 29 | Ultra Lucky Cat | Ultra Lucky Cat | Mega Lucy Cat |
| 30 | Great Break | Strongcat | Combine [H] |
| 31 | Throw | Courage | Dismantle [H] |
| 32 | Charisma | Blunt Force | Throw |

E. CAT QUOTES

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The cat quotes are sometimes very useful tips and info about certain aspects of the game. However, there are a lot of tips that won't be accessible if your cat does not have the appropriate info level. Therefore PeacefulMeadows and I found it useful to type them down and list them all here.

0 and 1 star info level:

- 01) Hey Gastronome... did you know that there are even Felynes who work for the Hunter's Guild, nya?! They work to bring the defeated hunters back home, nya! That is why you sometimes see them right in front of a giant wyvern, meow! What courage, nya! What ability, meow! They want to follow your example as a hunter, nya nya!
- 02) Hey Gastronome... haven't you heard?! Mushrooms like you live in dark, damp places, nya! When you want some Mushrooms, you should head to the Forest and Hills, Swamp, or Jungle, meow!
- 03) Hey Gastronome... haven't you heard?! Depending on the different kinds of monsters, some hate Fire, while others detest Thunder, meow! If the monster you are facing has a weak point, you can select a weapon to exploit it, nya! You should be able to slay monsters you couldn't before! How do you figure out a monster's weak points? I don't know, nya... it is your job to think of those things, Mr. Hunter!
- 04) Hey Gastronome... don't you know, nya?! The Felyne Level shows how we are growing. Basically, the more food we cook, the higher it gets, nya! You can also raise our Felyne Level by giving us items, meow... You can see our Status by checking the Shift Chart, nya! Nya!
- 05) Hey Gastronome, you know about Poison Smoke Bombs, nya?! They're a great item that spews poison fumes when thrown... meow. Poison Smoke Bombs can be made by combining. Try combining Bomb Material and a poisonous mushroom, meow!
- 06) Hey Gastronome, did you know that by joining pieces of Armor, you can activate special Skills, meow?! You can gather Skill Points from each piece of Armor, meow! When you buy armor at a shop or change equipment, press the [Square] button to confirm the total number of Skill Points, nya!
- 07) Hey Gastronome, are you using the Supply Box located in your Base Camp, meow?! There are many useful items inside, but items marked as Supply Items are collected at the end of a Quest. Items marked as Supply Items are collected at the end of a Quest. (The repetition is not a mistake.)
- 08) Hey Gastronome... do you know the old lady who works as our agent, nya?! The old lady makes contracts with Felynes like me, who want to work in the Village and tries to find positions for us. She will only let us work with those she trusts, meow! If you want her to trust you, you have to raise your status as a hunter.
- 09) Hey Gastronome... do you know how to catch the insects you need for all kinds of combinations, nya?! You will see lightning bugs flying around in places where you can collect the critters, nya! However, you can only gather insects if you get a Bugnet by buying one at a store or making one yourself by combining, meow! If you don't want to buy a Bugnet, or can't make one, you can borrow one from Kokoto Farm. They always have some on hand to loan out, nya!

- 10) Hey Gastronome, are you using your bed at the Base Camp, nya?! It not only heals your wounds, it also lets you recover even if you've been Poisoned, nya! If you get in a pinch near camp, come back and use the bed!
- 11) Hey Gastronome... did you know? You can have up to 5 Felynes working in the Kitchen, meow! You didn't!? Oh well, nya... If you have 5 Felynes working in the Kitchen, there is no doubt we can create incredible meals, nya!
- 12) Hey Gastronome... do you know how to mine for the ores you need to improve your armor or weapons, nya?! To find ore, you should dig near cracks in the rocks you find near cliffs, nests, and caves, nya! However, you can only mine if you get a Pickaxe by buying one from a store or making one yourself by combining, meow! If you don't want to buy a pickaxe, and can't make one, you can borrow one from Kokoto Farm. They always have some on hand to loan, nya!
- 13) Hey Gastronome... haven't you ever accidentally Burnt Meat by cooking it for too long, nya?! The truth is that, sometimes even Burnt Meat will restore your Stamina, nya! However, sometimes it will also reduce your Stamina, so you better be resolved to your fate when you take a bite, meow!
- 14) Hey Gastronome... did you know there is a technique to return Burnt Meat to Raw Meat? This terrible chef I know is always burning meat. However, every time he messes up he uses a technique to return it to Raw Meat, meow! The technique is called Alchemy, nya. However, after you employ this technique, the taste of the food will significantly drop, nya nya nya!
- 15) Hey Gastronome... do you know about Hot Drink, nya?! It's a great item that can protect you from the cold for a set period of time, meow! You can make this item by combining, nya! Just combine Bitterbug with something really hot! Meow!

0, 1 and 2 stars info level:

- 01) Hey Gastronome... did you know that you can get Tickets depending on the number of times you order food, nya?! Depending on the number of Chefs, you can earn a Silver Ticket or a Gold Ticket, meow! You can't get a ticket when only one chef is working, nya! Our Leader is also known to give tickets, so you should talk with him, meow!
- 02) Hey Gastronome... do you know about Felyne Whim Skills, meow?! Sometimes, you can activate these skills by eating the food we prepare, nya! They are purrfectly useful! Unlock these skills by choosing ingredients for a meal that matches a chef's strong suits, like Popo Meat for chef's who love Meat, meow! You won't know what skill will be unleashed until you try it, but they are usually much better than normal skills, nya!

0, 1, 2 and 3 stars info level:

- 01) Hey Gastronome... did you that there are up to 9 Felyne Levels, nya!? The number of different foods you can order depends on this level, nya. For instance, at level 9 you can choose from 15 varieties, nya!

1 and 2 stars info level:

- 01) Hey Gastronome... I am sure you already know this, but when more than 2 Felynes are cooking, we will have to charge you, nya?! Our charge not only includes our salary, but also the amount of ingredients... but 2 Felynes are better than one! Naturally, you can expect the best results from the best ingredients, nya! It also helps to have many paws in the kitchen, meow!
- 02) Hey Gastronome... don't you know that the most important way to make Felyne food effective is by choosing the right ingredients, nya?! By joining together ingredients, you can gain many different effects, nya! Like Meat with Meat, or Fish with Drinks... meow! But we can't guarantee you will get great effects just because we have great ingredients... meow.
- 03) Hey Gastronome... did you know that you can change the number of Chefs by looking at the Shift Chart, nya?! Depending on the number of Chefs, the price of a meal will change, meow. When a Chef is away, the Chef is probably on Break. When a Felyne is on Break, you can have even better chats with them than usual. They will also give you better items than usual, meow!
- 04) Hey Gastronome... have you ever used a Great Sword to Guard against an enemies' attack, nya! You should be careful because Great Swords lose their sharpness when used to Guard, so take lots of Whetstones with you, meow!
- 05) Hey Gastronome, have you heard of Felyne Throw, nya!? It is one of the Felyne Whim Skills. When you activate this skill, the power of something you throw, like a Stone, will skyrocket! Meow! Tossing a Throwing Knife is especially effective! You can get Throwing Knives as a supply item on G-Class or Treasure Hunters Quests, nya!
- 06) Hey Gastronome... do you know about the Torso+1, Torso+2, and Torso Increased Skills, nya?! Torso Increased will increase the number of Skill Points of your Torso armor, nya! When used multiple times, the Torso Points can be increased by factors of 2, 3, 4, or even 5, meow! Torso+ will add points to the Skill Tree of your Torso armor. Torso+ or Torso Increased, either one is a great bet, meow!
- 07) Hey Gastronome... haven't you heard!? You can make a Bowgun ammunition by combining, nya! Nya! You can make Ice S, a shot that releases icy cold water on impact, by combining a Knife Mackerel with Huskberry, nya!
- 08) Hey Gastronome... haven't you heard, nya?! There are parts on a large monster that you can destroy without slaying the monster, nya! For instance, you can cut off parts of a wyvern like their tail, nya. You can also cut chunks off their head. If you cut off the tail, you will be able to carve items from it. If you cut off chunks from its head you can get reward items, nya!
- 09) Hey Gastronome... haven't you heard!? You can make a Bowgun ammunition by combining, nya! Nya! For instance, you can make Flaming S, shots that release flames upon impact, by combining Fire Herb with Huskberry, nya!
- 10) Hey Gastronome, have you heard of Felyne Blunt Force, nya?! It is one of the Felyne Whim Skills. When this skill is activated, a bowgun's melee attack strength will skyrocket, meow! A bowgun used as a melee weapon... wait, that can't be right... but it is, nya!
- 11) Hey Gastronome... haven't you heard!? You can make a Bowgun ammunition by combining, nya! Nya! For instance, you can make Thunder S, a shot that

releases an electrical shock on impact, by combining Flashbug with Huskberry, nya!

- 12) Hey Gastronome... I think if you were attacked by a poison monster, even you would fall victim to its toxin, nya! When you are poisoned, you should take an Antidote to completely recover, nya! You can combine a Blue Mushroom with an Antidote Herb to make an Antidote, meow!
- 13) Hey Gastronome... have you ever seen a Mosswine? It is a giant pig that is covered with moss, nya! They love Special Mushrooms so much that searching for Special Mushrooms is said to be called searching for Mosswine, meow! When you see them sniffing the ground, it usually means something is down there, nya!
- 14) Hey Gastronome... do you know about Cool Drink, nya?! It's a great item that can protect you from the heat for a set period of time, meow! You can make this item by combining, nya! Just combine Bitterbug with something cold! Meow!
- 15) Hey Gastronome, did you know that you can change the rank of a Felyne on the Shift Chart, nya!? The top ranked Felyne is the Leader, nya! The number of food choices at meal time changes depending on the Leader's Felyne Level, nya! The Red Tie is proof of who is the Felyne Leader. Everyone working in the Kitchen wants to be that cat.

2 stars info level:

- 01) Hey Gastronome... do you know about the Protection Skill, nya!? No matter what attack befalls you, it seems you'll take less damage than normal, nya! That doesn't mean you can use this skill whenever you want!
- 02) Hey Gastronome... haven't you heard!? You can make Bowgun ammunition by combining, nya! Nya! For instance, you can make Pellet S LV2, a shot that hits many opponents at once, by combining Wyvern Fang with Huskberry, nya!
- 03) Hey Gastronome... haven't you heard!? You can make Bowgun ammunition by combining, nya! Nya! For instance, you can make Crag S LV 2, a shot that explodes on impact, by combining Burst Arrowana with Small Bone Husk, nya!
- 04) Hey Gastronome... do you know about Lifecrystals, nya?! They are essential items for combining great things, meow! You can obtain Lifecrystals by combining a Godbug with a Wyvern Fang, nya!
- 05) Hey Gastronome... do you know about the Guard Increase Skill, nya!? I guess it only applies to weapons with guards, meow... If you have the Guard Increase Skill, you can Guard against previously unblockable attacks, like gas attacks, meow! You can also reduce the amount of damage you take... Of course the effect depends entirely on the opponent, nya!

2 and 3 stars info level:

- 01) Hey Gastronome, have you heard of Felyne Great Break, nya?! It is one of the Felyne Whim Skills. Melee Weapons can break when they hit a rock or when attacking a monster. If broken, attacks drastically reduce weapon Sharpness, nya! When this skill is active, even when a weapon is broken, its Sharpness will only drop by normal amounts, meow!
- 02) Hey Gastronome... did you know that the Guild Card you are carrying has



grades, nya?! Grades are determined by the variety and number of Quests you have completed, nya! So if you have any quests that you haven't completed yet, get to work, meow! There is nothing stopping you!

- 03) Hey Gastronome, have you heard of Felyne Charisma, nya?! It is one of the Felyne Whim Skills. Unlocking this skill will make you want to have long conversations with other people, nya! When out in the field, there are often people who don't care to chat. with this skill, you can open them up a bit to chatting, nya!
- 04) Hey Gastronome, have you heard of Felyne Frugality, nya?! It is one of the Felyne Whim Skills. Unlocking this will make you very skilled in using items, nya! Easy to break items like Pickaxes and Bugnets will become a bit harder to break, meow!
- 05) Hey Gastronome, have you heard of Felyne Negotiations, nya?! It is one of the Felyne Whim Skills. By unlocking this skill, you can have many great chats, nya! The fickle Veggie Elders may even give you something nice, meow! It'll also be easier to get stolen items back from the Melynx Den. Negotiations are a simple, but useful skill, meow!
- 06) Hey Gastronome... do you know about the Gluttony Skill, nya!? Whenever you eat something like BBQ Steak, you will get an overwhelming sense of being full! Meow! Meow! Meow!
- 07) Hey Gastronome, have you heard of Felyne Woodwinds, nya?! It is one of the Felyne Whim Skills. Unlocking this skill will make you a skilled Flute player, meow! Flutes are known to break suddenly, but with this skill, it seems they won't break nearly as easily, nya!

3 stars info level:

- 01) Hey Gastronome, have you heard of the Felyne Heroics, nya?! It is one of the Felyne Whim Skills. When this skills is active, and you find yourself in a tight spot, you will have more strength than usual, nya! Your attacks will become stronger, your defense tougher, and you will exhibit the true qualities of a hero, meow!!
- 02) Hey Gastronome... when using a Melee Weapon, what method are you using to set off Large Barrel Bombs, nya?! I suppose Small Barrel Bombs are the usual way, but only using Small Barrel Bombs is boring, meow! I suggest using a Paintball to detonate the bomb. They are very common, and they are slow, which gives you more time to get out of the way, meow!
- 03) Hey Gastronome... did you know that some wyverns are strong against Hammmer strikes, but weak versus a Great Sword or a Sword slash!? For instance, a wyvern covered with elastic hide is strong against Hammer blows, but weak against a slash, meow! On the other hand, a wyvern covered in hard shell may snap a blade when hit, but the attack's damage will still travel through the shell. These are just examples, nya. I'm not sure if this applies to all wyverns.
- 04) Hey Gastronome... do you have an item called a Cactus Flower, nya?! Cactus Flower is mainly used as a combining item, most often combined with Bitterbug to make a Recovery & Antidote Herbal Medicine, nya!
- 05) Hey Gastronome... do you know about an item called a Catalyst, nya?! You can make this item by combining! Just use a Bitterbug and some Honey, meow!

- 06) Hey Gastronome, have you heard of Felyne Medicine, nya?! It is one of the Felyne Whim Skills. When this skill is active, it will slightly increase the effectiveness of the medicines you take, nya! It will slightly increase the recovery ability of an Herb, and will heighten the properties of Antidote Herb, meow!
- 07) Hey Gastronome... do you have an item called an Earth Crystal, nya?! Earth Crystals are not just armor material, they can also be used to combine! When used with a Bitterbug, you can make an Antiseptic Stone, nya!
- 08) Hey Gastronome... do you have an item called a Fire Herb, nya?! Fire herb is mainly used as a combining item, most often combined with a Nitroshroom to make Gunpowder, meow!
- 09) Hey Gastronome, have you heard of Felyne Culinary Arts, nya?! It is one of the Felyne Whim Skills. When this skill is active, you can make great tasting meat with a regular BBQ Spit, nya! In the same amount of time that it would take to make a Rare Steak, you can make a Well-Done Steak, meow! Nya nya nya! Great!
- 10) Hey Gastronome... do you know of an item called Sonic Bomb, nya?! If you throw this item at a monster sensitive to sound, it will cause its ears to ring and it'll temporarily be unable to move, meow! If you want to try and make a Sonic Bomb, combine a Screamer with Gunpowder, nya!
- 11) Hey Gastronome... do you know about the Sharp Sword Skill, nya. There are no disadvantages when a Blademaster uses this skill, meow! Basically, it allows your Sword to hold its Sharpness for a long period of time. It allows you to just attack and attack, nya!! Conversely, there is also a Blunt Skill. This skill will make your weapon lose its Sharpness quickly, so be careful, nya!
- 12) Hey Gastronome... do you know about an item called a Nutrients? It raises your maximum strength, nya! You can make this item by combining! Just use a Blue Mushroom and a Godbug, meow!
- 13) Hey Gastronome, have you heard of Felyne Aim, nya?! It is one of the Felyne Whim Skills. When this skill is active, Normal S, an ammo often used by Gunners, will have increased accuracy, nya! At first the effect is small, but with each use the effect will get better! Of course, this pointless to anyone other than a Gunner, meow!
- 14) Hey Gastronome... did you know about Power Juice? When you drink it, your stamina won't decrease for a set period of time, meow! You can make it by combining a Catalyst with a Rare Steak. Definitely useful when you will be doing a lot of running, meow!
- 15) Hey Gastronome, have you heard of Felyne Special Attack, nya?! It is one of the Felyne Whim Skills. When this skill is active, the status abnormalities inflicted by weapons with special effects will be especially potent, meow! This is great to use with Swords and Bowguns! It should be able to make even the biggest, strongest monsters feel strange, nya!
- 16) Hey Gastronome, have you heard of Felyne Escape, nya?! It is one of the Felyne Whim Skills. When you run away from large monsters or wyverns, your stamina will fall more quickly than usual, meow! When this skill is unleashed, your Stamina will not fall nearly as fast, so you can run away for much longer periods, nya!

- 17) Hey Gastronome... haven't you heard!? You can make Bowgun ammunition by combining, nya! Nya! For instance, you can make Clust S LV 2, ammo that spreads shrapnel when fired, by combining Wyvern Claw with Small Bone Husk, nya!
- 18) Hey Gastronome, have you heard of Felyne Defense, nya?! It is one of the Felyne Whim Skills. When this skill is active, and you are hit by a monster, sometimes the damage received will be reduced, meow! It seems like a simple skill, but it can be really effective, nya!
- 19) Hey Gastronome, have you heard of Felyne Gathering, nya?! It is one of the Felyne Whim Skills. When this skill is active, you will be able to gather large quantities of materials when gathering, nya! Sometimes you may feel as if the previous gathering trip was more successful. Well not anymore! This is a great skill to use when gathering, nya!
- 20) Hey Gastronome, have you heard of Felyne Gunpowder, nya?! It is one of the Felyne Whim Skills. When this skill is active, it will increase the power of Large Barrel Bombs and Small Barrel Bombs, nya! This is definitely one of a Felyne's better Skills, nya! Meow? Large Barrel Bomb+, nya? We don't use huge explosives like that, meow!
- 21) Hey Gastronome... do you know about an item called a Flash Bomb, nya! If you throw this item at monsters and blind them, they will not be able to move, nya! If you want to try and make a Flash Bomb, combine Bomb Material with a Flashbug, meow!
- 22) Hey Gastronome, have you heard of Felyne Martial Arts, nya?! It is one of the Felyne Whim Skills. When this skill is active, it will stem the reduction of Stamina caused by evasive maneuvers, nya! When using a weapon that cannot guard, evasive maneuvers are critical. If you have this skill, it will be easier to evade in the midst of battle, nya!
- 23) Hey Gastronome... do you know about the Master's Skull? It is incredibly popular among hunters, nya! Rumor has it that this item can be obtained in the Forest and Hills Nest, the Dark Desert, or the Fallen tree in the Swamp, nya!

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## F. CAT ITEM SETS

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The workings of the item sets are pretty logical. Set no. 1 covers 0 star info and the lowest Felyne levels (lv. 1-3), which results in the items displayed in the list of set no.1. Set no.2 has 0 star info and Felyne levels 4-5, etc.

On several occasions there will be "Break time" (go to the kitchen info menu --> Shift chart --> select "Break Time" for a cat). This signifies the items that a cat will give while being on break time at that specific level and it always meansthis cat will yield better items.

For example, a cat in break time with 2 star info level at Felyne level 6 will result in better items than a 2 star info level cat at Felyne level 6 that isn't in break time.

This means that the items of cats with:

- info level 0 will vary between sets no.1-6
- info level 1 will vary between sets no.3-8
- info level 2 will vary between sets no.5-10

- info level 3 will vary between sets no.7-12

So basically what it comes down to is this: the higher the item set number, the better the items will be that you receive.

- Putting a cat on Break time will make it rise 1 item set.
- Exchanging items will make your cat rise another 1(to 3, still need confirmation on this) skillsets of what it normally would be.
- Both Break time and exchanging of items can make be accumulated in terms of doing both to get to higher itemsets.

These are the items that the cats may ask for:

- Herb 73
- Raw meat 72
- Felvine 73
- Felvine 75
- Frog 73
- Cricket 73
- Knife Mackerel 73
- Sushi fish 72

SET NO.1

- 0 Stars (Lv.1-3)

Sap plant 74
Paintberry x6
Stone x8
Burnt Meat x5
Smoke bomb x3
Ivy x4
Toadstool x2
Binoculars 71
Sm barrel 72
Whetstone x1
Huskberry x5
Dung bomb 73
Old bugnet 71
Bone 71
Needleberry 74
Plum ticket 71

SET NO.2

- 0 Stars (Lv.4-5)

Sap plant x6
Paintberry x8
Bomb material x2
Rare Meat x2
Smoke bomb x3
Blue mushroom x1
Toadstool x3
Flute x1
Sm barrel 74
Whetstone x2
Net 71
Old pickaxe 72
Old bugnet 72
Bone 72
Needleberry 78

Plum ticket 71

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SET NO.3

- 0 Stars (Lv.6-8)
- 0 Stars (On Break time) (Lv.1-3)
- 1 Star (Lv.1-3)

Drugged meat 72

Poison raw meat 72

Bomb material x2

Rare Meat x4

Smoke bomb x5

Blue mushroom x3

Toadstool x4

Flute x1

Sm barrel 74

Whetstone x4

Net 73

Old pickaxe 73

Old bugnet 73

Bone 73

Bamboo ticket 71

Plum ticket 72

SET NO.4

- 0 Stars (Lv.9)
- 0 Stars (On Break time) (Lv.4-5)
- 1 Star (Lv.4-5)

Gunpowder 71

Armour seed x1

Bomb material x3

Rare Meat x4

Antidote x1

Blue mushroom x5

Honey 71

Flute x1

Sm barrel 78

Fire herb x2

Sm bone husk 74

Old pickaxe 73

Old bugnet 73

Bugnet 71

Bamboo ticket 71

Lg bone husk 72

SET NO.5

- 0 Stars (On Break time) (Lv.6-8)
- 1 Star (Lv.6-8)
- 1 Star (On Break time) (Lv.1-3)
- 2 Stars (Lv.1-3)

Power seed x1

Armour seed x2

Trap tool 71

Immunizer x1

Antidote x2
Blue mushroom x5
Paintball 74
Lg barrel 72
Wyvern fang x3
Fire herb x3
Huskberry x10
Earth crystal 71
Pickaxe 72
Bugnet 72
Bamboo ticket 72
Plum ticket 72

SET NO.6

- 0 Stars (On Break time) (Lv.9)
- 1 Star (Lv.9)
- 1 Star (On Break time) (Lv.4-5)
- 2 Stars (Lv.4-5)

Power seed x2
Armour seed x4
Psycho serum x1
Immunizer x2
Armour skin x1
Well-done steak x2
Honey 73
Lg barrel 74
Wyvern fang x5
Nutrients x1
Lg bone husk 72
Wyvern claw 73
Pickaxe 72
Bugnet 72
Plum ticket 72
Pine ticket 71

SET NO.7

- 1 Star (On Break time) (Lv.4-5)
- 2 Stars (Lv.6-8)
- 2 Stars (On Break time) (Lv.1-3)
- 3 Stars (Lv.1-3)

Power seed 74
Power juice 71
Psycho serum x1
Demondrug x1
Armour skin x2
Well-done steak x2
Paintball x6
Lg barrel x4
Sm barrel bomb x2
Nutrients x2
Sm bone husk 78
Wyvern claw 75
Pickaxe 73
Bugnet 73
Bamboo ticket 72
Plum ticket 73

SET NO.8

- 1 Star (On Break time) (Lv.9)
- 2 Stars (Lv.9)
- 2 Stars (On Break time) (Lv.4-5)
- 3 Stars (Lv.4-5)

Gunpowder 75
Power juice 72
Pitfall trap x1
Demondrug x2
Herbal medicine x3
Well-done steak x3
Honey x4
Kingmeat x1
Sm barrel bomb x4
Farcaster x1
Huskberry x15
Poison smoke bomb x2
Pickaxe 73
Mega bugnet x1
Plum ticket 73
Pine ticket 71

SET NO.9

- 2 Stars (On Break time) (Lv.6-8)
- 3 Stars (Lv.6-8)
- 3 Stars (On Break time) (Lv.1-3)

Mega potion 71
Mega nutrients 71
Trap tool 7 2
Herbal medicine x5
Mega armourskin x1
Mega juice x1
Paintball x8
Lg barrel bomb x1
Sm barrel bomb x4
Farcaster x1
Gourmet steak x1
Poison smoke bomb x3
Mega pickaxe x1
Mega bugnet x1
Bamboo ticket 73
Plum ticket 73

SET NO.10

- 2 Stars (On Break time) (Lv.9)
- 3 Stars (Lv.9)
- 3 Stars (On Break time) (Lv.4-5)

Mega potion 71
Mega nutrients 72
Pitfall trap x1
Mega demondrug x1
Mega armourskin x1
Mega juice x1

Honey x5
Lg barrel bomb x2
Wyvern fang x10
Kingmeat x1
Lg bone husk x1
Poison smoke bomb x4
Mega pickaxe x1
Mega bugnet x2
Bamboo ticket 73
Pine ticket 71

SET NO.11

- 3 Stars (On Break time) (Lv.6-8)

Mega potion 72
Mega nutrients 73
Max potion x1
Mega demondrug x1
Mega armourskin x1
Mega juice x2
Monster broth x2
Lg barrel bomb x2
Wyvern claw 710
Health flute x1
Gourmet steak x2
Lifepowder x1
Mega pickaxe x2
Mega bugnet x2
Armour flute x1
Pine ticket 72

SET NO.12

- 3 Stars (On Break time) (Lv.9)

Mega potion 73
Ancient potion 71
Max potion x2
Mega demondrug x2
Mega armourskin x2
Mega juice x2
Monster broth x3
Lg barrel bomb x3
Lg bone husk 710
Health flute x1
Lg barrel bomb+ x1
Lifepowder x2
Mega pickaxe x2
Kingmeat x1
Steel egg x1
Pine ticket 73

G. FREQUENTLY ASKED QUESTIONS

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Q.: That's really nice and all, but how do I even unlock the kitchen?!

A.: After you cleared the 2 star elder quest "Jungle Menace", talk to the cat



lady (the one right by the entrance to the farm, if she's not there, do another quest). You'll be able to hire a cat from her. After you've done that, go to your house and enter the back door.

Q.: When do I unlock the next cat then?

A.: Here's how to unlock every cat:

1st: Clear 2 star elder quest "Jungle Menace"

2nd: Clear 3 star elder quest "The Land Shark"

3rd: Clear 4 star elder quest "Attack of the Rathalos"

4th: Clear 5 star elder quest "Terror of the Gravios"

5th: Clear urgent 6 star elder quest "Horn of the Monoblos"

Q.: What does the Felyne level of a cat mean?

A.: The higher the Felyne level (max level 9), the more food slots there will be unlocked when you want to select a food combination. Note that this only depends on which cat is the chef. Hence it is best to always have the cat with the highest level to be your chef. The general Felyne level has more purposes though, which will be explained below.

Q.: What does ingredient star level mean?

A.: The higher the star level of an ingredient (max. 3 stars), the higher the chance that a skill will be activated by eating that ingredient. The higher a cat's Felyne level, the higher your chance is of a rare skill activation.

Q.: What does info star level mean?

A.: The higher the info star level (max. 3 stars), the better the info you will receive. Next to that, you will also receive better items. It also depends on this though: the higher the Felyne level of a cat, the better the items will be.

Q.: How come I can't select all of the food ingredients that are listed in Lukav's Kitchen FAQ?

A.: This is because the cat that is your chef and is first on the list hasn't reached level 9 yet. The higher its Felyne level gets, the more food ingredient slots you unlock. So the best thing to do is always have your cat with the highest level be your 1st chef.

Q.: How come I don't always get a cat skill even though I eat the right food?

A.: There is only a CHANCE to get a cat skill activated. To improve your chances, get a cat with a higher ingredient level (max. 3 stars).

Q.: Is there anyway to know what skillset your cat has aside from getting the skills?

A.: Nope, you have to cook meals and test what skills they give. But in most cases you only need 2 skills to determine the third. If you don't like the skill set that is given, dismiss the cat and get another one.

Q.: Is it possible to have 3 stars on both info level AND ingredient level?

A.: Yes, but only after you've met certain requirements, which is after you've killed/repelled Azure Lao. After that, the old cat lady will start providing those cats.

Q.: Why did you write that "culinary arts" makes you get well-done steaks easier? I get gourmet steaks instead...

A.: I'll explain more thoroughly what "culinary arts" does:

1. The meat becomes rare before the music has stopped --> Well-done steak.

2. The meat becomes well-done right after the music has stopped --> Gourmet steak.

3. The meat becomes burnt long after the music has stopped--> Rare steak.

Q.: ZOMG!! I want Ultra/ Mega Lucky Cat because I'll get more chances at a ruby in rewards!

A.: Unfortunately not. Lucky cat will only give you a higher chance to get more regular rewards. Since a ruby is considered an "extra" reward to which you get a chance when you broke certain body parts (i.e. the Rathalos & Rathian head crown), Lucky Cat skills have no positive effect.

Q.: Does the "dismantle" skill work on Velociprey and Cephalos too?

A.: Yes, it works on EVERY monster, but not on tails you've cut.

Q.: Does anyone know the cat's name that gives \*insert any\* skill set?

A.: It doesn't depend on the cat's name. The set of skills assigned to each cat is TOTALLY RANDOM.

Q.: So you must eat the cats food to know its skill ??

A.: Yes... But in Monster Hunter Freedom 2 you will see its skills in an info tab before hiring the cat though.

Q.: How can I determine which skill was activated by which cat?

A.: Eat the favourite food of the cat you want to know the skill of, see if a red exclamation mark appears above the head of the cat during the cooking scene. After the cooking scene has ended, you will have a felyne skill activated, so look which skill it is. If there were multiple red exclamation marks, then write down all of your cats and their respective skills. The skills shown after the cooking scene will appear in order of the exclamation marks that were activated first during the cooking scene.

If you are confused with what I just said, then simply cook the favourite food of 1 cat at a time and see what skill it has.

Q.: How do I get silver, gold or platinum tickets from my cats?

A.: Cook a meal 10 times with 2 or more cats.  
- 2 active cooking cats: 2 silver tickets.  
- 3 active cooking cats: 2 gold tickets.  
- 4-5 active cooking cats: 2 platinum tickets.

Q.: What is the maximum amount of cats I can hire at the same time?

A.: 5.

Q.: How to unlock all 5 cat spots?

A.: Beat the Elder regular Monoblos urgent quest or get to HR3.

Q.: I already have 5 cats, but I still need gold tickets. Help!

A.: That wasn't a question, but ok. If you already have 5 cats, but want to get some gold tickets, just put 2 of your cats on break (do that in the cat menu in the upper right corner of your kitchen) and cook 10 times with the 3 remaining cats to get 2 gold tickets.

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## G. CREDITS

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Content:

- DaiIchiban and Kayin for being the first to translate the list of skills and the skill sets, as well as discussing and providing information on the MHF board since the start.
- Strew/Strewace for making his version of the cat FAQ.
- Wyvern_Killer for giving me Strew's FAQ.

- Myself for rewriting the FAQ, making new sections and adding new info.
- PeacefulMeadows for writing all the cat quotes from 0 to 2 stars and for spurring me on to do the same with 3 star info level cats.
- Lukav2005 and _Xan_ for making the wonderful list of food combinations.
- FinalShadowX for telling me you need to kill/repel Azure Lao to unlock 3 star info and food cats.
- <http://www6.atwiki.jp/alter/pages/129.html>
I translated the cat item list of this site. Many thanks go to DaiIchiban for giving me this link.

Layout:

- PeacefulMeadows for providing this FAQ with the slick layout you see before you. ;-)
- Xiamut for several minor layout tips (which I discovered through Boldrin's "Equipment guide").

Game:

- Finally CAPCOM for making the awesome game that is Monster Hunter Freedom.

H. COPYRIGHT INFORMATION

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