

Monster Hunter Freedom 2 Armor Skill FAQ

by KingofMH

Updated to v2.4 on Jun 5, 2007

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\          MONSTER HUNTER PORTABLE 2          /
/          ARMOR SKILL FAQ          \
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| Version     : 2.4                           |
| Platform    : Playstation Portable (PSP)   |
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| PURPOSE OF THE GUIDE |
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The purpose of the guide is to provide knowledge about each armor skill. It includes the possible points required to activate each skill, the name of the activated skill, a small description with a general description and additional details that a person would need to know about the skill.

By understanding each skill fully, you will have a better idea what skill is worth while in certain situation and what skills are not worth while in certain situations.

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| HOW TO USE THE CONTENT |
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Skills are put into similiar categories. Skills that do not belong to any of the category are in the "Other System."

Use "CTRL+F" on your keyboard and type in the skill name to navigate easier through the FAQ. There are also category codes (Ex. A001, A005) to easily browse to the category.

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
| SKILL NAME TRANSLATION|
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
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I have uploaded a file that has the English names I used here with the Japanese names that will match the game content.

This part of the section will be removed once MHF2 is released.

<http://h1.ripcity.com/xenorich/ArmorSkill.doc>

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| STATUS SYSTEM |

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```

|Attack Up|

Skill Name	Points Required	Skill Activated
Attack Up [lg]	+20	Attack PWR increases/Multipler 10
Attack Up [m]	+15	Attack PWR increases/Multipler 5
Attack Up [sm]	+10	Attack PWR increases/Multipler 3
Descriptions		

It increases the Hunter's attack power.
Additional Info
=====

|The Attack Power added is either 3,5 or 10 of pure Attack |
|Power, which is multiplied by the Weapon Class Mutliplier |
|and added to the total Attack Power. |
| |
|The follow are the Weapon Class Multipler: |
| |

Great Sword/Tachi	- 4.8	
Sword&Shield/Dual Swords	- 1.4	
Hammer/Hunting Horn	- 5.2	
Lance/Gunlance	- 2.3	
Light&Heavy Bowgun	- 1.2	
Bow	- 1.2	

| |
|Example: The Hunter is using a GS with Attack Up [lg], |
|so 4.8*10 = 48.0 ATP added, all decimals are dropped. |
| |
|The end result is that the total Attack Power will |
|increase by 48. |
=====

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Defense Up

Skill Name	Points Required	Skill Activated
Defense +40	+20	+40 to Defense
Defense +30	+15	+30 to Defense
Defense +20	+10	+20 to Defense
Defense -20	-10	-20 to Defense
Defense -30	-15	-30 to Defense

Descriptions
It increases or decreases the Hunter's
total defense.

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Strength

Skill Name	Points Required	Skill Activated
Health +30	+20	+30 to Maximum Health
Health +20	+15	+20 to Maximum Health
Health +10	+10	+10 to Maximum Health
Health -10	-10	-10 to Maximum Health
Health -20	-15	-20 to Maximum Health

Descriptions
It increases or decreases the Hunter's
Maximum Health.

| Additional Info |
=====

The Maximum Health is 150.

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| Hunger |

Skill Name	Points Required	Skill Activated
Hunger Negate	+15	Stamina bar does not decrease
Hunger x0.5	+10	Stamina bar decrease x0.5 slower
Hunger x1.5	-10	Stamina bar decrease x1.5 faster
Hunger x2.0	-15	Stamina bar decrease x2.0 faster

Descriptions
It effects the rate at which the Hunter's
stamina bar decreases.

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| Heat Resistance |

Skill Name	Points Required	Skill Activation
Anti-Heat [lg]	+20	Immunity to Heat any place
Anti-Heat [sm]	+15	Immunity to Heat at specific areas
Heat Res x0.5	+10	Health decrease x0.5 slower

Descriptions
It effects the rate in which the Hunter's
Health decreases.

| Additional Info |
=====

When Anti-Heat [sm] is activated, it only prevents the heat in the open Desert during the day.
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| Cold Resistance |

Skill Name	Points Required	Skill Activated
Anti-Cold [lg]	+20	Immunity to Cold any place
Anti-Cold [sm]	+15	Immunity to Cold at specific areas
Cold Res x0.5	+10	Stamina decrease x0.5 slower
Cold Res Inc	-10	Stamina decrease x1.5 faster

Descriptions

|-----
|It effects the rate of the Hunter's stamina |
decreases.

| Additional Info |

=====
|When Anti-Cold [sm] is activated, it only |
|prevents areas such as night time in the |
|open Desert, Snow Mountain and the caves in |
|the Swamp. |
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| BLADEMASTER SYSTEM |
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|Artisan|

Skill Name	Points Required	Skill Activation
Sharpness+1	+10	Adds visible weapon sharpness

| Descriptions |

|-----
|Visible sharpness will be added to the weapon. |
|The activation of the skill can allow powerful |
|weapons to reach maximum sharpness in the |
sharpness bar.

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|Sharp Sword|

Skill Name	Points Required	Skill Activation
Sharp Sword	+10	Decrease sharpness lost on weapon
Blunt Edge	-10	Increase sharpness lost on weapon

| Descriptions |

|-----
|The skill increases or decreases sharpness lost |
on the weapon.

| Additional Info |

=====
|Sharp Sword reduces sharpness lost by half. |
|Blunt Edge increases sharpness lost by x2. |
=====

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|Fencing|

Skill Name	Points Required	Skill Activation
ESP	+10	Prevent attacks from being deflected

|Auto-Guard|

Skill Name	Points Required	Skill Activation
Auto-Guard	+10	Automatic guard if possible

Descriptions
Enables auto-guard, which automatically blocks
attack if the Hunter can.

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 | GUNNER SKILLS |
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|NormS Up|

Skill Name	Points Required	Skill Activation
NormS Up	+10	Increase damage of NormS/Vertical S

Descriptions
Increase damage of NormS/Vertical Shots by x1.1.
NormS includes lvl 1, 2, and 3 for bowgun and
lvl 1, 2, 3, and 4 for bow.

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|PierceS Up|

Skill Name	Points Required	Skill Activation
PierceS Up	+10	Increase damage of PierceS/Pierce S

Descriptions
Increase damage of PierceS/Pierce Shots by x1.1.
PierceS includes lvl 1, 2, and 3 for bowgun and
lvl 1, 2, 3, and 4 for bow.

XXX

|PelletS Up|

Skill Name	Points Required	Skill Activation
PelletS Up	+10	Increase damage of PelletS/Spread S

Descriptions
Increases damage of PelletS/Spread Shots by x1.1.
PelletS includes lvl 1, 2, and 3 for bowgun and

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|Reload|

Skill Name	Points Required	Skill Activation
Reload+2	+15	Reload speed increases
Reload+1	+10	Reload speed increases
Reload-2	-10	Reload speed decreases
Reload-2	-15	Reload speed decreases

Descriptions
The skill increases or decreases the reload
speed of the bowgun. It also increases the
speed of vials being equipped to the bow.

| Additional Info |
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Reload+2: Reload speed increases two level
Reload+1: Reload speed increases one level
Reload-1: Reload speed decreases one level
Reload-2: Reload speed decreases two level

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|Recoil|

Skill Name	Points Required	Skill Activation
Recoil+2	+15	Recoil from bowgun removed
Recoil+1	+10	Recoil from bowgun reduced
Recoil-2	-10	Recoil from bowgun increases
Recoil-2	-15	Recoil from bowgun increases

Descriptions
The skill increases or decreases the recoil on
the bowgun. It does not effect bows.

| Additional Info |
=====

Recoil+2: Recoil from bowgun removed
Recoil+1: Recoil from bowgun reduces one level
Recoil-1: Recoil from bowgun increases one level
Recoil-2: Recoil from bowgun increases two level

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|Ammo Up|

Skill Name	Points Required	Skill Activation
Ammo Up	+10	+1 to available ammo/4th chg enables

Descriptions
The skill adds an additional bullet slot to the
available ammo type to the bowgun. It enables the
fourth level charge on the bow.

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|Precise Shot|

Skill Name	Points Required	Skill Activation
Pre Shot+1	+10	Being off-center Decreases
Pre shot-1	-10	Being off-center Increases

Descriptions
The skill effects the shots from bowguns
and bows.

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| GENERAL SYSTEM |

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|Critical Hit|

Skill Name	Points Required	Skill Activation
Crit+3	+20	Increases critical hit percentage
Crit+2	+15	Increases critical hit percentage
Crit+1	+10	Increases critical hit percentage

Descriptions
The skill increases critical hit percentages on
weapons. Sharpness effects how much critical hit
percentage is added. It is judged by the weapon's
maximum sharpness (with or without Sharpness+1).

| Additional Info |

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|Assuming the Original Critical Hit is 0%... |
| |
|Critical +1: 10% up (Blue: 15% and White: 20%) |
|Critical +2: 20% up (Blue: 25% and White: 30%) |
|Critical +3: 30% up (Blue: 35% and White: 40%) |
| |
|The Critical Hit percentages for Blue and White |
|sharpness only occurs if and only if the Original |
|Critical Hit on the weapon itself starts from 0%. |
| |
|Bonus varies depending on the current sharpness |
|level of the Hunter's weapon during quest. |
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Special Attack Up
Skill Name

Spc Attack

Descriptions

The skill increases the numerical number displayed on
the weapon's status ailment, if available, by x1.125.
Status ailments includes poison, stun, and sleep.

Additional Info
=====

|Although not displayed, bow and bowgun's |
|status ailment are also effected. |
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Elemental Up
Skill Name

Elem Up

Descriptions

The skill increases the numerical number displayed on
the weapon's elemental damage, if available, by x1.1.
Elements includes fire, water, ice, thunder and dragon.
Bowgun's elemental ammo are effected.

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Guard Increase
Skill Name

Guard Inc

Descriptions

Enables the ability to block previous attacks
that could not be blocked.

Additional Info
=====

|Previously unblockable attacks would be |
|Gravios Beam, Gas, Plesioth Beam, Fatalis |
|Firebal Etc. |
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| Demo Master          |          +15          | Increases dmg of Balis/CanS and Exp |
| Demo Expert         |          +10          | Increases dmg of BallistaS/CannonS |
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|           Descriptions           |
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```
| Demolish Master increases the damage of BallistaS, |
| CannonS, Gunlance Bullets and mega blast by x1.1. |
| It also increases CragS damage by x1.5.           |
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| Demolish Expert only increases BallistaS and     |
| CannonS.                                         |
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| MAP SYSTEM |
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| Map |
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| Skill Name |           Points Required           |           Skill Activation           |
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| Farsight      |          +10          | Auto-map displayed          |
```

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| Map-Invalid   |          -10          | Map never displayed         |
|-----|
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|           Descriptions           |
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```
| The skill effects whether the map is automatically |
| displayed or the map is never to be displayed with or |
| without the map.                                     |
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| MONSTER SYSTEM |
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xxxxxxx (A006) xxxxxx
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| Psychic Vision |
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| Skill Name |           Points Required           |           Skill Activation           |
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| Autotrack     |          +15          | Auto-paint on Boss Monsters     |
```

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| Detect        |          +10          | Painted creature will have details |
|-----|
```

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|           Descriptions           |
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```
| The skill can show more details about the creature |
| and if it is autotracked, the creature will appear on |
| the map at all times as paintball will not be needed. |
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| ELEMENTAL RESISTANCE SYSTEM |
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xxxxxxx (A007) xxxxxx
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| Elemental Resistance Up |
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|-----|
| Skill Name |           Points Required           |           Skill Activation           |
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```

All Res Up	+20	All	Resistance increases by 10
All Res Up	+15	All	Resistance increases by 5
All Res Up	+10	All	Resistance increases by 3
All Res Up	-10	All	Resistance decreases by 3
All Res Up	-15	All	Resistance decreases by 5
All Res Up	-20	All	Resistance decreases by 10
Fire Res	+15	Fire	Resistance increases by 10
Fire Res	+10	Fire	Resistance increases by 5
Fire Res	-10	Fire	Resistance decreases by 5
Fire Res	-15	Fire	Resistance decreases by 10
Ice Res	+15	Ice	Resistance increases by 10
Ice Res	+10	Ice	Resistance increases by 5
Ice Res	-10	Ice	Resistance decreases by 5
Ice Res	-15	Ice	Resistance decreases by 10
Water Res	+15	Water	Resistance increases by 10
Water Res	+10	Water	Resistance increases by 5
Water Res	-10	Water	Resistance decreases by 5
Water Res	-15	Water	Resistance decreases by 10
Thunder Res	+15	Thunder	Resistance increases by 10
Thunder Res	+10	Thunder	Resistance increases by 5
Thunder Res	-10	Thunder	Resistance decreases by 5
Thunder Res	-15	Thunder	Resistance decreases by 10
Dragon Res	+15	Dragon	Resistance increases by 10
Dragon Res	+10	Dragon	Resistance increases by 5
Dragon Res	-10	Dragon	Resistance decreases by 5
Dragon Res	-15	Dragon	Resistance decreases by 10

Descriptions
The specified element will increase or decrease by
that amount.

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| AILMENT SYSTEM |
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Paralysis Resistance

Skill Name	Points Required	Skill Activation
Stun [Negated]	+15	Immunity to Stun
Stun x0.5	+10	Stun time is reduced by x0.5
Stun x2.0	-10	Stun time is doubled

Descriptions
The skill effects the Hunter's vulnerability to Stun.

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Sleep Resistance

Skill Name	Points Required	Skill Activation
Sleep [Negated]	+15	Immunity to Sleep
Sleep x0.5	+10	Sleep time is reduced by x0.5

|Sleep x2.0 | -10 | Sleep time is doubled |

| Descriptions |

|The skill effects the Hunter's vulnerability to Sleep. |

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|Poison Resistance|

Skill Name	Points Required	Skill Activation
------------	-----------------	------------------

Poison [Negated]	+15	Immunity to Poison
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Poison x0.5	+10	Poison time is reduced by x0.5
-------------	-----	--------------------------------

Poison x2.0	-10	Poison time is doubled
-------------	-----	------------------------

| Descriptions |

|The skill effects the Hunter's vulnerability to Poison. |

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|Bacteria Resistance|

Skill Name	Points Required	Skill Activation
------------	-----------------	------------------

Anti-Bact	+10	Immunity to Bact (poop)/poison half
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Anti-Bact X2.0	-10	Bact (poop) last twice as long
----------------	-----	--------------------------------

| Descriptions |

|The skill effects the resistance against Bacteria. |

|Anti-Bact reduces poison length by half. |

| Additional Info |

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|Only Kongas are have this status ailment. |

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|Earthquake Resistance|

Skill Name	Points Required	Skill Activation
------------	-----------------	------------------

Anti-Earthquake	+10	Immunity to Earthquake
-----------------	-----	------------------------

| Descriptions |

|It prevents the Hunter from staggering when an earthquake occurs around him or her. |

| Additional Info |

|take longer to shake off depending how fast |
|the Player shake the analog. |

|-----|

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|Fatigue|

Skill Name	Points Required	Skill Activation
Fatigue [Negated]	+15	Immunity to Fatigue
Fatigue x0.5	+10	Fatigue last x0.5 as long

Descriptions
The skill either gives immunity or reduces
the length of Fatigue.

| Additional Info |
=====

|Only Onazuchi has this status ailment. |

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| ITEM SYSTEM |

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|Wide-Area|

| Skill Name   | Points Required | Skill Activation              |
|--------------|-----------------|-------------------------------|
| Wide-Area +2 | +20             | Items effects are spread 100% |
| Wide-Area +1 | +10             | Items effects are spread 50%  |

| Descriptions |  
|-----|  
|The skill allows the effects of items to spread |  
|to teammates that are within in the same area. |  
|Only herbs, potions, antidotes, powerseeds and |  
|armorseeds can be shared. |

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|Throw Up|

| Skill Name  | Points Required | Skill Activation           |
|-------------|-----------------|----------------------------|
| Throwing Up | +10             | Throwing distance increase |

| Descriptions |  
|-----|  
|The skill increases the throwing distance |  
|for paintball, flash bomb, rocks, sonic bombs, |  
|throwing knives, boomerang and tranquil bombs. |

| Additional Info |



| RECOVERY SYSTEM |

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX (A010) XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

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|Healing Improve|

| Skill Name     | Points Required | Skill Activation              |
|----------------|-----------------|-------------------------------|
| RecItem Inc    | +10             | Healing Item efficiency x1.25 |
| RecItem Reduce | -10             | Healing Item efficiency x0.75 |

-----  
| Descriptions |

-----  
|The skill increases or decreases the  
|efficiency of healing items. |

-----  
| Additional Info |

=====

|The follow list shows how much the  
|Healing Item originally heals. |

| Herb - 20 Health. |  
| First Aid - 30 Health. |  
| Potion - 30 Health. |  
| Mega Potion - 60 Health. |  
| Not all healing items are listed. |

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-----  
|Recovery Speed|

| Skill Name   | Points Required | Skill Activation              |
|--------------|-----------------|-------------------------------|
| Damage Rec+2 | +20             | Red Health increase x4 faster |
| Damage Rec+1 | +10             | Red Health increase x2 faster |

-----  
| Descriptions |

-----  
|The skill effects the speed of Red Health |  
|recovery speed. |

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| COMBINATION SYSTEM |

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|Combination Success Rate|

| Skill Name   | Points Required | Skill Activation                   |
|--------------|-----------------|------------------------------------|
| Comb Suc+20% | +20             | Comb success rate increases by 20% |
| Comb Suc+10% | +15             | Comb success rate increases by 10% |
| Comb Suc+5%  | +10             | Comb success rate increases by 5%  |

-----  
| Descriptions |

|The skill increases the combination  
|success rate. |

|-----  
| Additional Info |  
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|The skill stacks with book of combos. |  
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|Shot Mix|

|-----|

| Skill Name   | Points Required | Skill Activation                    |
|--------------|-----------------|-------------------------------------|
| Bullet Limit | +10             | Max combination outcome (ammo only) |

|-----|

| Descriptions |

|-----|

|The skill allows ammo combination to  
|create the maximum ammo allowed from  
|the combination. |  
|-----|

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|Alchemy|

|-----|

| Skill Name | Points Required | Skill Activation            |
|------------|-----------------|-----------------------------|
| Alchemy    | +10             | Allows Alchemy Combinations |

|-----|

| Descriptions |

|-----|

|Enables Alchemy combination. |  
|-----|

| Additional Info |  
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|Having Book of Alchemy in the Hunter's |  
|inventory also enables any Alchemy |  
|combination. |  
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| TORSO SYSTEM |

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|Torso Increase|

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| Skill Name | Points Required | Skill Activation                |
|------------|-----------------|---------------------------------|
| Torso Inc  | E               | Double skill pts on Chest Armor |

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| Descriptions |

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|Torso Increase doubles the amount of skill |  
|points on the chest plate. Whether it is |  
|positive or negative, it is doubled. |

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| HUNTING/COLLECTING SYSTEM |
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|Gathering|

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|-----|
|Skill Name|      | Points Required |      Skill Activation |
|-----|
|Gathering+2 |      +15       | Increase chance for max gathering |
|Gathering+1 |      +10       | Increase chance for max gathering |
|Gathering-2 |      -10       | Decrease chance for max gathering |
|-----|

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```

|           Descriptions           |
|-----|
|The skill effects the chance for maximum |
|gathering from each gathering spot.      |
|-----|

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|           Additional Info           |
|=====|
|The skill effect pickaxe and bugnet spots. |
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|High Speed Gathering|
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|Skill Name      | Points Required |      Skill Activation |
|-----|
|HighSpdGather  |      +10       | Increased gathering speed |
|-----|

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|           Descriptions           |
|-----|
|The skill increases the speed of carving |
|and gathering. Gathering includes pickaxe |
|and bugnet usage.                    |
|-----|

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|Fishing Expert|
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|Skill Name|      | Points Required |      Skill Activation |
|-----|
|Fishing Expert |      +10       | Easier to catch fish |
|-----|

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|           Descriptions           |
|-----|
|The skill allows more time to pull      |
|when a fish is hooked to the bait.      |
|-----|

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|Carve Skill|

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-----  
|Fate|

-----  
|Skill Name| | Points Required | Skill Activation |  
-----  
|Luck Boost | +15 | Chance to increase normal rewards |  
|Good Luck | +10 | Chance to increase normal rewards |  
|Bad Luck | -10 | Chance to decrease normal rewards |  
|Calamity | -20 | Chance to decrease normal rewards |  
-----

| Descriptions |  
-----  
|The skill increases or decreases the chance |  
|of receiving more or less normal rewards. |  
-----

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-----  
|Evasion|

-----  
|Skill Name| | Points Required | Skill Activation |  
-----  
|Evasion+2 | +15 | Inc invulnerability by 10/30 seconds |  
|Evasion+1 | +10 | Inc invulnerability by 8/30 seconds |  
-----

| Descriptions |  
-----  
|The skill increases the invulnerability time |  
|of maneuvers. |  
-----

| Additional Info |  
=====

|Maneuvers includes dodge roll, back hops, |  
|and standing back up |  
=====

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-----  
|Hidden Strength|

-----  
|Skill Name| | Points Required | Skill Activation |  
-----  
|Hidden Str+2 | +15 | Boost ATP/Def when Health's low |  
|Hidden Str+1 | +10 | Boost Defense when Health is low |  
|Worrier | -10 | Decrease ATP when Health is low |  
-----

| Descriptions |  
-----  
|The skill increases or decreases status when |  
|the Hunter's total Health reaches below 40%. |  
-----

| Additional Info |  
=====

|The skill will be activated when the |  
|Hunter's Health reaches 40%. |  
| | |  
|Hidden Str +2: ATP x 1.3, Def +90 |  
|Hidden Str +1: Def +90 |

|Worrier : ATP x 0.7 |

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-----  
|Effect Duration|

| Skill Name | Points Required | Skill Activation               |
|------------|-----------------|--------------------------------|
| Eff Inc    | +10             | Item effects last x1.5 longer  |
| Eff Reduce | -10             | Item effects last x0.6 shorter |

-----  
 | Descriptions |  
 -----  
 |The skill increases or decreases the |  
 |duration of item effects. |  
 -----

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-----  
|Stamina|

| Skill Name  | Points Required | Skill Activation              |
|-------------|-----------------|-------------------------------|
| Runner      | +10             | Stamina usage speed decreases |
| Slow Runner | -10             | Stamina usage speed increases |

-----  
 | Descriptions |  
 -----  
 |The skill increases or decreases the |  
 |stamina usage speed. |  
 -----

| Additional Info |

=====

|Enter Fury Mode with Dual weapons, charging the Hammer, holding the Bow's string, or even running will be effected by this skill. |

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-----  
|Eater|

| Skill Name  | Points Required | Skill Activation                    |
|-------------|-----------------|-------------------------------------|
| Speed Eater | +10             | Speed of Item consumption increases |
| Slow Eater  | -10             | Speed of Item consumption decreases |

-----  
 | Descriptions |  
 -----  
 |The skill increases or decreases the |  
 |speed of Items being consumed. |  
 -----

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|Meat Cook|

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-----
|Skill Name|          |  Points Required  |   Skill Activation   |
-----
|BBQ Master   |          +10      | Easier to cook raw meat |
|BBQ Novice   |          -10      | Harder to cook raw meat |
-----

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-----
|           Descriptions           |
-----
|The skill effects the outcome of how |
|easy it is to cook raw meat on a spit. |
-----

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|Flute Expert|

```

-----
|Skill Name|          |  Points Required  |   Skill Activation   |
-----
|Flute Expert  |          +10      | Flutes break less frequently |
-----

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-----
|           Descriptions           |
-----
|The skill decreases the chance of Flutes |
|from breaking.                       |
-----

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|           Additional Info           |
=====
|The skill will effect Hunting Horns by adding |
|an extra 60 seconds to all song effects.      |
=====

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| CREDITS |  
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~

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~  
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~  
Website/FAQ used:

MHP2 Wiki  
<http://www25.atwiki.jp/mhp2/pages/135.html>

Melee Damage Mechanics FAQ (MHF) by Lord Graph  
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[http://mmpotato.hp.infoseek.co.jp/codes/MH2/platk\\_oth.html](http://mmpotato.hp.infoseek.co.jp/codes/MH2/platk_oth.html)

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| CONTACT |

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Do not hesitate to contact me for any errors or contributions you would like to further provide. Credits will be given.

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