MONSTER HUNTERS: Weapons

Arquebus (.60 caliber)				Blunderbuss (.62 caliber*)			
Damage: 2d+ Acc: Range: 65/ RoF: Shots: 1() Skill: +2 pi+ = 2 /660 1 (60) ne powder, not constitution	ST: Bulk: Rcl: Cost: TL::	9† -6 2 \$150 4	Damage: Acc: Range: RoF: Shots:	otgun) Skill: 1d pi = 2 45/810 1x7 1(40) 33 caliber bucksh	ST: Bulk: Rcl: Cost: TL::	7† -6 1 \$165 4
Bow–Straight Composite Bow				Crossbow–Composite Crossbow			
Bow Skill:	$\frac{+2 \text{ imp}}{2} = \frac{2}{5/x^2}$ $\frac{1}{(2)}$	Weight: ST: Bulk: Rcl: Cost:	2.25/0.1 10† -7	Crossbow Damage: Acc: Range: RoF:	Skill: thr+5 imp = 4	Weight: ST: Bulk: Rcl: Cost:	7/0.06 7† -6 \$150
Pocket Pistol (.33 caliber)				Axe			
Guns (Pistol) S Damage: 10 Acc: Range: 25 RoF: Shots: 1(Skill: d pi 1 /300 1 (20)	Weight: ST: Bulk: Rcl: Cost: TL::	0.7/0.008 6 -1 2 \$190 4 [LT:93,94]	Type:	ce Skill: sw+2 = cut 1 0U 11 \$50	Weight: TL:	
Broadsword (Backsword w/ DR4 Hilt)				Knife–Large			
Damage: sw- Type: cut Reach: Parry: ST:	1 0 6	Damage: th Type: in Reach: Parry: Weight: TL:	nr+1 =		C,1 -1 6	Damage:	imp C -1
Mace				Main-Gauche			
Axe/Mace Sk Damage: sw- Type: cr Reach: Parry: 0 ST: cost: \$	+3 = 1 OU	Weight: TL:	5 2 [LT:54,65]	Reach: Parry:	C,1 0F	Damage: the Type: in Reach: Parry: Weight: TL:	C,1 0F

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Maul	Rapier			
Two-Handed Axe/Mace Skill: Damage: sw+5 = Type: cr Reach: 1,2* Parry: 0U ST: 13‡ Weight: 12 Cost: \$80 TL: 0 [LT:59,70]	Rapier Skill: Damage: thr+1 = Type: imp Reach: 1,2 Parry: 0F ST: 9 Weight: 2.75 Cost: \$500 TL: 4			
Saber	Shortsword			
Saber Skill: Damage: sw-1 = Damage: thr+1 = Type: cut Type: imp Reach: 1 Reach: 1 Parry: 0F Parry: 0F ST: 8 Weight: 2 Cost: \$700 TL: 4	Shortsword Skill:			
Spear–Pike	Staff-Quarterstaff			
Spear Skill:	Staff Skill: Damage: sw+2 = Damage: thr+2 = Type: cr Type: cr Reach: 1,2 Reach: 1,2 Parry: +2 Parry: +2 ST: 7† Weight: 4 Cost: \$10 TL: 0 [LT:60,69]			
Two-Handed Axe-Great Axe	Two-Handed Sword-Thrusting Greatsword			
Two-Handed Axe/Mace Skill: Damage: sw+4 = Type: cut Reach: 1,2* Parry: 0U ST: 12‡ Weight: 8 Cost: \$100 TL: 1 [LT:56,70]	Two-Handed Sword Skill: Damage: sw+3 = Damage: thr+3 = Type: cut Type: imp Reach: 1,2 Reach: 2 Parry: 0 Parry: 0 ST: 12‡ Weight: 7 Cost: \$900 TL: 3 [LT:56,70]			
Whip	Wooden Stake			
Whip Skill: Damage: sw-2(0.5) = Type: cr Reach: 1-7* Parry: -2U ST: var. Weight: 2/yd. Cost: \$20/yd. TL: 1 [LT:64,70]	Knife Skill: Damage: thr(0.5) = Type: imp Reach: 1 Parry: -1 ST: 5 Weight: 0.5 Cost: \$4 TL: 0			