

Offset	Name	Description
0000	None	None
0001	Negate Poison	Weakens the effects of Deadly Poison and completely prevents lesser Poisons.
0002	Double Poison	Doubles the damage received from Poison.
0003	Negate Paralysis	Prevents Paralysis.
0004	Double Paralysis	Doubles the duration of Paralysis.
0005	Negate Sleep	Prevents Sleep.
0006	Double Sleep	Doubles the duration of Sleep.
0007	Negate Stun	Prevents Stun.
0008	Halve Stun	Reduces the likelihood of being Stunned by 50%.
0009	Double Stun	Makes it harder to recover from being Stunned.
000A	HG Earplugs	Negates the effects of all large monsters' roars.
000B	Earplugs	Negates the effects of some large monsters' roars.
000C	Windproof (Hi)	Negates Wind Pressure from almost all monsters.
000D	Windproof (Lo)	Lessens almost all Wind Pressure.
000E	Tremor Res	Prevents staggering from tremors created by large monsters.
000F	Negate Bind	Negates the effects of Bind statuses such as Snowman and bubbles that impede movement.
0010	Heat Cancel	Negates the damage incurred from heat and lava.
0011	Heat Surge	Increases the amount of Health lost due to heat.
0012	Cold Cancel	Negates all cold.
0013	Cold Surge	Increases the speed at which your maximum Stamina depletes from cold.
0014	Polar Hunter	Powers you up in the cold. If you drink a Cool Drink...
0015	Tropic Hunter	Powers you up in the heat. If you drink a Hot Drink...
0016	Anti-Theft	Prevents item theft.
0017	Iron Skin	Negates the effects of Defense Down.
0018	Antivirus	Makes it harder to become Frenzied and enhances recovery.
0019	Bio Master	Increases Dung Bomb efficacy, prevents Stench and Blastblight, and delays Virus onset.
001A	Bio Researcher	Increases Dung Bomb efficacy, and prevents Stench and Blastblight.
001B	Negate Bleeding	Prevents Bleeding.
001C	Double Bleeding	Doubles the damage received from Bleeding.
001D	Attack Up (L)	Greatly increases Attack.
001E	Attack Up (M)	Increases Attack.
001F	Attack Up (S)	Slightly increases Attack.
0020	Attack Down (S)	Slightly decreases Attack.
0021	Attack Down (M)	Decreases Attack.
0022	Attack Down (L)	Greatly decreases Attack.
0023	Defense Up (L)	Greatly increases Defense.
0024	Defense Up (M)	Increases Defense.
0025	Defense Up (S)	Slightly increases Defense.
0026	Defense Down (S)	Slightly decreases Defense.
0027	Defense Down (M)	Decreases Defense.
0028	Defense Down (L)	Greatly decreases Defense.
0029	Health +50	Increases maximum Health by 50.
002A	Health +20	Increases maximum Health by 20.
002B	Health -10	Decreases maximum Health by 10.
002C	Health -30	Decreases maximum Health by 30.
002D	Fire Res +20	Increases Fire Resistance by 20.
002E	Fire Res +15	Increases Fire Resistance by 15.
002F	Fire Res -20	Decreases Fire Resistance by 20.
0030	Water Res +20	Increases Water Resistance by 20.
0031	Water Res +15	Increases Water Resistance by 15.
0032	Water Res -20	Decreases Water Resistance by 20.
0033	Thunder Res +20	Increases Thunder Resistance by 20.
0034	Thunder Res +15	Increases Thunder Resistance by 15.
0035	Thunder Res -20	Decreases Thunder Resistance by 20.
0036	Ice Res +20	Increases Ice Resistance by 20.
0037	Ice Res +15	Increases Ice Resistance by 15.
0038	Ice Res -20	Decreases Ice Resistance by 20.

0039	Dragon Res +20	Increases Dragon Resistance by 20.
003A	Dragon Res +15	Increases Dragon Resistance by 15.
003B	Dragon Res -20	Decreases Dragon Resistance by 20.
003C	Blightproof	Negates all elemental blights (Fire, Water, Thunder, Ice, and Dragon).
003D	Fire Atk +2	Greatly increases the power of Fire attacks and Flaming shots (Flaming S).
003E	Fire Atk +1	Increases the power of Fire attacks and Flaming shots (Flaming S).
003F	Fire Atk Down	Decreases the power of Fire attacks and Flaming shots (Flaming S).
0040	Water Atk +2	Greatly increases the power of Water attacks and Water shots (Water S).
0041	Water Atk +1	Increases the power of Water attacks and Water shots (Water S).
0042	Water Atk Down	Decreases the power of Water attacks and Water shots (Water S).
0043	Thunder Atk +2	Greatly increases the power of Thunder attacks and Thunder shots (Thunder S).
0044	Thunder Atk +1	Increases the power of Thunder attacks and Thunder shots (Thunder S).
0045	Thunder Atk Down	Decreases the power of Thunder attacks and Thunder shots (Thunder S).
0046	Ice Atk +2	Greatly increases the power of Ice attacks and Freeze shots (Freeze S).
0047	Ice Atk +1	Increases the power of Ice attacks and Freeze shots (Freeze S).
0048	Ice Atk Down	Decreases the power of Ice attacks and Freeze shots (Freeze S).
0049	Dragon Atk +2	Greatly increases the power of Dragon attacks and Dragon shots (Dragon S).
004A	Dragon Atk +1	Increases the power of Dragon attacks and Dragon shots (Dragon S).
004B	Dragon Atk Down	Decreases the power of Dragon attacks and Dragon shots (Dragon S).
004C	Element Atk Up	Increases the power of elemental attacks.
004D	Element Atk Down	Decreases the power of elemental attacks.
004E	Status Atk +2	Increases the potency of abnormal status attacks.
004F	Status Atk +1	Slightly increases the potency of abnormal status attacks.
0050	Status Atk Down	Decreases the potency of abnormal status attacks.
0051	Speed Sharpening	Speeds up weapon sharpening.
0052	Slow Sharpening	Slows down weapon sharpening.
0053	Sharpness +2	Increases the length of your weapon's Sharpness Gauge.
0054	Sharpness +1	Slightly increases the length of your weapon's Sharpness Gauge.
0055	Razor Sharp	Halves the rate at which your weapon loses Sharpness.
0056	Blunt Edge	Doubles the rate at which your weapon loses Sharpness.
0057	Mind's Eye	Prevents your attacks from being deflected.
0058	Blind Eye	Causes your attacks to be deflected more easily.
0059	Heavy Polish	Use a whetstone to polish a weapon and briefly increase its strength.
005A	Bludgeoner	Increases Attack based on how low the Sharpness of your weapon is.
005B	Critical Draw	Increases Affinity for all draw attacks by 100%.
005C	Punishing Draw	Can Stun monsters with draw attacks from cutting weapons, and slightly increases Attack.
005D	Quick Sheath	Increases weapon-sheathing speed.
005E	Challenger's Sword	When a large monster enrages, there's a chance your weapon's sharpness will increase.
005F	Blade Scl Polish	Grants special effects when sheathing your weapon. Bow C.Range gains a bonus.
0060	Reload Speed +3	Greatly speeds up Bowgun reloading, and auto-loads Bow coatings.
0061	Reload Speed +2	Speeds up Bowgun reloading, and auto-loads Bow coatings.
0062	Reload Speed +1	Slightly speeds up Bowgun reloading, and speeds up Bow-coating loading.
0063	Reload Speed -1	Slightly slows down Bowgun reloading and Bow-coating loading.
0064	Reload Speed -2	Slows down Bowgun reloading and Bow-coating loading.
0065	Reload Speed -3	Greatly slows down Bowgun reloading and Bow-coating loading.
0066	Recoil Down +3	Greatly reduces Bowgun recoil.
0067	Recoil Down +2	Reduces Bowgun recoil.
0068	Recoil Down +1	Slightly reduces Bowgun recoil.
0069	Recoil Down -1	Slightly increases Bowgun recoil.
006A	Recoil Down -2	Increases Bowgun recoil.
006B	Recoil Down -3	Greatly increases Bowgun recoil.
006C	Steadiness +2	Greatly decreases Deviation when firing.
006D	Steadiness +1	Decreases Deviation when firing.
006E	Steadiness -1	Increases Deviation when firing.
006F	Steadiness -2	Greatly increases Deviation when firing.
0070	Normal/Rapid Up	Increases the power of Normal shots (Normal S) and Rapid-type arrows.
0071	Pierce/Pierce Up	Increases the power of Pierce shots (Pierce S) and Pierce-type arrows.
0072	Pellet/Spread Up	Increases the power of Pellet shots (Pellet S) and Spread-type arrows.

0073	Heavy/Heavy Up	Increases the power of Heavy shots (Heavy S) and Heavy arrows.
0074	Use Any Normal S	Allows all levels of Normal shots (Normal S) to be loaded.
0075	Use Any Pierce S	Allows all levels of Pierce shots (Pierce S) to be loaded.
0076	Use Lv1 Pierce S	Allows Lv1 Pierce shots (Pierce S) to be loaded.
0077	Use Any Pellet S	Allows all levels of Pellet shots (Pellet S) to be loaded.
0078	Use Lv1 Pellet S	Allows Lv1 Pellet shots (Pellet S) to be loaded.
0079	Use Any Crag S	Allows all levels of Crag shots (Crag S) to be loaded.
007A	Use Lv1 Crag S	Allows Lv1 Crag shots (Crag S) to be loaded.
007B	Use Any Clust S	Allows all levels of Cluster shots (Clust S) to be loaded.
007C	Use Lv1 Clust S	Allows Lv1 Cluster shots (Clust S) to be loaded.
007D	Use Poison Coat	Allows Poison coatings to be set when equipped with a Bow.
007E	Use Para Coat	Allows Paralysis coatings to be set when equipped with a Bow.
007F	Use Sleep Coat	Allows Sleep coatings to be set when equipped with a Bow.
0080	Power Phial (All)	Allows Power coatings of all levels to be set when wielding a Bow.
0081	Power Phial (Lv1)	Allows Lv1 Power coatings to be set when wielding a Bow.
0082	Element Phial (All)	Allows Elemental coatings of all levels to be set when wielding a Bow.
0083	Element Phial (Lv1)	Allows Elem Coating Lv1 to be set when wielding a Bow.
0084	Use C.Range Coat	Allows Close-range coatings to be set when equipped with a Bow.
0085	Use Exhaust Coat	Allows Exhaust coatings to be set when equipped with a Bow.
0086	Use Blast Coat	Allows Blast coatings to be set when equipped with a Bow.
0087	Bonus Shot	Allows one extra shot to be fired while Rapid Firing.
0088	Shot Booster	Prolongs the time window certain ammo and arrows can hit at maximum power.
0089	Load Up	Increases Bowgun and Gunlance ammo, Bow charge levels, and Charge Blade energy.
008A	TrueShot Up	Increases the power of Bowgun Internal Ammo, and the Bow's Arc Shot and Power Shot.
008B	Ammo Saver	Occasionally returns ammo or phials to inventory when firing.
008C	Critical Eye +3	Increases Affinity by 30%.
008D	Critical Eye +2	Increases Affinity by 20%.
008E	Critical Eye +1	Increases Affinity by 10%.
008F	Critical Eye -1	Decreases Affinity by 5%.
0090	Critical Eye -2	Decreases Affinity by 10%.
0091	Critical Eye -3	Decreases Affinity by 15%.
0092	Weakness Exploit	Increases Affinity when striking body parts your attacks are highly effective against.
0093	Repeat Offender	Increases Affinity following repeated attacks.
0094	Status Crit	Increases abnormal status attack potency (Paralysis, Poison, Sleep) of your critical hits.
0095	Elemental Crit	Increases elemental damage (Fire, Water, Thunder, Ice, Dragon) of your critical hits.
0096	Critical Boost	Increases the damage of critical hits.
0097	Mad Affinity	Negative crit hits have a chance to become strong critical hits.
0098	Focus	Speeds L.Sword/C.Blade/S.Axe/ D.Blades gauges, G.Sword/Hammer/Bow charge attacks, and some LBG techniques.
0099	Distraction	Slows L.Sword/C.Blade/S.Axe/ D.Blades gauges, G.Sword/Hammer/Bow charge attacks, and some LBG techniques.
009A	Marathon Runner	Slows down Stamina depletion for actions which continuously drain Stamina (such as dashing).
009B	Short Sprinter	Speeds up Stamina depletion for actions which continuously drain Stamina (such as dashing).
009C	Constitution +2	Greatly slows down Stamina depletion when evading, blocking, etc.
009D	Constitution +1	Slows down Stamina depletion when evading, blocking, etc.
009E	Constitution -1	Speeds up Stamina depletion when evading, blocking, etc.
009F	Constitution -2	Greatly speeds up Stamina depletion when evading, blocking, etc.
00A0	Stam Recov Up	Increases Stamina recovery speed.
00A1	Stam Recov Down	Decreases Stamina recovery speed.
00A2	Key Plan	While dashing, your stamina gauge stops depleting, but retains its current value.
00A3	Evasion +2	Extends the invulnerability period when evading.
00A4	Evasion +1	Slightly extends the invulnerability period when evading.
00A5	Evasion Down	Reduces the invulnerability period when evading.
00A6	Evade Extender	Increases evade distance.
00A7	Bubbly Dance	Evading covers you in bubbles, improving your ability to dodge enemy attacks.
00A8	Guard +2	Greatly increases the likelihood of standing your ground when blocking an attack.
00A9	Guard +1	Increases the likelihood of standing your ground when blocking an attack.
00AA	Guard -1	Decreases the likelihood of standing your ground when blocking an attack.
00AB	Guard Up	Causes previously unblockable attacks to become blockable.
00AC	Knockout King	Makes it easier to stun monsters.

00AD	Stamina Thief	Increases certain attacks' ability to Exhaust monsters.
00AE	Horn Maestro	Decreases the likelihood of Horn/Flute items breaking, and increases the effect time of Hunting Horn melodies.
00AF	Artillery Expert	Boosts Ballistae, Crag shots, Impact Phials, Shells, etc. Makes the Heat Gauge more manageable.
00B0	Artillery Novice	Slightly boosts Ballistae, Crag shots, Impact Phials, Shells, etc. Makes the Heat Gauge more manageable.
00B1	Partbreaker	Makes it easier to break or sever parts of monsters.
00B2	Bombardier	Increases bomb damage, and raises the Combination success rate for all bombs to 100%.
00B3	Latent Power +2	Greatly empowers you for a limited time when certain conditions are met.
00B4	Latent Power +1	Empowers you for a limited time when certain conditions are met.
00B5	Challenger +2	Greatly increases Attack and Affinity when a large monster in the same area becomes angry.
00B6	Challenger +1	Increases Attack and Affinity when a large monster in the same area becomes angry.
00B7	Peak Performance	Increases Attack when your Health Gauge is full.
00B8	Ace	Increases Hunter Art power during fights with large monsters when the chance arises.
00B9	Dragon Instinct	When HP falls to 2/3 or below, you gain a DRG alignment that increases attack and resistances.
00BA	Adrenaline +2	Greatly increases Attack and Defense when Health is below 40% of the maximum amount.
00BB	Adrenaline +1	Greatly increases Defense when Health is below 40% of the maximum amount.
00BC	Worrywart	Decreases Defense boost and Attack when Health is below 40% of maximum.
00BD	Fortify	Increases your Attack and Defense every time you fall in battle.
00BE	Resentment	Increases Attack when your Health Gauge is in the red.
00BF	Resuscitate	Increases Attack when you are suffering from abnormal status.
00C0	Guts	Prevents fainting a single time if struck with a lethal blow when a certain amount of Health remains.
00C1	Sneak	Decreases the likelihood of being targeted by monsters.
00C2	Taunt	Increases the likelihood of being targeted by monsters.
00C3	Palico Rally	Increases the Attack and Defense of Palicoes.
00C4	Palico Cheer	Allows "Fist Pump" gesture to call back fainted/recovering Palicoes. Cannot be used repeatedly.
00C5	Mounting Master	Makes it easier to mount and successfully topple a monster.
00C6	Saddle Sore	Makes it harder to mount and successfully topple a monster.
00C7	Airborne	Increases the damage caused by Jumping Attacks.
00C8	Composed	Makes it easier to fill the Arts, Brave, and Alchemy gauges.
00C9	Alert	Taking damage grants Hunter Art, Brave, and Alchemy gauge points.
00CA	SP Extender	Extends the duration of SP Mode.
00CB	Autotracker	Large monsters always display on the Map, as if they were marked.
00CC	Detect	Increases the information displayed on the Map when large monsters are marked.
00CD	Capture Guru	Grants knowledge of when a large monster can be captured.
00CE	Outdoorsman	Always shows the Map, even if you don't have one. Easier to fish and BBQ meat.
00CF	Pro Transporter	Increases your speed while transporting items and decreases the likelihood of dropping them.
00D0	Divine Blessing	Sometimes decreases damage taken.
00D1	Demonic Blessing	Sometimes increases damage taken.
00D2	Hero's Talisman	Negates the damage from minor enemy attacks.
00D3	Recovery Up	Increases the amount recovered when recovering Health.
00D4	Recovery Down	Decreases the amount recovered when recovering Health.
00D5	Recovery Spd +2	Greatly speeds recovery from temporary damage (the red portion of the Health Gauge).
00D6	Recovery Spd +1	Speeds recovery from temporary damage (the red portion of the Health Gauge).
00D7	Recovery Spd -1	Slows recovery from temporary damage (the red portion of the Health Gauge).
00D8	Recovery Spd -2	Greatly slows recovery from temporary damage (the red portion of the Health Gauge).
00D9	Item Use Up	Increases the effect time of certain items.
00DA	Item Use Down	Decreases the effect time of certain items.
00DB	Wide-Range +2	Transfers the effects of certain items to companions in the same area.
00DC	Wide-Range +1	Transfers a portion of the effects of certain items to companions in the same area.
00DD	Negate Hunger	Negates maximum Stamina depletion over time.
00DE	Halve Hunger	Halves the speed of maximum Stamina depletion over time.
00DF	Raise Hunger	Speeds maximum Stamina depletion over time.
00E0	Double Hunger	Greatly speeds up maximum Stamina depletion over time.
00E1	Scavenger	Gives any item you eat or drink the potential to also raise your maximum Stamina.
00E2	Gourmand	Increases the efficacy of meat that raises maximum Stamina.
00E3	Speed Eating +2	Increases meat-eating and item-consuming speed.
00E4	Speed Eating +1	Increases meat-eating speed.
00E5	Slow Eater	Decreases meat-eating speed.
00E6	Rationer	Sometimes allows you to reuse items after you eat and drink them.

00E7	Meat Lover	Raw Meat becomes edible. Rare and Well-done Steaks temporarily grant unlimited Stamina.
00E8	Mushromancer	Allows the consumption of mushrooms which grant certain benefits as a result.
00E9	Ultra Herbology	Further increases the amount of Health recovered from eating Herbs.
00EA	Herbology	Increases the amount of Health recovered from eating Herbs.
00EB	Combination +45%	Increases your Combination success rate by 45%.
00EC	Combination +20%	Increases your Combination success rate by 20%.
00ED	Combination -10%	Decreases your Combination success rate by 10%.
00EE	Combination -20%	Decreases your Combination success rate by 20%.
00EF	Combination Pro	Guarantees maximum results with Combinations that can produce more than one item at a time.
00F0	Trap Master	Guarantees trap Combinations will succeed, and speeds up trap- and bomb-setting time.
00F1	Gathering +2	Often raises the number of times items can be gathered at Gathering Points.
00F2	Gathering +1	Sometimes raises the number of times items can be gathered at Gathering Points.
00F3	Gathering -1	Sometimes lowers the number of times items can be gathered at Gathering Points.
00F4	Honey Hunter	Allows you to gather two Honeys or Royal Honeys at once.
00F5	Charm Chaser	Allows you to mine two Charms at once... Maybe.
00F6	Charm Collector	Allows you to mine two Charms at once... Maaaybe.
00F7	Divine Whim	Greatly decreases the likelihood of Pickaxes, Bug Nets, Boomerangs, Flutes, and Horns breaking.
00F8	Spirit's Whim	Decreases the likelihood of Pickaxes, Bug Nets, Boomerangs, Flutes, and Horns breaking.
00F9	Spectre's Whim	Increases the likelihood of Pickaxes, Bug Nets, Boomerang, Flutes, and Horns breaking.
00FA	Devil's Whim	Greatly increases the likelihood of Pickaxes, Bug Nets, Boomerangs, Flutes, and Horns breaking.
00FB	Miraculous Luck	Very often increases the number of Reward Items received at the end of a Quest.
00FC	Great Luck	Often increases the number of Reward Items received at the end of a Quest.
00FD	Good Luck	Sometimes increases the number of Reward Items received at the end of a Quest.
00FE	Bad Luck	Sometimes decreases the number of Reward Items received at the end of a Quest.
00FF	Horrible Luck	Often decreases the number of Reward Items received at the end of a Quest.
0100	Carving Celebrity	Increases the number of carving chances by one and prevents knockbacks while carving.
0101	Carving Pro	Prevents knockbacks from attacks while carving.
0102	Capture Master	Often increases the number of Reward Items received for captures.
0103	Capture Expert	Sometimes increases the number of Reward Items received for captures.
0104	Soul of Bherma	Combines the effects of "Fire Res +15" and "Halve Hunger."
0105	Soul of Kokoto	Combines the effects of "Spirit's Whim" and "Thunder Res +15."
0106	Soul of Pokke	Combines the effects of "Ice Res +15" and "Gourmand."
0107	Soul of Yukumo	Combines the effects of "Honey Hunter" and "Water Res +15."
0108	W.Airboat Heart	Combines the effects of "Dragon Res +15" and "Bio Researcher."
0109	F.Tavern Heart	Combines the effects of "Knockout King" and "Horn Maestro."
010A	Redhelm Soul	Combines the effects of "Focus" and "Resentment."
010B	Snowbaron Soul	Combines the effects of "Evade Extender" and "Stam Recov Up."
010C	Stonefist Soul	Combines the effects of "Razor Sharp," "Recoil Down +2," and "Divine Blessing."
010D	Drilltusk Soul	Combines the effects of "Adrenaline +2" and "Scavenger."
010E	Dreadqueen Soul	Combines the effects of "Status Atk +2" and "Wide-Range +2."
010F	Crystalbeard Soul	Combines the effects of "Charm Chaser" and "Negate Hunger."
0110	Silverwind Soul	Combines the effects of "Evasion +2" and "Critical Eye +3."
0111	Deadeye Soul	Combines the effects of "Negate Stun" and "Challenger +2."
0112	Dreadking Soul	Combines the effects of "Attack Up (L)" and "Windproof (Hi)."
0113	Thunderlord Soul	Combines the effects of "Latent Power +2" and "Constitution +2."
0114	Grimclaw Soul	Combines the effects of "HG Earplugs" and "Speed Eating +2."
0115	Hellblade Soul	Combines the effects of "Sharpness +2," "Shot Booster," and "Speed Sharpening."
0116	Hazewing Soul	Grants "HG Earplugs", "Reload Speed +3", and "Steady Hand."
0117	Shredclaw Soul	Combines the effects of "Guard +2" and "Quick Sheath."
0118	Divinesight Soul	Combines the effects of "Critical Eye +3" and "Challenger +1"
0119	Azurebolt Soul	Combines the effects of "Critical Boost", "Bonus Shot", and "Sharpness +1."
011A	Frostpeak Soul	Grants "Marathon Runner", "Bludgeoner", and "Normal/Rapid Up."
011B	Bloodlust Soul	Combines the effects of "Attack Up (L)" and "Evasion +2."
011C	Redhelm Soul G	Combines the effects of "Focus" "Resentment" and "Marathon Runner."
011D	Snowbaron Soul G	Grants "Evade Extender", "Mounting Master", and "Stam Recov Up."
011E	Stonefist Soul G	Grants "Razor Sharp", "Recoil Down +2", and "Divine Blessing."
011F	Drilltusk Soul G	Grants "Adrenaline +2", "Scavenger", and "Artillery Expert."
0120	Dreadqueen Soul G	Grants "Status Atk +2", "Wide-Range +2", and "Ultra Herbology."

0121	Crystalbeard Soul G	Grants "Charm Chaser", "Hero's Talisman", and "Negate Hunger."
0122	Silverwind Soul G	Combines the effects of "Evasion +2", "Critical Eye +3", and "Sneak."
0123	Deadeye Soul G	Combines the effects of "Negate Stun", "Challenger +2", and "Fortify."
0124	Dreadking Soul G	Grants "Windproof (Hi)", "Attack Up (L)", and "Adrenaline +1."
0125	Thunderlord Soul G	Combines the effects of "Latent Power +2", "Constitution +2", and "Focus."
0126	Grimclaw Soul G	Combines the effects of "Speed Eating +2", "HG Earplugs", and "SP Extender."
0127	Hellblade Soul G	Grants "Sharpness +2", "Bomb-ardier", "Shot Booster", and "Speed Sharpening."
0128	Hazewing Soul G	Grants "HG Earplugs", "Reload Speed +3", "Steady Hand", and "Trap Master."
0129	Shredclaw Soul G	Combines the effects of "Guard +2", "Quick Sheath", and "Blade Scl Polish."
012A	Divinesight Soul G	Combines the effects of "Critical Eye +3" and "Challenger +2."
012B	Azurebolt Soul G	Grants "Critical Boost", "Bonus Shot", "Sharpness +1", and "Alert."
012C	Frostpeak Soul G	Grants "Marathon Runner", "Bludgeoner", "Normal/Rapid Up", and "Attack Up (M)."
012D	Bloodlust Soul G	Combines the effects of "Attack Up (L)", "Evasion +2", and "Composed."
012E	Pro Dirty Fencer	Combines the effects of "Fortify," "Marathon Runner," and "Stamina Thief."
012F	Steady Hand	Combines the effects of "Mind's Eye" and "Razor Sharp."
0130	Gourmet	Combines the effects of "Speed Eating +2", "Mushromancer", and "Meat Lover."
0131	Explosive Trapper	Combines the effects of "Bombardier" and "Trap Master."
0132	Aching Pain	Combines the effects of "Stamina Thief" and "Knockout King."
0133	Benediction	Combines the effects of "Recovery Up" and "Divine Blessing."
0134	Clandestine	Combines the effects of "Load Up", "Combination +20%", and "Sneak."
0135	Honed Blade	Combines the effects of "Sharpness +1" and "Attack Up (L)."
0136	Silver Bullet	Grants "Normal/Rapid Up", "Pierce/Pierce Up", and "Pellet/Spread Up."
0137	Wellness	Grants "Negate Poison", "Negate- Paralysis", "Negate Sleep", and "Negate Stun."
0138	Wrath Awoken	Combines the effects of "Adrenaline +2" and "Guts."
0139	Acrobat	Combines the effects of "Constitution +1" and "Evasion +1."
013A	Sheath Control	Combines the effects of "Punishing Draw" and "Quick Sheath."
013B	Iron Wall	Combines the effects of "Defense Up (M)" and "Iron Skin."
013C	Ruthlessness	Combines the effects of "Critical Eye +2" and "Weakness Exploit."
013D	Shield Bearer	Combines the effects of "Guard Up" and "Stam Recov Up."
013E	Fleet Feet	Combines the effects of "Peak Performance" and "Evade Extender."
013F	Elementality	Combines the effects of "Element Atk Up" and "Item Use Up."
0140	Pack Rat	Combines the effects of "Charm Chaser" and "Gathering +1."
0141	Bounty Hunter	Combines the effects of "Great Luck" and "Capture Expert."
0142	Haze-Skin Vest	Grants "Polar Hunter", "Windproof (Hi)" and "Negate Bind."
0143	Fiery Defense	Combines the effects of "Negate Poison", "Anti-Theft", and "Autotracker."
0144	Steel Shell	Grants "Tropic Hunter", "Fire Res +20", and "Bio Researcher."
0145	Torso Up	Double skillpoints recieved from torso piece
0146	Skill Pts +2	All equipped skill points are increased by 2.
0147	Talisman Up	Talisman skill points are doubled.