**Yet Another Weapon Guide - Ket**

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# Intro

The premiere “weapon” of choice for crazy cat ladies and meta hipsters alike, ket lets you deal no damage over the course of a hunt, which is something no other weapon does! It also provides you infinite stamina to let you run away from the monster continuously and 2 acorns which you can use to revive, then continue running away.

Kets suck.

**Please do not attempt to request edit access. Your request will be ignored. If you have feedback or comments on this guide, please contact Awesomeosity#2516 on Discord. By no means will contact result in changes to the guide.**

**If you take this guide seriously, you’re a dummy. Please look at other, more serious Prowler guides out there if you want actual sets.**

## **Purpose**

This guide is meant to dissuade people from even considering using ket if you were even thinking that they were remotely viable. This guide will brutally honest. Failing that, this guide will let you be as “meta” as ket can be, which it isn’t at all. Despite what some people think.

## 

## **Guide Contents**

This guide will contain a comprehensive guide on ket controls and notes on all ket skills and abilities available.

# At A Glance

## **How Do I Play Ket?**

* You don’t.
* If you really want to, go to the Palico Board and select one of your shitty cats. Congrats, you’re now a shitty cat yourself.
* Press X for melee attacks. Press A to throw out boomerangs. Press and hold A to charge up boomerangs. Press and hold R to guard, and B to perform a step either to the side or forward, up to three times in a row.
* Your Item Bar is replaced with the ket Support Bar, from which you can select and use Support Abilities. You’ll have the Support Gauge just above it, which charges up over the course of a hunt and, by consuming portions of the gauge, will let you perform those Support Abilities.
* You also have infinite Stamina, letting you dash continuously, as well as Guard.
* You also have two additional Acorns shown under your Health Gauge. If your Health Gauge runs out while you have Acorns available, you’ll eat an Acorn in a lengthy animation, which will prevent fainting and restore a bit of health.

## **Hot Tips**

1. Different Fortes have different playstyles and access to different Support Abilities and Skills than other Fortes.
2. Not only do different Fortes have differing playstyles, they also have different methods of charging their Support Gauge faster.
3. Charging Boomerangs makes them fly further and deal more damage.
4. You can aim your Boomerangs while charging by pressing R while holding A.
5. If a monster is in any kind of trap, you can use Tranq Bombs by walking up to the monster and pressing Y. You’ll deploy a Tranq Bomb at your feet.
6. You can teach your Palico Abilities and Skills from different Palicos at the Palico Dojo, so long as they have the skill unlocked and is not part of their class abilities and skills.
7. To unlock skills and abilities, you must either bring the Palico with the unlockable skill or play as it in order to unlock the skill, when the condition to unlock is hunting a monster.
8. You can reroll skills into other skills through the Palico Dojo. Note that you can only reroll skills into other skills of the same pool, and without Codexes, you can’t reroll into specific skills.

## **Meta Stuff**

* ...Nothing of Prowlers is meta. Nothing. Taking Prowlers to even the remotely hard stuff means that you’re being carried. Being a Prowler is like telling an offensive joke and never supplying the punchline.
* That said, the most meta Prowlers are Gathering-type and Assist-type, due to Boomerang spam which is the best way of playing them. Ideally, you’d want Crit-boosting skills (rest in fucking peppers Weakness Exploit cat legally) along with the two most valuable Boomerang abilities, Piercing and Big Boomerangs. Don’t forget Boomerang Pro.
* I’ll leave the details to the next section, but Charisma Palicos can Aerial Hop off of monsters once they’ve activated Palico Rally and are in SP Mode.
* Fighting Palicos can Aerial Hop when they activate Furr-ious.
* Guarding Palicos can Adept Guard, and Assisting Palicos can toss up to 3 Boomerangs at a time.
* Healing can also throw 3 Boomerangs at a time and when they activate True Health Horn, also cast another, smaller heal whenever they use a Horn.
* Bombing Palicos can Adept Dodge, after which they drop a small bomb.
* Gathering Palicos can throw 3 Boomerangs and can get you extra materials through their Plunderang skill.
* Beast Palicos can unleash the Beast in order to basically become a cat Long Sword user but like 100x more annoying and 1000x more useless.

## **Cool Stuff**

* You can dig underground with B while holding R. This underground state lasts between area transitions and prevents the monster from seeing you. You will pop out if the monster roars though.
* You can change your damage type by changing your weapon. Depending on the weapon, it’ll be Cut or Impact-type damage, which deal damage based on their respective hitzones, and can sever tails or deal KO/Exhaust damage, respectively.
* Different weapons also have different attack type bias. They can either be “Balanced”, “Melee” or “Boomerang”, as denoted in the equipment summary menu. Balanced obviously balances the stats between the two attack methods, while Melee has higher stats when attacking in Melee, and Boomerang has higher stats when attacking with Boomerangs.
* In SP State, Prowler Support Abilities cost less to perform than normal.
* Even though you can’t use items, you can still gain their effects. Always equip a Powercharm and Power Talon, as well as an Armorcharm and Armor Talon to not be as useless as you normally are.

# ContrOwOs

## **Basic Controls**

* X - **Left Slash**
* After Left Slash, X - **Right Slash**
* After Right Slash, X - **Jumping Slash**
* After Jumping Slash, X - **Jumping Lateral Slash**
* After Jumping Lateral Slash, X - **Super Jumping Slashes**
* A - **Throw Boomerang**
* A (hold) - **Charge Boomerang**
* After Throw Boomerang, A - **Throw Boomerang II**
* After Throw Boomerang II, A - **Spinning Melee Rang Combo**
* After Throw Boomerang, X - **Jumping Lunge**
* R - **Guard**
* While Guarding, X - **Jumping Slash**
* When Enraged, X + A - **Felyne Fury Flurry**
* During Felyne Fury Flurry, X - **Extend Flurry**
* During Felyne Fury Flurry or Extend Flurry, X + A - **Fury Finisher**

## Charisma

* Innately has Palico Rally and Slacker Slap.
* When Palico Rally is active, forward dodges become Aerial Hops.
* Charges Support Gauge slightly faster in general.

## Fighting

* Innately has Furr-ious, Attack Up (S), and Handicraft.
* When Enraged or when Furr-ious is active, forward dodges become Aerial Hops.
* Charges Support Gauge faster when landing **melee attacks**.

## Protection

* Innately has Taunt, Guard (S), and Guard Boost.
* Can perform Adept Guards.
* Charges Support Gauge faster when **guarding attacks.**

## Assist

* Innately has Poison Purr-ison, Monsterdar, and Pro Trapper.
* Can throw up to 3 boomerangs, compared to 2 normally.
* Charges Support Gauge faster when landing **Boomerang attacks.**

## Healing

* Innately has True Health Horn, Defense Up (S), and Horn Virtuoso.
* Can throw up to 3 boomerangs, compared to 2 normally.
* When using a Horn Support Ability, also plays a Health Horn after successfully casting.
* Charges Support Gauge faster when **in a different area from a large monster**.

## Bombing

* Innately has Mega Barrel Bombay, Heat/Bomb Res, and Bombay Boost.
* Can perform Adept Dodges. When Adept Dodging, drops a bomb.
* Charges Support Gauge faster when **in the same area as a large monster.**
* Deals 1.2x damage with Bombs.

## Gathering

* Innately has Plunderang, Gathering Pro, and Pilfer Boost.
* Can throw up to 3 boomerangs, compared to 2 normally.
* Charges Support Gauge faster when **gathering, carving, or when landing Boomerang attacks.**

## Beast

* Innately has Release the Beast (Cage the Beast), Critical Boost, and Recovery Speed Up.
* Charges Support Gauge faster in Beast Mode.
* Enter Beast Mode to change your moveset to the following:

## Beast Controls

*Only accessible if Beast Prowler, and only when Release the Beast is active.*

* X - **Forward Slash**
* After Forward Slash, X - **Triple Slash**
* After Triple Slash, X - **Back Slash**
* After Back Slash, X - **Beast Finisher** *(raises “level” of Beast when connected, extending duration and gaining additional effects, up until Level 4)*
* Level 1 - Tremor Res, Earplugs, Wind Proof (Lo)
* Level 2 - +15% Affinity
* Level 3 - SP Mode (self only)
* If Level 3 and Beast Finisher connects - **Ultra Beast Spinisher**
* A - **Jumping Slashes**
* After Jumping Slashes, A - **Aggression Slashes**
* After Jumping Slashes, A (hold) - **Charged Aggression Slashes**
* After Triple Slash, X + A - **Furris Wheel**
* R - Backstep *(can be performed up to 3 times)*

# SuppOwOrt Abiwibies

This section will cover the shitty “support” abilities that Prowler have. We say “support” but really it’s “you need these to not suck”.

## Group 1 - Innate Abilities

The group that is innate to any one Forte. These cannot be taught to others and triggers SP State Lv. 1 to all allies in the same area.

**Palico Rally**

* Charisma only. Assisting Moves category.
* Requires 2 Support Gauges.
* Prevents allied Palicos from slacking off, as well as boosting all cats’ attack and defense by 10%.
* When activated on Charisma Prowlers, enables them to perform Aerial Hops by forward dodging.

**Furr-ious**

* Fighting only. Melee Attack Moves category.
* Requires 4 Support Gauges.
* Instantly triggers your enraged state. Enables Aerial Hops by forward dodging.
* SP State is maintained for slightly longer than other Support Abilities.

**Taunt**

* Protection only. Melee Attack Moves category.
* Requires 2 Support Gauges.
* Causes the next attack to be directed towards you. Automatically guards for the duration of the Taunt.

**Poison Purr-ison**

* Assist only. Assisting Moves category.
* Requires 5 Support Gauges.
* Lays down a Pitfall Trap that, when triggered, deals a large amount of Poison damage to the monster.
* Note that like other Traps and Trap Abilities, you cannot lay down Traps in Arenas or areas where you are not able to.

**True Health Horn**

* Healing only. Healing Moves category.
* Requires 3 Support Gauges.
* Recovers your health by 75, and others 50.

**Mega Barrel Bombay**

* Bombing only. Bombing Moves category.
* Requires 3 Support Gauges.
* You’ll carry a large bomb when activated. Toss with X or A. If you’re hit, then the bomb explodes on you.

**Plunderang**

* Gathering only. Stealing Moves category.
* Requires 4 Support Gauges.
* If it connects, when it returns, it drops a shiny that everyone can collect once. The item collected is evaluated at the end of the quest. Plunderang drops is taken from the carve table of the last rank. Example: if using Plunderang on a High Rank Zinogre, shiny drop will be based off of Low Rank Zinogre’s carve table.

**Release the Beast / Cage the Beast**

* Beast only. Melee Attack Moves category.
* Requires 2 Support Gauges. (0 if Cage the Beast)
* Activation does not trigger SP State.
* Can be maintained for up to 150 seconds per activation. Ended early with “Cage the Beast”.

## Group 2 - Semi-Innate Abilities

Covers the groups of abilities where multiple Fortes can have it innately, and you can switch between the two semi-innate abilities with Palico Dojo training.

**Piercing Boomerangs**

* Fighting and Gathering only. Ranged Attack Moves category.
* Requires 2 Support Gauges.
* When active, each boomerang hits up to 4 times at once, with reduced elemental damage.
* Active for 150 seconds.

**Demon Horn**

* Fighting and Bombing only. Assisting Moves category.
* Requires 2 Support Gauges.
* Increases Attack by 10 for all allies in the area when activated.
* Active for 180 seconds.

**Emergency Escape**

* Protection and Assist only. Ranged Attack Moves category.
* Requires 1 Support Gauge.
* Provides invincibility when triggered, and recovers health and from abnormal statuses when burrowed.

**Armor Horn**

* Protection and Healing only. Assisting Moves category.
* Requires 1 Support Gauge.
* Increases Defense by 10% for all allies in the area when activated.
* Active for 180 seconds.

**Cheer Horn**

* Assist and Healing only. Assisting Moves category.
* Requires 3 Support Gauges.
* Increases allies’ Support Gauge and Art Gauge by 0.5 (Support Gauge) and 160 (Art Gauge)

**Camouflage**

* Bombing and Gathering only. Ranged Attack Moves category.
* Requires 1 Support Gauge.
* Increases Defense by 10, provides Sneak effect (monsters are less likely to target you), and provides Super Armor for its duration.
* Active for 180 seconds.

**Rousing Roar**

* Beast only. Melee Attack Moves category.
* Requires 1 Support Gauge.
* Provides the effects of your current buffs obtained from Beast Finishers to all allies in the same area.
* Active for 90 seconds, during which if you reactivate it, the timer is reset to 90 seconds.

## Group 3 - Common Abilities

Covers the Support Abilities which are learnable by all Palicos. Will denote which ‘pool’ of Abilities that the move comes from. If two Abilities share a pool, that means you can reroll that one skill into the other skill.

**Pool 0 - Preset Abilities**

*All Palicos have these two abilities.*

**Mini Barrel Bombay**

* Bombing Moves category. Cannot be rerolled.
* Requires 0 Support Gauge.
* Tosses a small bomb, which explodes on contact. Unlike larger bombs, it cannot be carried around, and is instead tossed instantly.
* On hit, raises Support Gauge.

**Herb Horn**

* Healing Moves category. Cannot be rerolled.
* Requires 0 Support Gauge.
* Restores about 10 health after casting. Recovers less health for allies.

### **Pool A**

**Health Horn**

* Healing Moves category.
* Requires 2 Support Gauge.
* Recovers 50 health for the user, 30 health for everyone else in the same area.

**Giga Barrel Bombay**

* Bombing Moves category.
* Requires 4 Support Gauge.
* Pulls out an absolute unit of a bomb, which cannot be tossed. You must either drop it on the spot by evading out of it or by… exploding.

**Mega Barrel Bombay**

* Bombing Moves category.
* Requires 3 Support Gauge.
* Like the innate Ability from the Bombing Forte, but does not trigger SP State.

**Pitfall Purr-ison**

* Assisting Moves category.
* Requires 4 Support Gauge.
* Identical to the hunter’s Pitfall Trap.
* **Shock Purr-ison**
* Assisting Moves category.
* Requires 4 Support Gauge.
* Identical to the hunter’s Shock Trap.

**Pilfer**

* Stealing Moves category.
* Requires 4 Support Gauge.
* Performs a melee attack that, if it connects, drops a red shiny which can be picked up by allies. The item collected is evaluated at the end of the quest. Pilfer drops is taken from the carve table of the last rank. Example: if using Pilfer on a High Rank Zinogre, shiny drop will be based off of Low Rank Zinogre’s carve table.

**Rath-of-Meow**

* Bombing Moves category.
* Requires 4 Support Gauge.
* Converts your controls into tank controls.
* X - **Artillery Shell**
* A - **Cannon Ball**
* X + A - **Flamethrower**
* Deals very little damage.

### **Pool B**

**Detox Horn**

* Healing Moves category.
* Requires 1 Support Gauge.
* Clears Stench and Poison from all allies in the same area, while recovering a little bit of health as well.

**Big Barrel Bombay**

* Bombing Moves category.
* Requires 2 Support Gauges.
* Can throw the bomb with X, or drop it on the spot with B.

**Flash Bombay**

* Bombing Moves category.
* Requires 2 Support Gauges.
* Launches a rocket that deals damage on takeoff, then explodes in a flash of light shortly afterwards, causing the same effects as a typical Flash Bomb.

**Anti-Monster Mine**

* Bombing Moves category.
* Requires 2 Support Gauges.
* Lays down a mine once activated that persists until a large monster steps on it. Can lay up to two at a time.

**Trampoliner**

* Assisting Moves category.
* Requires 1 Support Gauge.
* Places a trampoline for 90 seconds, which launches allies into the air on touch.

**Vase of Vitality**

* Healing Moves category.
* Requires 1 Support Gauge.
* Places down a vase which, when approached, boosts natural recovery and cures all abnormal statuses.

**Claw Dance**

* Melee Attack Moves category.
* Requires 2 Support Gauges.
* Brings out claws to repeatedly attack the monster.

**Weapon Upgrade**

* Melee Attack Moves category.
* Requires 3 Support Gauges.
* Boosts Attack by 15 and Affinity by 30%.
* Active for 90 seconds.

**Go, Fight, Win!**

* Assisting Moves category.
* Requires 2 Support Gauges.
* While active, negates Hunter’s Stamina use and reduces the Support Gauge requirement for moves by 1.
* Active for 50 seconds.

**Mega Boomerang**

* Ranged Attack Moves category.
* Requires 2 Support Gauges.
* Yeets a giant boomerang after quite a lengthy preparation time.

**Far-cat-ster**

* Assisting Moves category.
* Requires 3 Support Gauges.
* Instantly returns the user to Base Camp.

**SP Horn**

* Assisting Moves category.
* Requires 2 Support Gauges.
* Instantly provides SP State to all allies in the same area for 90 seconds.

**Furbidden Acorn**

* Consumes one acorn permanently in exchange for charging 3 Support Gauges instantly and increasing your health by 50, as well as recovering 150 health.
* You cannot restore this acorn by any means other than fucking dying.

### Pool C

**Ultrasonic Horn**

* Assisting Moves category.
* Requires 1 Support Gauge.
* Makes all small monsters in the area flee, and has the same effects as Sonic Waves.

**Barrel Bombay**

* Bombing Moves category.
* Requires 0 Support Gauge.
* Tosses a tiny bomb forward.

**Bounce Bombay**

* Bombing Moves category.
* Requires 0 Support Gauge.
* Lays down a small bomb which then rockets into the air and explodes either on contact or after a short distance.

**Parting Gift**

* Healing Moves category.
* Requires 2 Support Gauge.
* Burrows into the ground, and if successful, places a green shiny on the ground which is guaranteed to be some sort of recovery item.

**Big Boomerangs**

* Ranged Attack Moves category.
* Requires 1 Support Gauge.
* When active, Boomerangs deal more damage.
* Active for 120 seconds.

**Dung Bombay**

* Assisting Moves category.
* Requires 0 Support Gauge.
* Has the same effect as Dung Bombs.

**Soothing Roll**

* Healing Moves category.
* Requires 1 Support Gauge.
* Restores health and cures abnormal statuses, then starts to roll around. While rolling, you’re completely invulnerable.

**Explosive Roll**

* Bombing Moves category.
* Requires 1 Support Gauge.
* Rolls around the ground while dropping small bombs.

**Felyne Comet**

* Melee Attack Moves category.
* Requires 1 Support Gauge.
* Fires your cat self forward while dealing damage. Can immediately chain into later parts of the typical melee combo.

**Sumo Stomp**

* Melee Attack Moves category.
* Requires 1 Support Gauge.
* Creates a damaging shockwave centered around yourself. Invincible while attacking.

**Chestnut Cannon**

* Ranged Attack Moves category.
* Requires 2 Support Gauges.
* Puts down and fires a cannon that deals KO and Exhaust damage.

**Shock Tripper**

* Ranged Attack Moves category.
* Requires 2 Support Gauges.
* Fires a small electric bug forward, which then lays on the ground and fires a small electric field around itself. Deals high stagger damage.

**Excavator**

* Ranged Attack Moves category.
* Requires 1 Support Gauge.
* Digs up a bunch of stuff which damages monsters caught by the debris.

**Furlask of Healing**

* Healing Moves category.
* Requires 1 Support Gauge.
* While active, steadily recovers the health of you and nearby players, even past red health.

**Burrowing Blow**

* Melee Attack Moves category.
* Requires 1 Support Gauge.
* Digs into the ground, then emerges drilling forward, dealing multiple hits of damage.

**Stunt Cannon**

* Ranged Attack Moves category.
* Requires 2 Support Gauges.
* Launches yourself from a cannon, dealing KO, Exhaust, and mounting damage.
* You can readjust your aim with R before you fire yourself.

**Iron Transpurrter**

* Melee Attack Moves category.
* Requires 1 Support Gauge.
* Rolls around on a giant cannonball, where every hit deals KO and Exhaust damage. You’ll also explode if you get hit.

**Explosive Transpurrter**

* Bombing Moves category.
* Requires 1 Support Gauge.
* Rolls around on a bomb, which explodes on contact.

**Widewhiskers Horn**

* Assisting Moves category.
* Requires 1 Support Gauge.
* Places down a horn, which gives nearby hunters the “Wide-Range Effect Up” effect, improving the effects of Horn-based moves as well as Wide-Range-boosted items.
* Active for 120 seconds.

# Palico Skills

They’re like armor skills but shittier.

## 

## Innate Skills

*Skills which are common to all Palicos of a specific Forte.*

**Slacker Slap**

* Charisma only.
* 1 Memory Slot.
* Prevents Palicos from slacking off by one minute.

**Last Stand**

* Charisma only.
* 3 Memory Slots.
* Completely removes all of your acorns, but increases your Melee Attack by 40, Ranged Attack by 20, and Defense by 40.

**Attack Up (S)**

* Fighting only.
* 2 Memory Slots.
* Increases your Attack by 8.

**Handicraft**

* Fighting only.
* 4 Memory Slots.
* Increases your Sharpness by one level. Does not apply if Sharpness is already Purple.

**Guard (S)**

* Protection only.
* 1 Memory Slot.
* Increases Guard Rating by a small amount.

**Guard Boost**

* Protection only.
* 2 Memory Slots.
* Can now Guard previously-unguardable attacks.

**Monsterdar**

* Assist only.
* 2 Memory Slots.
* Grants knowledge of when the monster can be captured.

**Pro Trapper**

* Assist only.
* 3 Memory Slots.
* Reduces the cost of all trap Support Abilities by one, and speeds up trap placement by 100%.

**Defense Up (S)**

* Healing only.
* 1 Memory Slot.
* Increases Defense by 10.

**Horn Virtuoso**

* Healing only.
* 3 Memory Slots.
* Each time a Horn Support Ability is used, has the chance to increase maximum health, and speeds up Horn actions.

**Heat / Bomb Res**

* Bombing only.
* 1 Memory Slot.
* Negates lava damage, halves bomb damage inflicted on self.

**Bombay Boost**

* Bombing only.
* 3 Memory Slots.
* Increases bomb damage by 1.35x, and increases Blast damage dealt by 1.2x.

**Gathering Pro**

* Gathering only.
* 1 Memory Slot.
* Gathers one more item from all gathering spots.

**Pilfer Boost**

* Gathering only.
* 3 Memory Slots.
* Reduces the cost of Stealing type moves, Plunderang and Pilfer, and speeds up their execution time.

**Critical Boost**

* Beast only.
* 4 Memory Slots.
* Increases the damage of Critical Hits from 1.25x raw to 1.4x raw.

**Recovery Speed Up**

* Beast only.
* 2 Memory Slots.
* Increases the speed at which you recover from temporary damage by 100%.

## Common Skills

*Skills which can be learned by all Palicos, arranged by Pool.*

### **Pool A**

**Status Attack Up**

* 4 Memory Slots.
* Boosts the status damage you deal by 1.125x + 1. Only affects Poison, Paralysis, and Sleep.

**Omniresistance**

* 3 Memory Slots.
* Boosts all of your elemental resistances by 10.

**Element Attack Up**

* 3 Memory Slots.
* Increases the elemental damage you deal by 1.125x. Only affects Fire, Water, Thunder, Ice, and Dragon-type damage.

**Support Priority**

* 3 Memory Slots.
* Increases the rate at which the Support Gauge charges, but reduces your Attack and Defense by 20.

**Support Move +1**

* 2 Memory Slots.
* Allows you to equip one additional Support Ability.

**Revival Pro**

* 4 Memory Slots.
* Adds one additional Acorn to your maximum, increasing it to 3.
* Effect does not activate with Last Stand enabled.

**Anger Prone**

* 2 Memory Slots.
* Increases the rate at which you become enraged by 20%.

### Pool B

**Health Up (L)**

* 2 Memory Slots.
* Increases maximum health by 40.

**Attack Up (L)**

* 3 Memory Slots.
* Increases Attack by 12.

**Defense Up (L)**

* 2 Memory Slots.
* Increases Defense by 20.

**Critical Up (L)**

* 2 Memory Slots.
* Increases Affinity by 20%.

**Knockout King**

* 2 Memory Slots.
* Increases KO Damage by 10%.

**Guard (L)**

* 2 Memory Slots.
* Greatly increases your guard rating, reducing knockback taken and chip damage taken.

**Support Boost**

* 1 Memory Slot.
* Increases your Support Gauge maximum count by 1.

**Negate Stun**

* 1 Memory Slot.
* Prevents you from being Stunned.

**Nine Lives (Attack)**

* 4 Memory Slots.
* Increases Attack each time you run out of Health, up to 8 times. Each stack provides +3 Attack.

**Counter Boost**

* 2 Memory Slots.
* When taking damage, Support Gauge is charged slightly.

**Extend Fury**

* 2 Memory Slots.
* Extends enraged mode by 30 seconds.

**Artful Dodger**

* 2 Memory Slots.
* Increases the iframes per dodge by 4 frames, and grants an additional dodge in a single evasion chain, from 3 to 4.

**Earplugs**

* 2 Memory Slots.
* Prevents you from being affected by the roars of monsters, but does not prevent any associated damage effects from roars. Roars will still force you out of the ground if you’re burrowed.

### Pool C

**Health Up (S)**

* 1 Memory Slot.
* Increases maximum Health by 20.

**Affinity Up (S)**

* 1 Memory Slot.
* Increases your Affinity by 10%.

**Stamina Drain**

* 1 Memory Slot.
* Increases your Exhaust damage by 20%.

**Biology**

* 1 Memory Slot.
* Forces large monsters to flee, if possible, if you Dung Bomb them. Additionally prevents the infliction of Blastblight.

**Boomerang Pro**

* 1 Memory Slot.
* Speeds up the charging and increases the range and attack speed of Boomerangs.

**Negate Confusion**

* 2 Memory Slots.
* Prevents the infliction of Confusion.

**Negate Poison**

* 1 Memory Slot.
* Negates the effects of Poison and Noxious Poison, while reducing the effects of Deadly Poison to just normal Poison.

**Negate Sleep**

* 1 Memory Slot.
* Prevents the infliction of Sleep.

**Negate Paralysis**

* 1 Memory Slot.
* Prevents the infliction of Paralysis.

**Negate Wind**

* 2 Memory Slots.
* Prevents the effects of Wind Pressure, except for Dragon Wind.

**Tremor Res**

* 1 Memory Slot.
* Prevents the effects of Tremors.

**Iron Hide**

* 1 Memory Slot.
* Prevents Defense Down.

**Non-Stick Fur**

* 1 Memory Slot.
* Quickly recover from Snowman, Muddy, and Ossified.

**Nine Lives (Defense)**

* 3 Memory Slots.
* Increases your Defense each time your Health runs out, stacking up to 8 times. Provides +4 Defense per stack.

**Goldenfish Catcher**

* 1 Memory Slot.
* Forces fish to flee when fishing, and a new pool is generated consisting only of Small Goldenfish, Goldenfish, Guardfish, and Silverfish.

**Extra Bomb Blasts**

* 2 Memory Slots.
* Adds an additional Blast application to Bomb-based Support Abilities.

### Pool DLC

*Covers all of the DLC-exclusive skills learned only by DLC Palicos naturally. These skills can be passed onto normal cats via the Palico Dojo.*

**Aera**

* 2 Memory Slots.
* Increases Mounting and Topple damage by 25%.

**Ranged Attack Up**

* 2 Memory Slots.
* Increases your Ranged Attack by 5%.

**Baddest Cat Ever**

* 3 Memory Slots.
* Increases Attack by 10% and Defense by 30 so long as your Health is less than 40% maximum.

**World’s Strongest**

* 2 Memory Slots.
* While no armor is equipped, Melee Attack increases by 25%, Ranged Attack increases by 15%, and Defense by 40%.

**Triforce**

* 4 Memory Slots.
* Increases Health, Attack, and Defense by 10.

**Nagatobimaru**

* 2 Memory Slots.
* Increases Thunder damage by 5%, then adds 4.

**Fanalis**

* 2 Memory Slots.
* Increases Attack by 30, but reduces Support Gauge charge rate by 50%.

**Sonic Mini Bombay**

* 1 Memory Slot.
* Adds Sonic Waves effect to Mini Barrel Bombay blasts.

**Megaflare**

* 2 Memory Slots.
* Increases Fire damage by 5% then adds 4.

**Morph Ball Bomb**

* 1 Memory Slot.
* Increases the damage of bombs from Explosive Roll bombs by 60%.

**Universal**

* 3 Memory Slots.
* Increases Attack by 20 whenever a large monster in the same area is enraged.

**Landmaster**

* 3 Memory Slots.
* Increases the duration of Rath-of-Meow by 30 seconds.

**Wind Waker**

* 3 Memory Slots.
* Negates the effects of Wind Pressure, and prevents monsters from sucking you in via air effects. Does not prevent the effects of Dragon Wind.

**Thunder Res Up**

* 1 Memory Slot.
* Increases Thunder Resistance by 5.

**Fashion Sense**

* 2 Memory Slots.
* Increases the Defense granted by armor by 10%.

**Jugido (JP Only)**

* 1 Memory Slot.
* Increases Defense by 20, but lowers Support Gauge charge rate by 50%.

**Ice Res Up**

* 1 Memory Slot.
* Increases Ice Resistance by 5.

**Super Mushroom**

* 2 Memory Slots.
* Increases the amount recovered when using an Acorn from 60 Health to 80 Health.

**Desperation**

* 2 Memory Slots.
* Increases Defense by 50 when you have no Acorns and Health is below 40% of maximum.

**Zombie**

* 2 Memory Slots.
* Decreases Defense by 40, but recovers from temporary damage 300% faster.

**STAM-centric**

* 2 Memory Slots.
* Increases Health by 40, but reduces all Resistances by 10.

**High Cadence**

* 1 Memory Slot.
* Increases the distance covered when using Soothing Roll.

**Fire Res Up**

* 1 Memory Slot.
* Increases Fire Resistance by 5.

**DEF-centric**

* 2 Memory Slots.
* Increases Defense by 30 but decreases Attack by 10.

**Water Res Up**

* 1 Memory Slot.
* Increases Water Resistance by 5.

**Ice Boost**

* 2 Memory Slots.
* Increases Ice damage by 5%, then adds 4.

**Dragon Res Up**

* 1 Memory Slot.
* Increases Dragon Resistance by 5.

**Dragon Boost**

* 2 Memory Slots.
* Increases Dragon damage by 5%, then adds 4.

**Shopkeeping**

* 2 Memory Slots.
* Increases the zenny rewarded after quests by 5%.

**Diva (JP Only)**

* 2 Memory Slots.
* Increases the duration of Go, Fight, Win! By 50%.

**Bento Jutsu (JP Only)**

* 2 Memory Slots.
* Prevents the loss of food effects after carting.

**Weakness Exploit**

* 2 Memory Slots.
* Increases Affinity by 50% when striking hitzones of 45+.

**Extend Beast**

* 2 Memory Slots.
* Increases the duration of Release the Beast by 40 seconds.

**Guts**

* 3 Memory Slots.
* Prevents fainting if you would take a lethal hit when at or above 66% maximum health.

**Pro Burrower**

* 1 Memory Slot.
* Makes burrowing faster.

**Pro Transporter**

* 1 Memory Slot.
* Increases walking speed when carrying heavy items or Barrel Bombs.

**Felyne Protection**

* 2 Memory Slots.
* 25% chance to reduce incoming damage by 30%.

**Pro Experience**

* 4 Memory Slots.
* Increases the rate at which Palico EXP is acquired.

**Pro Roller**

* 2 Memory Slots.
* Increases the duration of Rolling skills by 10 seconds, Explosive Roll by 15 seconds.

**Pro Hatter**

* 1 Memory Slot.
* Increases the duration of Camouflage by 45 seconds and Vase of Vitality by 10 seconds.

**Extreme DEF-centric**

* 4 Memory Slots.
* Increases Defense by 5% and grants effects of Guard (L), but reduces Attack by 30.

**Extend SP State**

* 3 Memory Slots.
* Increases the duration of SP State by 20%.

# What Ket To Use?

Honestly,you can use pretty much any cat for progression because you’ll get slow times regardless of the cat. We’ll just cover “meta” endgame cats here to make it simple.

## Quasar Rang Spam

**Gathering / Assist / Bombing / Protection Forte**

Palico Abilities:

* Furbidden Acorn
* Big Boomerangs
* Piercing Boomerangs
* Mega Boomerang
* Dung Bombay
* Emergency Escape
* Far-cat-ster

Palico Skills:

* Boomerang Pro
* Weakness Exploit
* Critical Up (L) / Critical Up (S)
* World’s Strongest
* Ranged Attack Up
* Attack Up (L) / Attack Up (S)

Weapons:

* F Silverwind Star XX / F Bloodbath Hammer
* F Agnaktor Lance XR
* F Incarnadine Greed
* F Fatalis Rod
* F Snowbaron Stick XX
* F La Venyasss / F Katzenlampe XR
* F Deadeye Fan XX
* F Naja Pungi XR
* F Exalted Parasol
* F Searing Whiskers

## Beast Hipster

**Beast Forte (duh)**

Palico Abilities:

* Release the Beast (duh)
* Rousing Roar
* Furbidden Acorn
* Claw Dance
* Emergency Escape
* Felyne Comet
* Dung Bombay
* Soothing Roll
* Weapon Upgrade
* Far-cat-ster

Palico Skills:

* World’s Strongest
* Weakness Exploit
* Critical Boost
* Earplugs
* Artful Dodger
* Critical Up (L)
* Attack Up (L) / Attack Up (S)

Weapons:

* F Bloodbath Hammer / F Guildcalibur X / F Spirits Pickaxe
* F Dreadking Blade XX
* F Mizutsune Parasol XR
* F Thunderlord’sRoar XX / F Mewsurper’s Peal XR
* F Barioth Knife X / F Kushala Wand X
* F Dragon Comet / F Escador Scythe X
* F Rathian Rapier XR
* F Naja Pungi XR
* F Exalted Parasol
* F Havoc Eye / F Searing Whiskers

# ~~Monster Matchups~~ Why Do Kets Suck?

Kets suck, so I’m not gonna cover the matchups for this, because it equally sucks against every monster. Also because I don’t use Prowler and I’m not willing to put the success of a hunt in jeopardy to test out one of the shittiest weapons in the game. Instead we’ll go over why the hell they suck.

The first reason is low MVs. Prowlers have incredibly low MVs, even for multi-hitting attacks with Piercing and Big Boomerangs. Their only remotely good attacks are either locked behind awkward Abilities or take too long to execute.

The second reason is relatively low elemental damage. Prowlers need to activate and use certain Abilities to even *think* about applying lots of element, which is what many of their game plans boil down to (charge Support Gauge, usually through Furbidden Acorn, then activate Piercing Boomerangs).

The third reason is an overall rebalance of Palico stats from Gen to GU. They were rescaled so now their base stats at max level in GU are equal to that of Gen. In other words, the game’s difficulty increased, but their stats didn’t change to reflect that. In fact, GU cats are even sometimes nerfed in comparison to their Gen counterparts.

The fourth reason is the nerfing of several Palico skills going from Gen to GU. Typically strong skills, like World’s Strongest or Ranged Attack Up, were either changed from proportional buffs to flat buffs, or were overall reduced in effectiveness for Ranged Attacks.

The fifth reason is that several Palico skills have gone unreleased legally in the west, the most prominent being Weakness Exploit, which is still, and is unlikely to continue being, unreleased in the West.

Overall, Prowler did get several Quality of Life improvements, but the overall adjustments they got from Gen to GU overshadows everything else, and don’t let a certain gaijin tell you otherwise.

*Looking for more guides?*

[Great Sword](https://docs.google.com/document/d/13kmspgyEueftjE7X5MgjU_sFPg_tAbI-XhG67j9_jzg/edit?usp=sharing)

[Long Sword](https://docs.google.com/document/d/1bKMFy1sYZqsLE5MamewDafHQeedfAUnu0_SudE6Vi0k/edit?usp=sharing)[Sword and Shield](https://docs.google.com/document/d/1QDcxvxkucf-EnydfKHvYSVwI48H_psn9qnEuKJ_uRuw/edit?usp=sharing)

[Dual Blades](https://docs.google.com/document/d/1u0p9hI6YU7cxw5uqhdhQ6LxMO0LeBPHmmeudYVUMJWw/edit?usp=sharing)

[Hammer](https://docs.google.com/document/d/11kfDCmSUw3f7JlW6WNl0gIEfizGojTCcVGS5PPXVpk0/edit?usp=sharing)

[Hunting Horn](https://docs.google.com/document/d/1eG5dLgWW_QoRAu4DVLg3-PfcwQw1pjWeun6gqAvoaIU/edit?usp=sharing)

[Lance](https://docs.google.com/document/d/10bGpoQzimud9qYeehM7PL4_0jFqqMm3gxkxtdJHAhOg/edit?usp=sharing)

[Gunlance](https://docs.google.com/document/d/17Ak4nDZoUauGa0bFQvHbY3PZ1unZPtFmFNMvIRlL640/edit?usp=sharing)

[Switch Axe](https://docs.google.com/document/d/1PLWG7GAC0jvFkUmsF_ouyU1SIyOGWe1yzD5bNhzZrnE/edit?usp=sharing)

[Charge Blade](https://docs.google.com/document/d/1T75XOU8z5TsLWAgOrMlcF9IBLrp7mLWGfXap-sZkJro/edit?usp=sharing)

[Insect Glaive](https://docs.google.com/document/d/1Zn05lBEvdFgzITzb6AyLxcebL60AAG6M1MaTCUjgFCs/edit?usp=sharing)

[Light Bowgun](https://docs.google.com/document/d/1O_m-kAo8tf2l__tn5rNJPPc2HLIoN7qfMRL1PDZkdrY/edit?usp=sharing)

[Heavy Bowgun](https://docs.google.com/document/d/1KRWPRfa6KzmurKs0tbdTcOJNEBu36Y95ttPEW3xlztM/edit?usp=sharing)

[Bow](https://docs.google.com/document/d/1vuDNCYYhNvSPHMqPwoC2cyjF-qcuXztYsipi9jUZHa0/edit?usp=sharing)

[Prowler](https://docs.google.com/document/d/1z4QBrj6oFH_d9Y1uS5ZWkllp-o_-kjWfj57N7LTMuU0/edit?usp=sharing)

*Or a damage calculator?* [Try Yet Another Damage Calculator Unite!](https://awesomeosity.github.io/YADC_Web/index.html)

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