

	Offset	Jap Name	English Name	Description
	0000;	無し	None	#N/A
	0001;	毒耐性	Negate Poison	Weakens the effects of Deadly Poison and completely prevents lesser Poisons.
	0002;	毒倍加	Double Poison	Doubles the damage received from Poison.
	0003;	麻痺無効	Negate Paralysis	Prevents Paralysis.
	0004;	麻痺倍加	Double Paralysis	Doubles the duration of Paralysis.
	0005;	睡眠無効	Negate Sleep	Prevents Sleep.
	0006;	睡眠倍加	Double Sleep	Doubles the duration of Sleep.
	0007;	気絶無効	Negate Stun	Prevents Stun.
	0008;	気絶確率半減	Halve Stun	Reduces the likelihood of being Stunned by 50%.
	0009;	気絶倍加	Double Stun	Makes it harder to recover from being Stunned.
	000A;	高級耳栓	HG Earplugs	Negates the effects of all large monsters' roars.
	000B;	耳栓	Earplugs	Negates the effects of some large monsters' roars.
	000C;	風圧【大】無効	Windproof (Hi)	Negates Wind Pressure from almost all monsters.
	000D;	風圧【小】無効	Windproof (Lo)	Lessens almost all Wind Pressure.
	000E;	耐震	Tremor Res	Prevents staggering from tremors created by large monsters.
	000F;	だるま無効	Negate Bind	Negates the effects of Bind statuses such as Snowman and bubbles that impede movement.
	0010;	暑さ無効	Heat Cancel	Negates the damage incurred from heat and lava.
	0011;	暑さ倍加	Heat Surge	Increases the amount of Health lost due to heat.
	0012;	寒さ無効	Cold Cancel	Negates all cold.
	0013;	寒さ倍加	Cold Surge	Increases the speed at which your maximum Stamina depletes from cold.
	0014;	北風の狩人	Polar Hunter	Powers you up in the cold. If you drink a Cool Drink...
	0015;	南風の狩人	Tropic Hunter	Powers you up in the heat. If you drink a Hot Drink...
	0016;	盗み無効	Anti-Theft	Prevents item theft.
	0017;	鉄面皮	Iron Skin	Negates the effects of Defense Down.
	0018;	無私の境地	Antivirus	Makes it harder to become Frenzied and enhances recovery.
	0019;	バイオドクター	Bio Master	Increases Dung Bomb efficacy, prevents Stench and Blastblight, and delays Virus onset.
	001A;	細菌研究家	Bio Researcher	Increases Dung Bomb efficacy, and prevents Stench and Blastblight.
	001B;	裂傷無効	Negate Bleeding	Prevents Bleeding.
	001C;	裂傷倍加	Double Bleeding	Doubles the damage received from Bleeding.
	001D;	攻撃力UP【大】	Attack Up (L)	Greatly increases Attack.
	001E;	攻撃力UP【中】	Attack Up (M)	Increases Attack.
	001F;	攻撃力UP【小】	Attack Up (S)	Slightly increases Attack.
	0020;	攻撃力DOWN【小】	Attack Down (S)	Slightly decreases Attack.
	0021;	攻撃力DOWN【中】	Attack Down (M)	Decreases Attack.
	0022;	攻撃力DOWN【大】	Attack Down (L)	Greatly decreases Attack.
	0023;	防御力UP【大】	Defense Up (L)	Greatly increases Defense.
	0024;	防御力UP【中】	Defense Up (M)	Increases Defense.
	0025;	防御力UP【小】	Defense Up (S)	Slightly increases Defense.
	0026;	防御力DOWN【小】	Defense Down (S)	Slightly decreases Defense.
	0027;	防御力DOWN【中】	Defense Down (M)	Decreases Defense.
	0028;	防御力DOWN【大】	Defense Down (L)	Greatly decreases Defense.
	0029;	体力+50	Health +50	Increases maximum Health by 50.
	002A;	体力+20	Health +20	Increases maximum Health by 20.
	002B;	体力-10	Health -10	Decreases maximum Health by 10.
	002C;	体力-30	Health -30	Decreases maximum Health by 30.
	002D;	火耐性【大】	Fire Res +20	Increases Fire Resistance by 20.
	002E;	火耐性【小】	Fire Res +15	Increases Fire Resistance by 15.
	002F;	火耐性弱化	Fire Res -20	Decreases Fire Resistance by 20.
	0030;	水耐性【大】	Water Res +20	Increases Water Resistance by 20.
	0031;	水耐性【小】	Water Res +15	Increases Water Resistance by 15.
	0032;	水耐性弱化	Water Res -20	Decreases Water Resistance by 20.
	0033;	雷耐性【大】	Thunder Res +20	Increases Thunder Resistance by 20.
	0034;	雷耐性【小】	Thunder Res +15	Increases Thunder Resistance by 15.
	0035;	雷耐性弱化	Thunder Res -20	Decreases Thunder Resistance by 20.
	0036;	氷耐性【大】	Ice Res +20	Increases Ice Resistance by 20.
	0037;	氷耐性【小】	Ice Res +15	Increases Ice Resistance by 15.
	0038;	氷耐性弱化	Ice Res -20	Decreases Ice Resistance by 20.
	0039;	龍耐性【大】	Dragon Res +20	Increases Dragon Resistance by 20.
	003A;	龍耐性【小】	Dragon Res +15	Increases Dragon Resistance by 15.
	003B;	龍耐性弱化	Dragon Res -20	Decreases Dragon Resistance by 20.
	003C;	属性やられ無効	Blightproof	Negates all elemental blights (Fire, Water, Thunder, Ice, and Dragon).
	003D;	火属性攻撃強化+2	Fire Atk +2	Greatly increases the power of Fire attacks and Flaming shots (Flaming S).
	003E;	火属性攻撃強化+1	Fire Atk +1	Increases the power of Fire attacks and Flaming shots (Flaming S).
	003F;	火属性攻撃弱化	Fire Atk Down	Decreases the power of Fire attacks and Flaming shots (Flaming S).
	0040;	水属性攻撃強化+2	Water Atk +2	Greatly increases the power of Water attacks and Water shots (Water S).

	0041;	水属性攻撃強化+1	Water Atk +1	Increases the power of Water attacks and Water shots (Water S).
	0042;	水属性攻撃弱化	Water Atk Down	Decreases the power of Water attacks and Water shots (Water S).
	0043;	雷属性攻撃強化+2	Thunder Atk +2	Greatly increases the power of Thunder attacks and Thunder shots (Thunder S).
	0044;	雷属性攻撃強化+1	Thunder Atk +1	Increases the power of Thunder attacks and Thunder shots (Thunder S).
	0045;	雷属性攻撃弱化	Thunder Atk Down	Decreases the power of Thunder attacks and Thunder shots (Thunder S).
	0046;	氷属性攻撃強化+2	Ice Atk +2	Greatly increases the power of Ice attacks and Freeze shots (Freeze S).
	0047;	氷属性攻撃強化+1	Ice Atk +1	Increases the power of Ice attacks and Freeze shots (Freeze S).
	0048;	氷属性攻撃弱化	Ice Atk Down	Decreases the power of Ice attacks and Freeze shots (Freeze S).
	0049;	龍属性攻撃強化+2	Dragon Atk +2	Greatly increases the power of Dragon attacks and Dragon shots (Dragon S).
	004A;	龍属性攻撃強化+1	Dragon Atk +1	Increases the power of Dragon attacks and Dragon shots (Dragon S).
	004B;	龍属性攻撃弱化	Dragon Atk Down	Decreases the power of Dragon attacks and Dragon shots (Dragon S).
	004C;	属性攻撃強化	Element Atk Up	Increases the power of elemental attacks.
	004D;	属性攻撃弱化	Element Atk Down	Decreases the power of elemental attacks.
	004E;	状態異常攻撃+2	Status Atk +2	Increases the potency of abnormal status attacks.
	004F;	状態異常攻撃+1	Status Atk +1	Slightly increases the potency of abnormal status attacks.
	0050;	状態異常攻撃弱化	Status Atk Down	Decreases the potency of abnormal status attacks.
	0051;	砥石使用高速化	Speed Sharpening	Speeds up weapon sharpening.
	0052;	砥石使用低速化	Slow Sharpening	Slows down weapon sharpening.
	0053;	斬れ味レベル+2	Sharpness +2	Increases the length of your weapon's Sharpness Gauge.
	0054;	斬れ味レベル+1	Sharpness +1	Slightly increases the length of your weapon's Sharpness Gauge.
	0055;	業物	Razor Sharp	Halves the rate at which your weapon loses Sharpness.
	0056;	なまくら	Blunt Edge	Doubles the rate at which your weapon loses Sharpness.
	0057;	心眼	Mind's Eye	Prevents your attacks from being deflected.
	0058;	未熟	Blind Eye	Causes your attacks to be deflected more easily.
	0059;	剛刃研磨	Heavy Polish	Use a whetstone to polish a weapon and briefly increase its strength.
	005A;	鈍器使い	Bludgeoner	Increases Attack based on how low the Sharpness of your weapon is.
	005B;	抜刀術【技】	Critical Draw	Increases Affinity for all draw attacks by 100%.
	005C;	抜刀術【力】	Punishing Draw	Can Stun monsters with draw attacks from cutting weapons, and slightly increases Attack.
	005D;	納刀術	Quick Sheath	Increases weapon-sheathing speed.
	005E;	挑戦者の納刀	Challenger's Sword	When a large monster enrages, theres a chance your weapon's sharpness will increase.
	005F;	刃鱗磨き	Blade Scl Polish	Grants special effects when sheathing your weapon. Bow C.Range gains a bonus.
	0060;	装填速度+3	Reload Speed +3	Greatly speeds up Bowgun reloading, and auto-loads Bow coatings.
	0061;	装填速度+2	Reload Speed +2	Speeds up Bowgun reloading, and auto-loads Bow coatings.
	0062;	装填速度+1	Reload Speed +1	Slightly speeds up Bowgun reloading, and speeds up Bow-coating loading.
	0063;	装填速度-1	Reload Speed -1	Slightly slows down Bowgun reloading and Bow-coating loading.
	0064;	装填速度-2	Reload Speed -2	Slows down Bowgun reloading and Bow-coating loading.
	0065;	装填速度-3	Reload Speed -3	Greatly slows down Bowgun reloading and Bow-coating loading.
	0066;	反動軽減+3	Recoil Down +3	Greatly reduces Bowgun recoil.
	0067;	反動軽減+2	Recoil Down +2	Reduces Bowgun recoil.
	0068;	反動軽減+1	Recoil Down +1	Slightly reduces Bowgun recoil.
	0069;	反動軽減-1	Recoil Down -1	Slightly increases Bowgun recoil.
	006A;	反動軽減-2	Recoil Down -2	Increases Bowgun recoil.
	006B;	反動軽減-3	Recoil Down -3	Greatly increases Bowgun recoil.
	006C;	ブレ抑制+2	Steadiness +2	Greatly decreases Deviation when firing.
	006D;	ブレ抑制+1	Steadiness +1	Decreases Deviation when firing.
	006E;	ブレ抑制-1	Steadiness -1	Increases Deviation when firing.
	006F;	ブレ抑制-2	Steadiness -2	Greatly increases Deviation when firing.
	0070;	通常弾・連射矢UP	Normal/Rapid Up	Increases the power of Normal shots (Normal S) and Rapid-type arrows.
	0071;	貫通弾・貫通矢UP	Pierce/Pierce Up	Increases the power of Pierce shots (Pierce S) and Pierce-type arrows.
	0072;	散弾・拡散矢UP	Pellet/Spread Up	Increases the power of Pellet shots (Pellet S) and Spread-type arrows.
	0073;	重撃弾・重射矢UP	Heavy/Heavy Up	Increases the power of Heavy shots (Heavy S) and Heavy arrows.
	0074;	通常弾全LV追加	Use Any Normal S	Allows all levels of Normal shots (Normal S) to be loaded.
	0075;	貫通弾全LV追加	Use Any Pierce S	Allows all levels of Pierce shots (Pierce S) to be loaded.
	0076;	貫通弾LV1追加	Use Lv1 Pierce S	Allows Lv1 Pierce shots (Pierce S) to be loaded.
	0077;	散弾全LV追加	Use Any Pellet S	Allows all levels of Pellet shots (Pellet S) to be loaded.
	0078;	散弾LV1追加	Use Lv1 Pellet S	Allows Lv1 Pellet shots (Pellet S) to be loaded.
	0079;	徹甲榴弾全LV追加	Use Any Crag S	Allows all levels of Crag shots (Crag S) to be loaded.
	007A;	徹甲榴弾LV1追加	Use Lv1 Crag S	Allows Lv1 Crag shots (Crag S) to be loaded.
	007B;	拡散弾全LV追加	Use Any Clust S	Allows all levels of Cluster shots (Clust S) to be loaded.
	007C;	拡散弾LV1追加	Use Lv1 Clust S	Allows Lv1 Cluster shots (Clust S) to be loaded.
	007D;	毒ビン追加	Use Poison Coat	Allows Poison coatings to be set when equipped with a Bow.
	007E;	麻痺ビン追加	Use Para Coat	Allows Paralysis coatings to be set when equipped with a Bow.
	007F;	睡眠ビン追加	Use Sleep Coat	Allows Sleep coatings to be set when equipped with a Bow.
	0080;	強撃ビン全LV追加	Power Phial (All)	Allows Power coatings of all levels to be set when wielding a Bow.
	0081;	強撃ビンLV1追加	Power Phial (Lv1)	Allows Lv1 Power coatings to be set when wielding a Bow.

	0082;	属強ビン全LV追加	Element Phial (All)	Allows Elemental coatings of all levels to be set when wielding a Bow.
	0083;	属強ビンLV1追加	Element Phial (Lv1)	Allows Elem Coating Lv1 to be set when wielding a Bow.
	0084;	接撃ビン追加	Use C.Range Coat	Allows Close-range coatings to be set when equipped with a Bow.
	0085;	減気ビン追加	Use Exhaust Coat	Allows Exhaust coatings to be set when equipped with a Bow.
	0086;	爆破ビン追加	Use Blast Coat	Allows Blast coatings to be set when equipped with a Bow.
	0087;	連発数+1	Bonus Shot	Allows one extra shot to be fired while Rapid Firing.
	0088;	弾導強化	Shot Booster	Prolongs the time window certain ammo and arrows can hit at maximum power.
	0089;	装填数UP	Load Up	Increases Bowgun and Gunlance ammo, Bow charge levels, and Charge Blade energy.
	008A;	特定射撃強化	TrueShot Up	Increases the power of Bowgun Internal Ammo, and the Bow's Arc Shot and Power Shot.
	008B;	弾薬節約	Ammo Saver	Occasionally returns ammo or phials to inventory when firing.
	008C;	見切り+3	Critical Eye +3	Increases Affinity by 30%.
	008D;	見切り+2	Critical Eye +2	Increases Affinity by 20%.
	008E;	見切り+1	Critical Eye +1	Increases Affinity by 10%.
	008F;	見切り-1	Critical Eye -1	Decreases Affinity by 5%.
	0090;	見切り-2	Critical Eye -2	Decreases Affinity by 10%.
	0091;	見切り-3	Critical Eye -3	Decreases Affinity by 15%.
	0092;	弱点特効	Weakness Exploit	Increases Affinity when striking body parts your attacks are highly effective against.
	0093;	連撃の心得	Repeat Offender	Increases Affinity following repeated attacks.
	0094;	会心撃【特殊】	Status Crit	Increases abnormal status attack potency (Paralysis, Poison, Sleep) of your critical hits.
	0095;	会心撃【属性】	Elemental Crit	Increases elemental damage (Fire, Water, Thunder, Ice, Dragon) of your critical hits.
	0096;	超会心	Critical Boost	Increases the damage of critical hits.
	0097;	痛恨会心	Mad Affinity	Negative crit hits have a chance to become strong critical hits.
	0098;	集中	Focus	Speeds L.Sword/C.Blade/S.Axe/ D.Blades gauges, G.Sword/Hammer/Bow charge attacks, and some LBG techniques.
	0099;	雑念	Distraction	Slows L.Sword/C.Blade/S.Axe/ D.Blades gauges, G.Sword/Hammer/Bow charge attacks, and some LBG techniques.
	009A;	ランナー	Marathon Runner	Slows down Stamina depletion for actions which continuously drain Stamina (such as dashing).
	009B;	鈍足	Short Sprinter	Speeds up Stamina depletion for actions which continuously drain Stamina (such as dashing).
	009C;	体術+2	Constitution +2	Greatly slows down Stamina depletion when evading, blocking, etc.
	009D;	体術+1	Constitution +1	Slows down Stamina depletion when evading, blocking, etc.
	009E;	体術-1	Constitution -1	Speeds up Stamina depletion when evading, blocking, etc.
	009F;	体術-2	Constitution -2	Greatly speeds up Stamina depletion when evading, blocking, etc.
	00A0;	スタミナ急速回復	Stam Recov Up	Increases Stamina recovery speed.
	00A1;	スタミナ回復遅延	Stam Recov Down	Decreases Stamina recovery speed.
	00A2;	キープラン	Key Plan	While dashing, your stamina gauge stops depleting, but retains its current value.
	00A3;	回避性能+2	Evasion +2	Extends the invulnerability period when evading.
	00A4;	回避性能+1	Evasion +1	Slightly extends the invulnerability period when evading.
	00A5;	回避性能DOWN	Evasion Down	Reduces the invulnerability period when evading.
	00A6;	回避距離UP	Evade Extender	Increases evade distance.
	00A7;	泡沫の舞	Bubbly Dance	Evading covers you in bubbles, improving your ability to dodge enemy attacks.
	00A8;	ガード性能+2	Guard +2	Greatly increases the likelihood of standing your ground when blocking an attack.
	00A9;	ガード性能+1	Guard +1	Increases the likelihood of standing your ground when blocking an attack.
	00AA;	ガード性能-1	Guard -1	Decreases the likelihood of standing your ground when blocking an attack.
	00AB;	ガード強化	Guard Up	Causes previously unblockable attacks to become blockable.
	00AC;	KO術	Knockout King	Makes it easier to stun monsters.
	00AD;	スタミナ奪取	Stamina Thief	Increases certain attacks' ability to Exhaust monsters.
	00AE;	笛吹き名人	Horn Maestro	Decreases the likelihood of Horn/Flute items breaking, and increases the effect time of Hunting Horn melodies.
	00AF;	砲術王	Artillery Expert	Boosts Ballistae, Crag shots, Impact Phials, Shells, etc. Makes the Heat Gauge more manageable.
	00B0;	砲術師	Artillery Novice	Slightly boosts Ballistae, Crag shots, Impact Phials, Shells, etc. Makes the Heat Gauge more manageable.
	00B1;	破壊王	Partbreaker	Makes it easier to break or sever parts of monsters.
	00B2;	ボマー	Bombardier	Increases bomb damage, and raises the Combination success rate for all bombs to 100%.
	00B3;	力の解放+2	Latent Power +2	Greatly empowers you for a limited time when certain conditions are met.
	00B4;	力の解放+1	Latent Power +1	Empowers you for a limited time when certain conditions are met.
	00B5;	挑戦者+2	Challenger +2	Greatly increases Attack and Affinity when a large monster in the same area becomes angry.
	00B6;	挑戦者+1	Challenger +1	Increases Attack and Affinity when a large monster in the same area becomes angry.
	00B7;	フルチャージ	Peak Performance	Increases Attack when your Health Gauge is full.
	00B8;	切り札	Ace	Increases Hunter Art power during fights with large monsters when the chance arises.
	00B9;	龍気活性	Dragon Instinct	When HP falls to 2/3 or below, you gain a DRG alignment that increases attack and resistances.
	00BA;	火事場力+2	Adrenaline +2	Greatly increases Attack and Defense when Health is below 40% of the maximum amount.
	00BB;	火事場力+1	Adrenaline +1	Greatly increases Defense when Health is below 40% of the maximum amount.
	00BC;	心配性	Worrywart	Decreases Defense boost and Attack when Health is below 40% of maximum.
	00BD;	不屈	Fortify	Increases your Attack and Defense every time you fall in battle.
	00BE;	逆恨み	Resentment	Increases Attack when your Health Gauge is in the red.
	00BF;	死中に活	Resuscitate	Increases Attack when you are suffering from abnormal status.
	00C0;	根性	Guts	Prevents fainting a single time if struck with a lethal blow when a certain amount of Health remains.
	00C1;	隠密	Sneak	Decreases the likelihood of being targeted by monsters.
	00C2;	挑発	Taunt	Increases the likelihood of being targeted by monsters.
	00C3;	オトモへの采配	Palico Rally	Increases the Attack and Defense of Palicoes.

	00C4;	オトモへの号令	Palico Cheer	Allows "Fist Pump" gesture to call back fainted/recovering Palicoes. Cannot be used repeatedly.
	00C5;	乗り名人	Mounting Master	Makes it easier to mount and successfully topple a monster.
	00C6;	乗り下手	Saddle Sore	Makes it harder to mount and successfully topple a monster.
	00C7;	飛燕	Airborne	Increases the damage caused by Jumping Attacks.
	00C8;	明鏡止水	Composed	Makes it easier to fill the Arts, Brave, and Alchemy guages.
	00C9;	虎視眈々	Alert	Taking damage grants Hunter Art, Brave, and Alchemy gauge points.
	00CA;	SP時間延長	SP Extender	Extends the duration of SP Mode.
	00CB;	自動マーキング	Autotracker	Large monsters always display on the Map, as if they were marked.
	00CC;	探知	Detect	Increases the information displayed on the Map when large monsters are marked.
	00CD;	捕獲の見極め	Capture Guru	Grants knowledge of when a large monster can be captured.
	00CE;	ハンター生活	Outdoorsman	Always shows the Map, even if you don't have one. Easier to fish and BBQ meat.
	00CF;	運搬の達人	Pro Transporter	Increases your speed while transporting items and decreases the likelihood of dropping them.
	00D0;	精霊の加護	Divine Blessing	Sometimes decreases damage taken.
	00D1;	悪霊の加護	Demonic Blessing	Sometimes increases damage taken.
	00D2;	英雄の護り	Hero's Talisman	Negates the damage from minor enemy attacks.
	00D3;	体力回復量UP	Recovery Up	Increases the amount recovered when recovering Health.
	00D4;	体力回復量DOWN	Recovery Down	Decreases the amount recovered when recovering Health.
	00D5;	回復速度+2	Recovery Spd +2	Greatly speeds recovery from temporary damage (the red portion of the Health Gauge).
	00D6;	回復速度+1	Recovery Spd +1	Speeds recovery from temporary damage (the red portion of the Health Gauge).
	00D7;	回復速度-1	Recovery Spd -1	Slows recovery from temporary damage (the red portion of the Health Gauge).
	00D8;	回復速度-2	Recovery Spd -2	Greatly slows recovery from temporary damage (the red portion of the Health Gauge).
	00D9;	アイテム使用強化	Item Use Up	Increases the effect time of certain items.
	00DA;	アイテム使用弱化	Item Use Down	Decreases the effect time of certain items.
	00DB;	広域化+2	Wide-Range +2	Transfers the effects of certain items to companions in the same area.
	00DC;	広域化+1	Wide-Range +1	Transfers a portion of the effects of certain items to companions in the same area.
	00DD;	腹減り無効	Negate Hunger	Negates maximum Stamina depletion over time.
	00DE;	腹減り半減	Halve Hunger	Halves the speed of maximum Stamina depletion over time.
	00DF;	腹減り倍加【小】	Raise Hunger	Speeds maximum Stamina depletion over time.
	00E0;	腹減り倍加【大】	Double Hunger	Greatly speeds up maximum Stamina depletion over time.
	00E1;	拾い食い	Scavenger	Gives any item you eat or drink the potential to also raise your maximum Stamina.
	00E2;	まんぶく	Gourmand	Increases the efficacy of meat that raises maximum Stamina.
	00E3;	早食い+2	Speed Eating +2	Increases meat-eating and item-consuming speed.
	00E4;	早食い+1	Speed Eating +1	Increases meat-eating speed.
	00E5;	スローライフ	Slow Eater	Decreases meat-eating speed.
	00E6;	満足感	Rationer	Sometimes allows you to reuse items after you eat and drink them.
	00E7;	お肉大好き	Meat Lover	Raw Meat becomes edible. Rare and Well-done Steaks temporarily grant unlimited Stamina.
	00E8;	キノコ大好き	Mushromancer	Allows the consumption of mushrooms which grant certain benefits as a result.
	00E9;	薬草超強化	Ultra Herbology	Further increases the amount of Health recovered from eating Herbs.
	00EA;	薬草強化	Herbology	Increases the amount of Health recovered from eating Herbs.
	00EB;	調合成功率+45%	Combination +45%	Increases your Combination success rate by 45%.
	00EC;	調合成功率+20%	Combination +20%	Increases your Combination success rate by 20%.
	00ED;	調合成功率-10%	Combination -10%	Decreases your Combination success rate by 10%.
	00EE;	調合成功率-20%	Combination -20%	Decreases your Combination success rate by 20%.
	00EF;	最大数生産	Combination Pro	Guarantees maximum results with Combinations that can produce more than one item at a time.
	00F0;	罠師	Trap Master	Guarantees trap Combinations will succeed, and speeds up trap- and bomb-setting time.
	00F1;	採取+2	Gathering +2	Often raises the number of times items can be gathered at Gathering Points.
	00F2;	採取+1	Gathering +1	Sometimes raises the number of times items can be gathered at Gathering Points.
	00F3;	採取-1	Gathering -1	Sometimes lowers the number of times items can be gathered at Gathering Points.
	00F4;	ハニーハンター	Honey Hunter	Allows you to gather two Honeys or Royal Honeys at once.
	00F5;	お守りハンター	Charm Chaser	Allows you to mine two Charms at once... Maybe.
	00F6;	お守り収集	Charm Collector	Allows you to mine two Charms at once... Maaaybe.
	00F7;	神の気まぐれ	Divine Whim	Greatly decreases the likelihood of Pickaxes, Bug Nets, Boomerangs, Flutes, and Horns breaking.
	00F8;	精霊の気まぐれ	Spirit's Whim	Decreases the likelihood of Pickaxes, Bug Nets, Boomerangs, Flutes, and Horns breaking.
	00F9;	悪霊の気まぐれ	Spectre's Whim	Increases the likelihood of Pickaxes, Bug Nets, Boomerang, Flutes, and Horns breaking.
	00FA;	悪魔の気まぐれ	Devil's Whim	Greatly increases the likelihood of Pickaxes, Bug Nets, Boomerangs, Flutes, and Horns breaking.
	00FB;	激運	Miraculous Luck	Very often increases the number of Reward Items received at the end of a Quest.
	00FC;	強運	Great Luck	Often increases the number of Reward Items received at the end of a Quest.
	00FD;	幸運	Good Luck	Sometimes increases the number of Reward Items received at the end of a Quest.
	00FE;	不幸	Bad Luck	Sometimes decreases the number of Reward Items received at the end of a Quest.
	00FF;	災難	Horrible Luck	Often decreases the number of Reward Items received at the end of a Quest.
	0100;	剥ぎ取り名人	Carving Celebrity	Increases the number of carving chances by one and prevents knockbacks while carving.
	0101;	剥ぎ取り鉄人	Carving Pro	Prevents knockbacks from attacks while carving.
	0102;	捕獲名人	Capture Master	Often increases the number of Reward Items received for captures.
	0103;	捕獲達人	Capture Expert	Sometimes increases the number of Reward Items received for captures.
	0104;	ベルナの心	Soul of Bhera	Combines the effects of "Fire Res +15" and "Halve Hunger."
	0105;	ココットの心	Soul of Kokoto	Combines the effects of "Spirit's Whim" and "Thunder Res +15."
	0106;	ポッケの心	Soul of Pokke	Combines the effects of "Ice Res +15" and "Gourmand."

0107;	ユクモの心	Soul of Yukumo	Combines the effects of "Honey Hunter" and "Water Res +15."
0108;	龍識船の心	W.Airboat Heart	Combines the effects of "Dragon Res +15" and "Bio Researcher."
0109;	飛行酒場の心	F.Tavern Heart	Combines the effects of "Knockout King" and "Horn Maestro."
010A;	紅兜の魂	Redhelm Soul	Combines the effects of "Focus" and "Resentment."
010B;	大雪主の魂	Snowbaron Soul	Combines the effects of "Evade Extender" and "Stam Recov Up."
010C;	矛砕の魂	Stonefist Soul	Combines the effects of "Razor Sharp," "Recoil Down +2," and "Divine Blessing."
010D;	岩穿の魂	Drilltusk Soul	Combines the effects of "Adrenaline +2" and "Scavenger."
010E;	紫毒姫の魂	Dreadqueen Soul	Combines the effects of "Status Atk +2" and "Wide-Range +2."
010F;	宝纏の魂	Crystalbeard Soul	Combines the effects of "Charm Chaser" and "Negate Hunger."
0110;	白疾風の魂	Silverwind Soul	Combines the effects of "Evasion +2" and "Critical Eye +3."
0111;	隻眼の魂	Deadeye Soul	Combines the effects of "Negate Stun" and "Challenger +2."
0112;	黒炎王の魂	Dreadking Soul	Combines the effects of "Attack Up (L)" and "Windproof (Hi)."
0113;	金雷公の魂	Thunderlord Soul	Combines the effects of "Latent Power +2" and "Constitution +2."
0114;	荒鉤爪の魂	Grimclaw Soul	Combines the effects of "HG Earplugs" and "Speed Eating +2."
0115;	燼滅刃の魂	Hellblade Soul	Combines the effects of "Sharpness +2," "Shot Booster," and "Speed Sharpening."
0116;	龍隠の魂	Hazewing Soul	Grants "HG Earplugs", "Reload Speed +3", and "Steady Hand."
0117;	鎧裂の魂	Shredclaw Soul	Combines the effects of "Guard +2" and "Quick Sheath."
0118;	天眼の魂	Divinesight Soul	Combines the effects of "Critical Eye +3" and "Challenger +1"
0119;	青電主の魂	Azurebolt Soul	Combines the effects of "Critical Boost", "Bonus Shot", and "Sharpness +1."
011A;	銀嶺の魂	Frostpeak Soul	Grants "Marathon Runner", "Bludgeoner", and "Normal/Rapid Up."
011B;	塵魔の魂	Bloodlust Soul	Combines the effects of "Attack Up (L)" and "Evasion +2."
011C;	真・紅兜の魂	Redhelm Soul G	Combines the effects of "Focus" "Resentment" and "Marathon Runner."
011D;	真・大雪主の魂	Snowbaron Soul G	Grants "Evade Extender", "Mounting Master", and "Stam Recov Up."
011E;	真・矛砕の魂	Stonefist Soul G	Grants "Razor Sharp", "Recoil Down +2",and "Divine Blessing."
011F;	真・岩穿の魂	Drilltusk Soul G	Grants "Adrenaline +2", "Scavenger", and "Artillery Expert."
0120;	真・紫毒姫の魂	Dreadqueen Soul G	Grants "Status Atk +2", "Wide-Range +2", and "Ultra Herbology."
0121;	真・宝纏の魂	Crystalbeard Soul G	Grants "Charm Chaser", "Hero's Talisman", and "Negate Hunger."
0122;	真・白疾風の魂	Silverwind Soul G	Combines the effects of "Evasion +2", "Critical Eye +3", and "Sneak."
0123;	真・隻眼の魂	Deadeye Soul G	Combines the effects of "Negate Stun", "Challenger +2", and "Fortify."
0124;	真・黒炎王の魂	Dreadking Soul G	Grants "Windproof (Hi)", "Attack Up (L)", and "Adrenaline +1."
0125;	真・金雷公の魂	Thunderlord Soul G	Combines the effects of "Latent Power +2", "Constitution +2", and "Focus."
0126;	真・荒鉤爪の魂	Grimclaw Soul G	Combines the effects of "Speed Eating +2", "HG Earplugs", and "SP Extender."
0127;	真・燼滅刃の魂	Hellblade Soul G	Grants "Sharpness +2", "Bomb-ardier", "Shot Booster", and "Speed Sharpening."
0128;	真・龍隠の魂	Hazewing Soul G	Grants "HG Earplugs", "Reload Speed +3", "Steady Hand", and "Trap Master."
0129;	真・鎧裂の魂	Shredclaw Soul G	Combines the effects of "Guard +2", "Quick Sheath", and "Blade Scl Polish."
012A;	真・天眼の魂	Divinesight Soul G	Combines the effects of "Critical Eye +3" and "Challenger +2."
012B;	真・青電主の魂	Azurebolt Soul G	Grants "Critical Boost", "Bonus Shot", "Sharpness +1", and "Alert."
012C;	真・銀嶺の魂	Frostpeak Soul G	Grants "Marathon Runner", "Bludgeoner", "Normal/Rapid Up", and "Attack Up (M)."
012D;	真・塵魔の魂	Bloodlust Soul G	Combines the effects of "Attack Up (L)", "Evasion +2", and "Composed."
012E;	ネバネバ剣法	Pro Dirty Fencer	Combines the effects of "Fortify," "Marathon Runner," and "Stamina Thief."
012F;	心剣一体	Steady Hand	Combines the effects of "Mind's Eye" and "Razor Sharp."
0130;	グルメ	Gourmet	Combines the effects of "Speed Eating +2", "Mushromancer", and "Meat Lover."
0131;	トラップマスター	Explosive Trapper	Combines the effects of "Bombardier" and "Trap Master."
0132;	痛打	Aching Pain	Combines the effects of "Stamina Thief" and "Knockout King."
0133;	祝福	Benediction	Combines the effects of "Recovery Up" and "Divine Blessing."
0134;	暗躍	Clandestine	Combines the effects of "Load Up", "Combination +20%", and "Sneak."
0135;	真打	Honed Blade	Combines the effects of "Sharpness +1" and "Attack Up (L)."
0136;	剛弾	Silver Bullet	Grants "Normal/Rapid Up", "Pierce/Pierce Up", and "Pellet/Spread Up."
0137;	護法	Wellness	Grants "Negate Poison", "Negate- Paralysis", "Negate Sleep", and "Negate Stun."
0138;	逆鱗	Wrath Awoken	Combines the effects of "Adrenaline +2" and "Guts."
0139;	軽業師	Acrobat	Combines the effects of "Constitution +1" and "Evasion +1."
013A;	居合術【力】	Sheath Control	Combines the effects of "Punishing Draw" and "Quick Sheath."
013B;	鉄壁	Iron Wall	Combines the effects of "Defense Up (M)" and "Iron Skin."
013C;	無慈悲	Ruthlessness	Combines the effects of "Critical Eye +2" and "Weakness Exploit."
013D;	盾使い	Shield Bearer	Combines the effects of "Guard Up" and "Stam Recov Up."
013E;	舞闘家	Fleet Feet	Combines the effects of "Peak Performance" and "Evade Extender."
013F;	属物強化	Elementality	Combines the effects of "Element Atk Up" and "Item Use Up."
0140;	お守りマニア	Pack Rat	Combines the effects of "Charm Chaser" and "Gathering +1."
0141;	増収	Bounty Hunter	Combines the effects of "Great Luck" and "Capture Expert."
0142;	霞皮の護り	Haze-Skin Vest	Grants "Polar Hunter", "Windproof (Hi)" and "Negate Bind."
0143;	炎鱗の護り	Fiery Defense	Combines the effects of "Negate Poison", "Anti-Theft", and "Autotracker."
0144;	鋼殻の護り	Steel Shell	Grants "Tropic Hunter", "Fire Res +20", and "Bio Researcher."
0145;	胴系統倍加	Torso Up	Double skillpoints recieved from torso piece
0146;	スキル加點+2	Skill Pts +2	All equipped skill points are increased by 2.
0147;	護石系統倍加	Talisman Up	Talisman skill points are doubled.