

Monster Hunter Freedom Unite Reward Guide

by seleniaAngel

Updated to v1.3 on Feb 17, 2010

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/      Monster Hunter Freedom Unite: Quest Reward Screen FAQ      /
/                                                                    /
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/      Version: 1.3                                              /
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/-----/
1 Reward Basics          [REBA]
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The reward system of Monster Hunter is a beast. After completing a quest you are presented by a screen with 40 boxes, of which normally only 4-7 are randomly filled with items.

Also sometimes rewards are split, you see some appearing in the first and some in the third row.

This FAQ covers all questions which may arise regarding the rewards screen. It will enable the reader to understand why he is getting a particular item or why not and how he can improve the chances of getting it. Which skills or actions influence which part of the rewards and how to get and perform them.

Which is basically all Monster Hunter is about: Increasing chances and reduce the necessary amount of farming. All those going for their xth Gravios Brainstem know what I'm talking about.

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/-----/
2 Reward Screen Dissected [RESA]
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I would have liked to create a ASCII representation of the rewards screen, but it's so basic that I won't bother with that.

It has four rows of eight boxes each. Each box can contain a reward stack.

Remember that word: Stack. I'm going to use it a lot in the rest of this FAQ.

* A stack is a single item in a defined quantity. *

It can be 1x Iron Ore or 50x Mystery Bone.

The first two rows on the screen are solely for quest rewards. These are stacks defined in the quest data. Each quest has a set of stacks which it is allowed to give. For example the Gathering Quests have stacks which define "2x Red Seed", "2x Green Seed" and so on. After clearing of a quest the game checks in a defined way how many stacks it's going to give you out of its set of stacks.

The number of deaths you had in a quest has no influence on the rewards stacks. These two rows can be influenced by the luck boosters (see Chapter [LUBO]).

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/-----/
2.1 The Reward System      [REWS]
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How does this work?

The game goes through different steps determining the output of the quest rewards.

Step 1: Determine the number of stacks.

- It gives you four stacks for free.
- If you are on a normal quest, it adds one stack for free.
- If you are on a dual monster quest, it adds two stacks for free.
- If you are on an epic quest, it adds two or three stacks for free.
- Then it adds one guaranteed stack for each killed/captured main monster. (one on normal quests, two on duals and the appropriate number of monster on epic quests).
- Now it begins checking for luck. See [LUBO] for the detailed explanation.

Step 2: Fill the stacks with rewards

- Each quest has some guaranteed reward contents. These are always in the reward screen of that quest regardless of number of stacks acquired. Normally its one guaranteed reward per monster.
- Then it fills the remaining open stacks with random rewards set for each quest.

So basically you will get at least

- Five stacks for normal quests.
- Six stacks for dual monster quests.
- Six or more for epic quests (Six if two monsters, seven if three and eight if four).

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2.2 Break and Capture Rewards [BACR]
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The third and fourth row will hold the break and capture rewards. Every time you break a specific part of a monster there is a high chance that you'll get a stack defined for that broken monster part.

Also if you decide to go on a PITA mission and capture a monster, the rewards for being that kind will show up here. When capturing, you trade carves for capture reward stacks. Normally (and numberwise) this is preferable.

You'll get 2 or 3 stacks for capturing. The content of the stacks is predefined for each monster. You can lookup the capture rates of the monsters on

<http://www.reign-of-the-rathalos.com>.

These lower two rows are NOT influenced by luck boosters. No amount of Mega Lucky Cat is going to get you more than one break stack for Rathalos' head.

However, donning the armor skill TRANQUILZR (at 10 resulting in Tranquilizing Whiz, at 15 in Tranquilizing Celeb) increases the number of capture stacks. Tranquilizing Whiz gives you guaranteed 3 stacks, Tranquilizing Celeb will result in 3 or 4 stacks.

An example:

You fight the Nekoht Descendants of the King, a Gold Rathian and a Silver Rathalos. While struggling with them you manage to break both heads and the wings of Rathalos. Because you can, you set up a shock trap and capture Goldie instead of killing her.

The rewards screen will show you at least two stacks in the first row, more probably something like seven stacks consisting of various metal rath parts, blazing sacs and firewyvern stuff.

The third row however will have:

- One stack for Rathalos' head
- One stack for Rathian's head
- One stack for Rathalos' wings
- Two or three stacks of Gold Rathian parts for the capture.

If you're with a comrade, you will get his rewards afterwards. While it looks the same as your reward screen, it is much more basic as it will only contain gathered or stolen items. There's nothing to explain here, I guess.

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/-----/
3 Luck Boosters          [LUBO]
/-----/
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The infamous luck boosters are either armor skills, felyne kitchen skills or the pig, which needs to be petted for a luck boost of 1.0x. This means, each time you pet your pig, your potential quest stack number will be multiplied by one. Yes, this is a significant improvement.

Or how Ryoza-San put it in 2009: THE PIG IS A LIE!

<http://bit.ly/82ea5Z>

How do the luck boosters work?

Basically, the game has a set chance of 22/32, which it checks after each stack. If the check is positive, you'll get another stack and the game checks again. If the check fails, that's it. No more stacks for you.

Remember, this (CAPS) ONLY AFFECTS THE TOP TWO ROWS. Also the game is merciful and gives you some stacks for free. It begins checking after that. It limits the amount of stacks you can get to 10 with some exceptions for epic quests and dual monster quests.

The kitchen skills got a boost from MHF2 which makes them kinda worthwhile now. If you have Ultra Lucky Cat you'll have a 50% chance of getting another stack when your rewards stop at nine stacks or below. With Mega Lucky Cat you have a 100% chance to get another stack if your rewards stop at nine stacks or below. Basically MLC rocks very hard.

Basic Value: 22/32.

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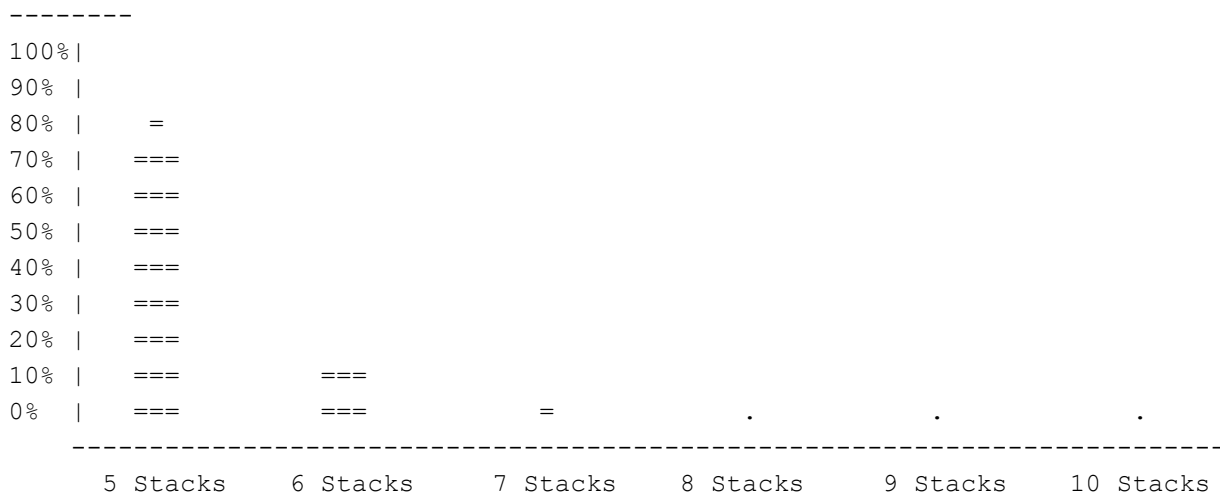
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| Luck Booster Value | Skill | Given by |
-----
| 8/32 | Calamity | Fate -20 |
| 18/32 | Bad Luck | Fate -10 |
| 26/32 | Good Luck | Fate +10 |
| 29/32 | Luck Booster | Fate +15 |
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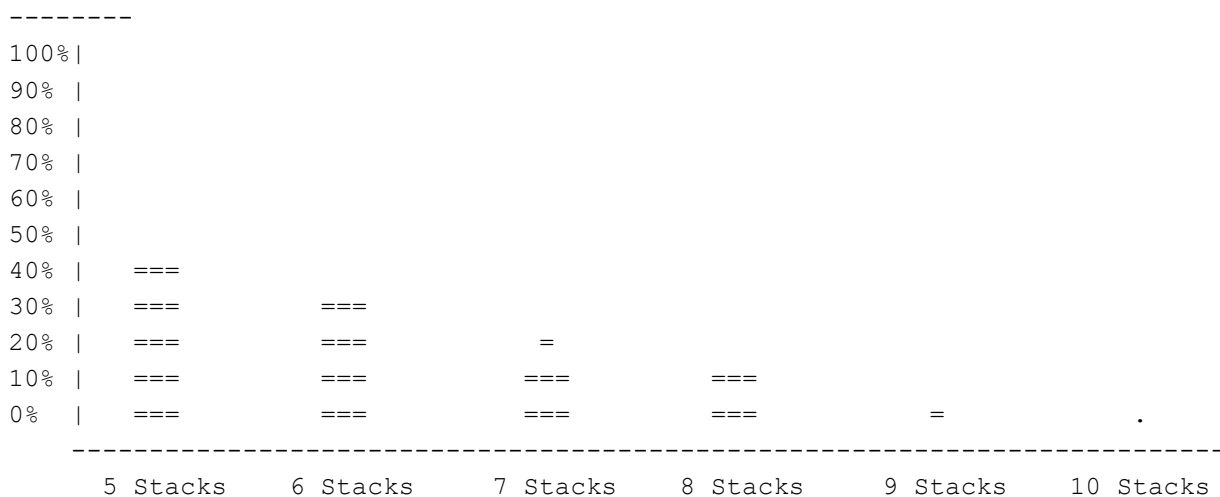
How do these chances work out? How effective is Luck Booster in reality? I've done some probability work and arranged a chart which shows you how many stacks you can expect to get with each of the luck values. These are averages of course, even with luck booster you'll see fivelonely stacks in your reward screen from time to time.

Here are the graphs for normal quests. These change if you have the chance on more rewards (dual monster quests or epic quests).

Calamity

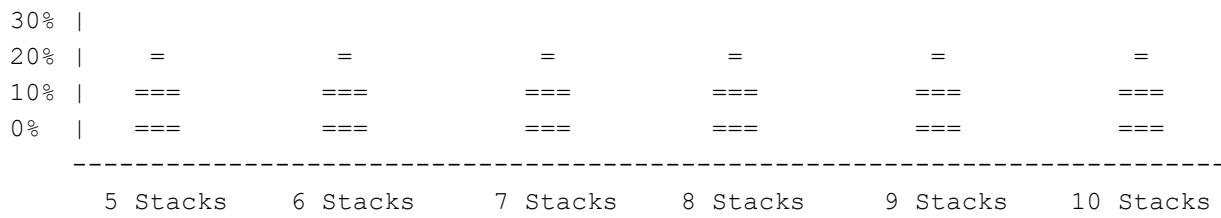


Calamity with ULC

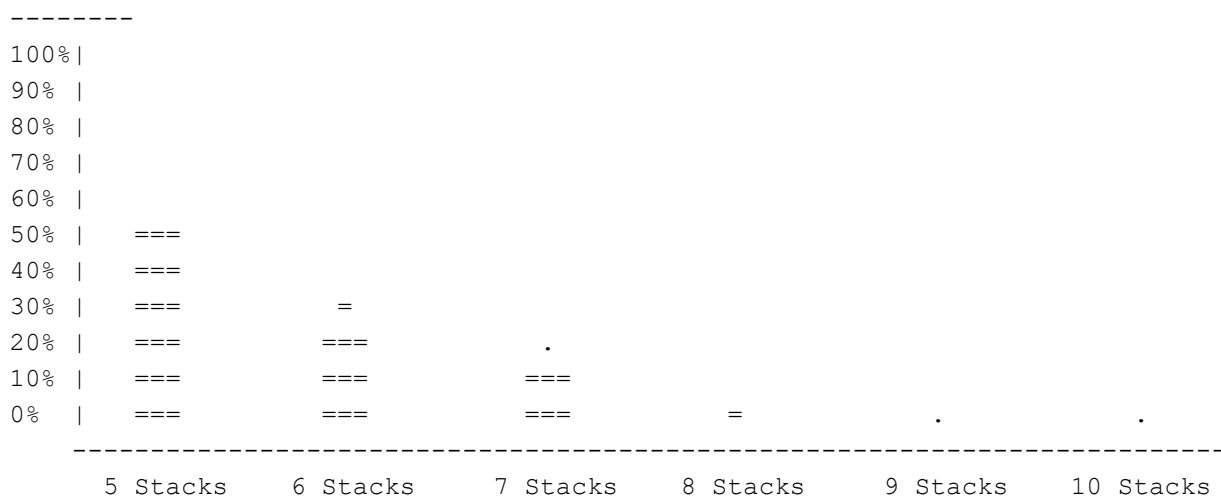


Calamity with MLC

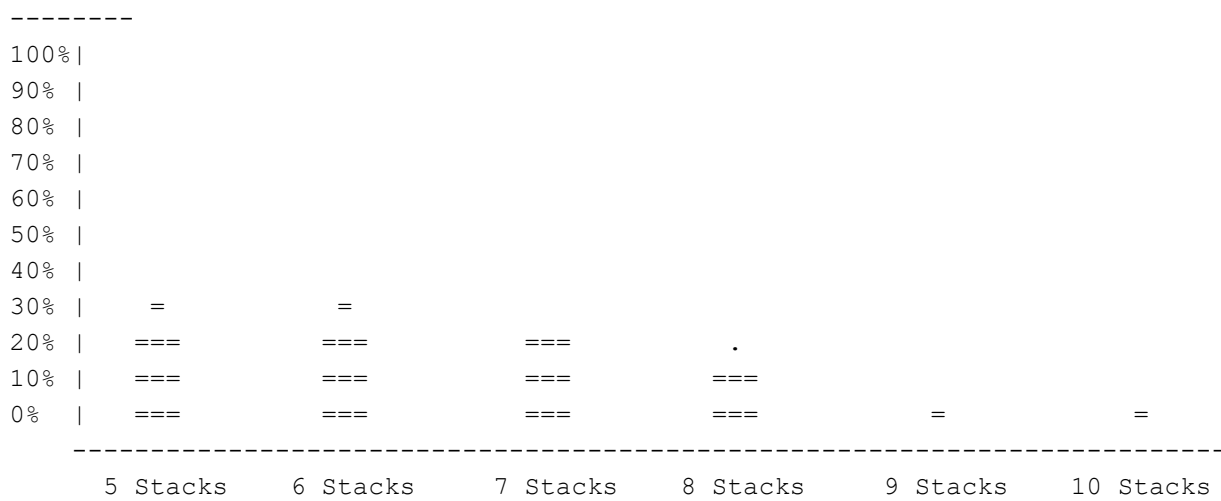




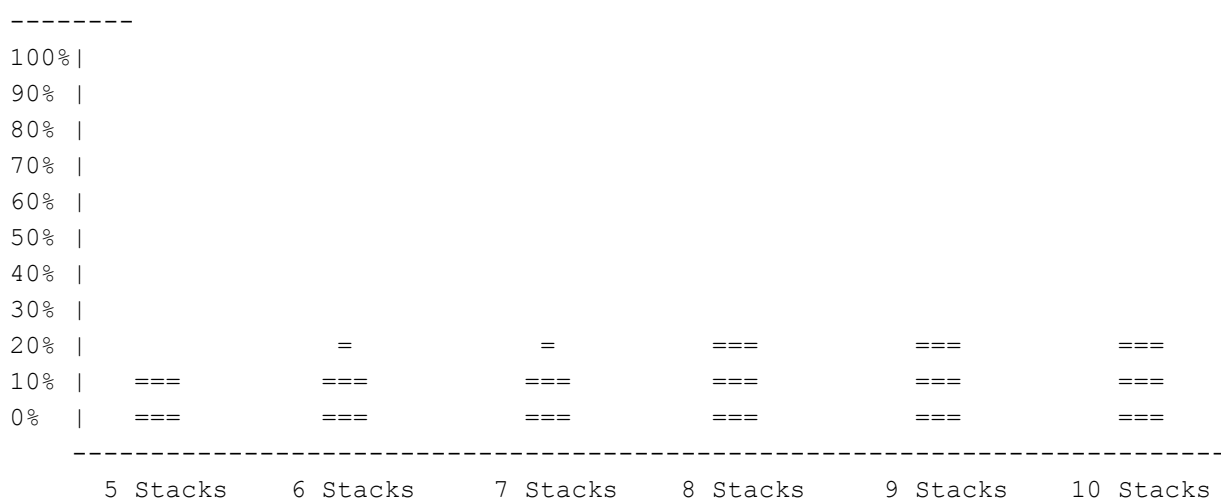
Bad Luck



Bad Luck with ULC

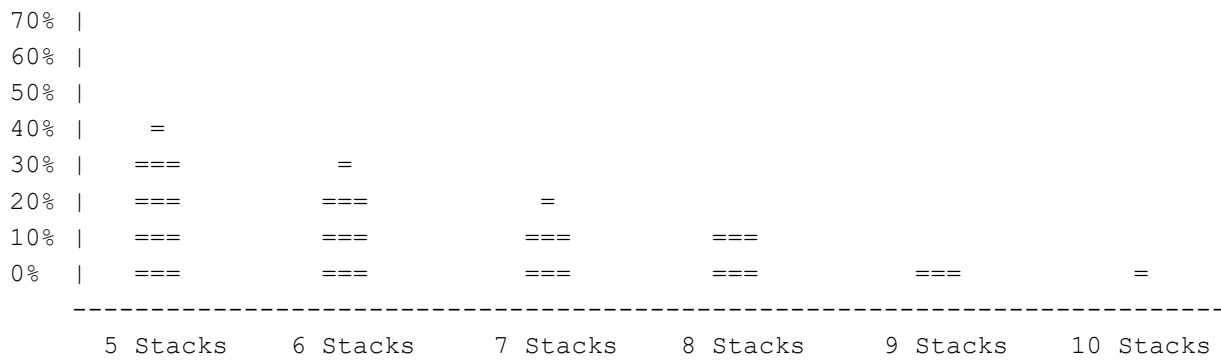


Bad Luck with MLC

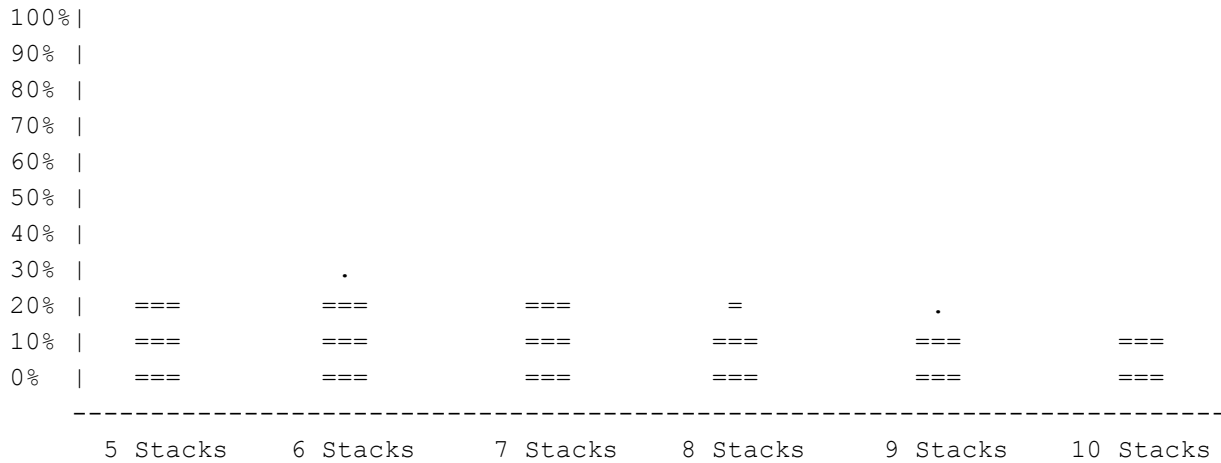


No Skill

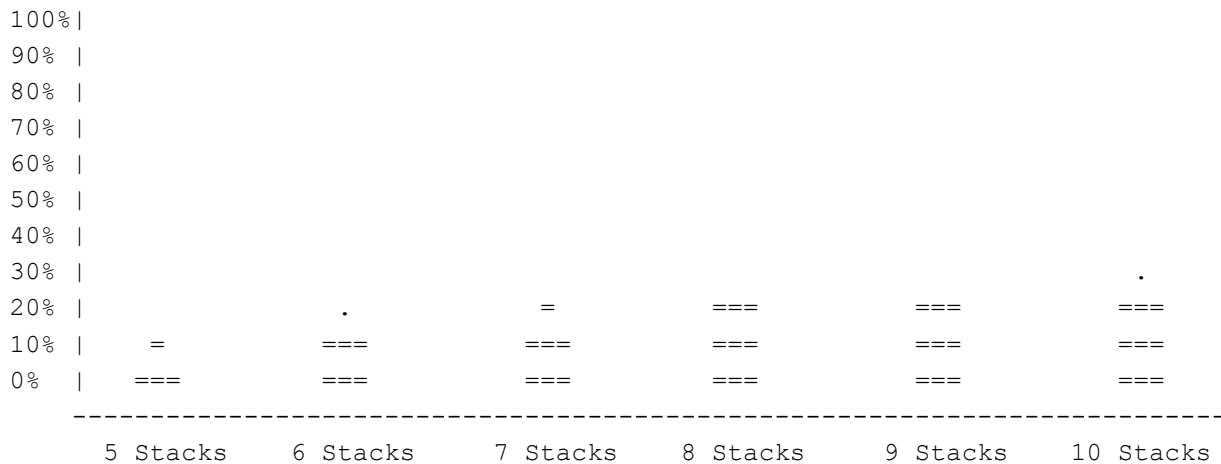




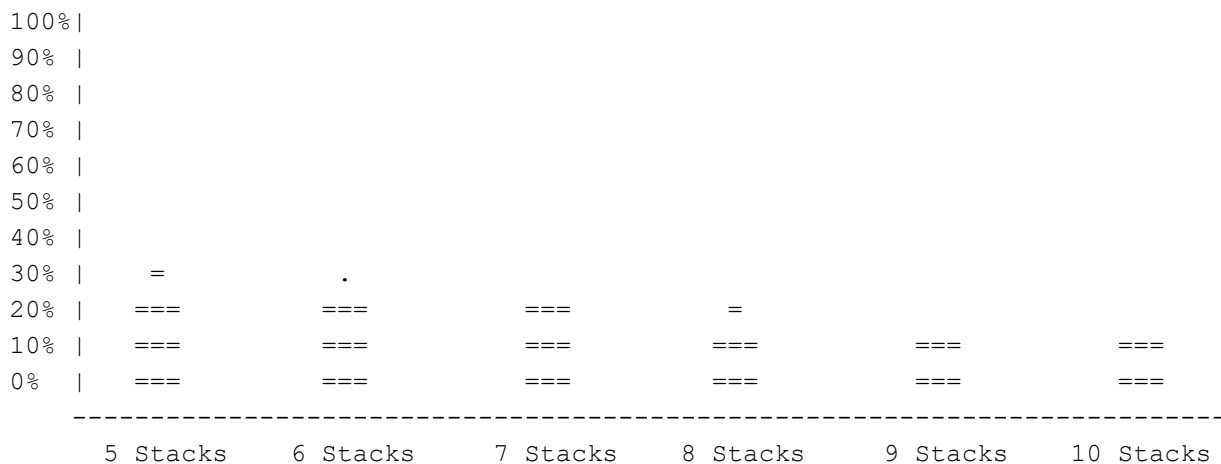
No Skill with ULC



No Skill with MLC



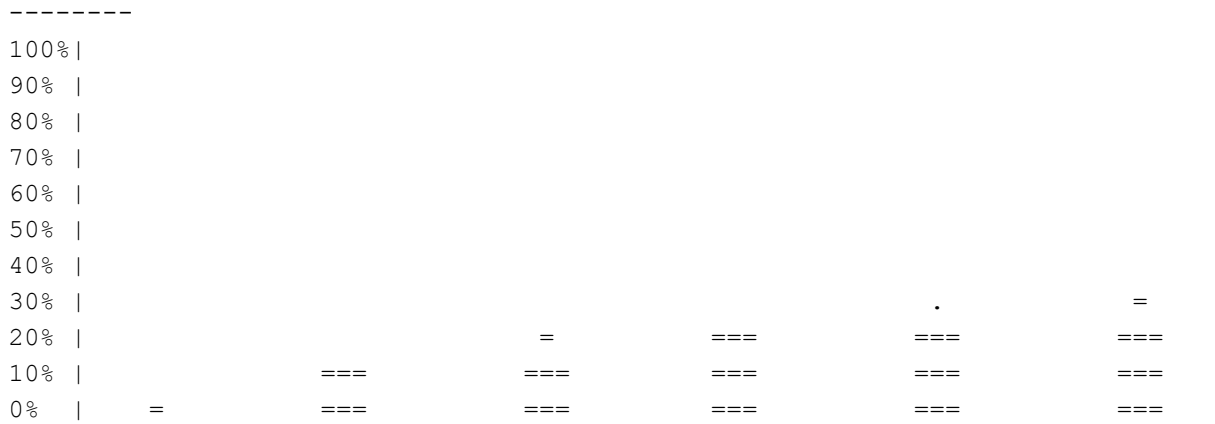
Good Luck



Good Luck with ULC

 5 Stacks 6 Stacks 7 Stacks 8 Stacks 9 Stacks 10 Stacks

Luck Booster with MLC



5 Stacks 6 Stacks 7 Stacks 8 Stacks 9 Stacks 10 Stacks

But keep in mind: This is probability. It messes with our mind and expectations so you shouldn't get your hopes high on a particular run. Wearing Fate armor for a considerable amount of quests will definitely give you more in your chest but you won't be able to compare that to someone without luck skills.

/-----/
 4 Armor Sets [ARMO]
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The selection of armor pieces which bring luck to your hunts is limited, however there are some nice sets which will ultimately boost your stash contents.

Beginner Sets (HR1-3)

* Prey Sets (Ioprey, Velociprey, Genprey, Giaprey), 7 slots, no waist. All of them yield +12 Fate at low cost and low defense. The secondary skills are useless though (Elemental resistances). However they are available early at the expense of some drome parts and training school coins. And they look adorable.

Intermediate Sets (HR4-6)

- * Genprey U: +10 Fate (Paralysis Dur Halved), 11 slots.
 - * Guardian/Helper: +6 Fate (Gunnery Master, Divine Protection), 8 slots.
 - * Golden Moon: +13 Fate (Health +20), 10 slots.
 - * Red Guild: +10 Fate (Backpacking Expert, Divine Whim), 4 slots.
 - * Guild Knight/Maiden: +10 Fate (Divine Whim, Detect), 4 slots.
 - * Indra/Steadfast: +8 Fate (Guard +1/Recoil +1, Quake Resistance), 5 slots.
- None of these sets is particularly impressive, the Indra one is nice and the Golden Moon can be made powerful with the right decorations.

Expert Set (HR7-9)

* Golden Moon Z: +15 Fate (Tranquilizing Whiz), 12 slots.
 This is the premium reward boosting set. With 3 points towards Tranquilzr you get Tranquilizing Celeb, giving you the optimum number of stacks out of your hard earned work when you capture your foe.

Is there an Ultimate Luck?

Ambitious Piercing: +15 Fate. This headpiece is acquired from the Training School once you finish ALL G-Rank training quests. This feat is not easy so don't rely on getting it prematurely. At the time you'll receive this gem it isn't that exciting anymore, sadly.

There are jewels available to add those missing points to your luck or get rid

of Bad Luck or Calamity.

* Fate Jewel (1x Steel Egg, 1x Akito) +1 Fate, 1 slot needed.

* Destiny Jewel (1x Golden Egg, 1x Battlefield) +3 Fate, 2 slots needed.

/-----/
5 Credits [CRED]
/-----/

DaiIchiban for making the numbers known.

SoujiroSeta and Kanji for bringing them to him.

DaiIchiban for the discovering the pig luck booster value of 1.0x

Draconacticus for working on the math

Punslayer for pointing out the inner workings.

Copyright section layout and text by Boldrin.

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6 History [HIST]
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2010/01/17 v1.0 Initial version. Seems complete to me.

2010/01/18 v1.1 Complete my ****. Missed the content section and one example.

2010/02/02 v1.2 Changed the descriptions of ULC and MLC and added new tables
and examples.

Added armor sets.

2010/02/17 v1.3 Corrected the whole luck information . Created graphs.

/-----/
7 Contact information [INFO]
/-----/

In case you need to contact me you can do so using one of the following:

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RotR: fresh

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or gameFAQs board name and an info about what I have missed.

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