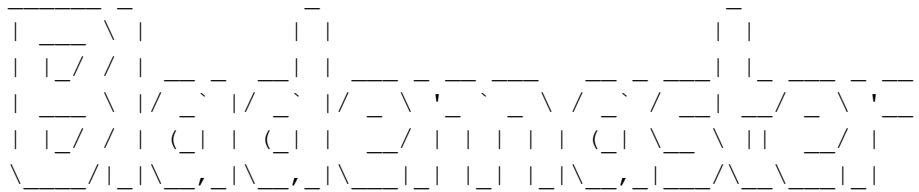


Monster Hunter Portable 3rd Blademaster Weapon Selection Guide

by Sosiego

Updated to v1.04 on Sep 15, 2015



W e a p o n S e l e c t i o n G u i d e

For Monster Hunter Portable 3rd

Written by Sosiego

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Revision History

September 14, 2015 (1.04) Various weapon replacements and additions
August 24, 2015 (1.03) Fixed various typographical errors and added
"Heijiklinde" to HR Greatswords
August 7, 2015 (1.02) Removed "Aurto Rind" from HR Gunlances (Long Shot
Type) due to weapon not being final upgrade
August 5, 2015 (1.01) Minor formatting changes
August 4, 2015 (1.00) First iteration of guide is released

=====
Introduction [INTRO]

Relatively speaking compared to other Monster Hunter titles, there is a lack of solid information that can be found through SERPs from web search engines or from guides on sites such as GameFAQs on what the best weapon choices are for Blademasters in Monster Hunter Portable 3rd.

While Bowguns received an excellent guide from mazereon, outside of the list of endgame Gunlances in the Gunlance Guide provided by sephiroth1491, no such thing exists for Blademasters. As such, motivated by the frustration I remember having when I was starting my planning process for what I wanted my endgame weapon collection to look like, I decided to make a data-based guide for Blademaster weapon choices 4.5 years after the game was released.

=====
Process for Selection [PFS]

=====
General Process [PFSG]
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For the most part, the process for selecting the weapons boiled down to just applying the formulas below and selecting the weapons which had the largest raw values in each of their respective elemental classes. Depending on the type of weapon, when the calculation for two or more weapons in the same attribute class resulted in a minimal difference other variables such as the amount of sharpness for the weapon's highest sharpness color and amount of attribute were taken into consideration.

=====
Process for Gunlances

[PFSGL]

=====
For Gunlances the level of shot type was considered before applying the formulas using the following tier list (with few exceptions):

Tier 1 = Long Lv. 4, Normal Lv. 4, Spread Lv. 4

Tier 2 = Long Lv. 3, Normal Lv. 3, Spread Lv. 3

Tier 3 = Long Lv. 2, Normal Lv. 2, Spread Lv. 2

Tier 4 = Long Lv. 1, Normal Lv. 1, Spread Lv. 1

=====
Process for Hunting Horns

[PFSHH]

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For Hunting Horns the song selection was considered before applying the formulas using the following tier list (with few exceptions):

Tier 1 = Attack Up (S), Attack Up (L)

Tier 2 = Element Attack Up, Affinity Up

Tier 3 = Hearing Protection (S), Hearing Protection (L)

Tier 4 = Negate Stamina Use (S), Negate Stamina Use (L)

=====
Process for Switch Axes

[PFSSA]

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For Switch Axes the sword mode phial was considered before applying the formulas using the following tier list:

Tier 1 = Power Phial

Tier 2 = Element Phial

Tier 3 = Paralysis Phial, Poison Phial

Tier 4 = Dragon Phial, Fatigue Phial

=====
General Raw Boosts

[PFSGRB]

=====
General Low Rank Raw Boosts (+30)

General High Rank Raw Boosts (+42)

Item/Consumable +Raw

Item/Consumable +Raw

Armor Sphere Upgrade +15

Armor Sphere Upgrade +15

Powercharm +5

Powercharm +5

Felyne Attack Up (M) +5

Powertalon +10

Demondrug +5

Felyne Attack Up (L) +7

Demondrug +5

=====
Expectant Attack Calculation Formulas

[PFSCF]

Rank	Affinity	Formula
Low Rank	Neutral	$(RAW+30) * SMOD$
Low Rank	Noneutral	$((RAW+30) + (((RAW+30) * .25) * AF)) * SMOD$
Low Rank	Nonnegative (GS)	$((RAW+30) * 1.25) * SMOD$
Low Rank	Negative (GS)	$((RAW+30) * (((RAW+30) * .25) * (AF+1))) * SMOD$
High Rank	Neutral	$(RAW+42) * [SMOD]$
High Rank	Neutral (NS)	$(RAW+62) * SMOD$
High Rank	Nonneutral	$((RAW+42) + (((RAW+42) * .25) * AF)) * [SMOD]$
High Rank	Nonneutral (NS)	$((RAW+62) + (((RAW+42) * .25) * AF)) * SMOD$
High Rank	Nonnegative (GS)	$((RAW+42) * 1.25) * [SMOD]$
High Rank	Nonnegative (NS/GS)	$((RAW+62) * 1.25) * SMOD$
High Rank	Negative (GS)	$((RAW+42) * (((RAW+42) * .25) * (AF+1))) * [SMOD]$
High Rank	Negative (NS/GS)	$((RAW+62) * (((RAW+62) * .25) * (AF+1))) * SMOD$

AF = Affinity percentage in decimal form
SMOD = Sharpness modifier
[SMOD] = Sharpness modifier, Sharpness +1 armor skill assumed
NS = Natural sharpness, Attack Up (L) armor skill assumed
GS = Greatsword, Critical Draw armor skill assumed

=====
List of Abbreviations and Table Layout [LATL]
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Pr = Poor Sharp+1 = Sharpness with Sharpness +1 armor skill
Sm = Small Affi = Weapon affinity
Gd = Good ASU = Raw with armor sphere upgrade (+15 raw)
Gr = Great Attr = Element or status attribute

Drg = Dragon Par = Paralysis
Fir = Fire Psn = Poison
Thd = Thunder Slp = Sleep
Wtr = Water

> Weapon Type

Weapon Name*	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
1st Choice Weapon	Various [Various]	???	???	None	???
1st Choice Weapon	Various [Various]	???	???	Drg	???
1st Choice Weapon	Various [Various]	???	???	Fir	???
1st Choice Weapon	Various [Various]	???	???	Ice	???
1st Choice Weapon	Various [Various]	???	???	Par	???
1st Choice Weapon	Various [Various]	???	???	Psn	???
1st Choice Weapon	Various [Various]	???	???	Slp	???
1st Choice Weapon	Various [Various]	???	???	Thd	???
1st Choice Weapon	Various [Various]	???	???	Wtr	???
2nd Choice Weapon	Various [Various]	???	???	None	???

> Gunlance (Long Shot Type) [LRGLL]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
Yukumo Blaster	Gr Green [Pr Blue]	--	160 (175)	None	---
Flamethrower	Pr Blue [Sm Blue]	+15%	150 (165)	Fir 28	---
Silver Crown	Sm Green [Gd Green]	+10%	130 (145)	Ice 40	---
Brake Ace	Sm Green [Gd Green]	-10%	150 (165)	Par 18	---
Princess Buster+	Sm Green [Gd Green]	--	150 (165)	Psn 20	O--
Red Rook	Sm Green [Pr Blue]	--	160 (175)	Fir 25	O--

> Gunlance (Normal Shot Type) [LRGLN]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
Eisenritter+	Sm Green [Pr Blue]	--	200 (215)	None	O--
Fang Crusher	Gr Green [Sm Blue]	--	160 (175)	Drp 15	O--
Qurupeco Tipi+	Sm Green [Gd Green]	--	140 (155)	Fir 22	OO-
Roaring Thunder	Gd Green [Pr Blue]	--	160 (175)	Thd 28	O--
Hidden Gunlance	Pr Blue [Sm Blue]	+40%	140 (155)	None	---

> Gunlance (Spread Shot Type) [LRGLS]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
Rex Blast	Pr Blue [Sm Blue]	-20%	170 (185)	None	---
Urukusu Ski+	Sm Green [Gd Green]	--	150 (165)	Ice 32	---
Gold Crown	Sm Green [Pr Blue]	+10%	140 (155)	Thd 40	---
62nd Div Assault	Sm Green [Gd Green]	--	130 (145)	Wtr 20	---

> Hammer [LRHM]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
Iron Fiend	Gd Green [Pr Blue]	--	190 (205)	None	OO-
Breath Core Hammer	Gd Green [Gr Green]	--	150 (165)	Drp 28	---
Gunhammer	Sm Green [Gd Green]	+10%	150 (165)	Fir 22	O--
Frozen Core+	Gd Green [Gd Green]	--	159 (165)	Ice 27	O--
Clashing Thunder	Gd Green [Pr Blue]	--	160 (175)	Thd 26	O--
Divine Resonance	Sm Green [Pr Blue]	--	160 (175)	Wtr 27	O--
Jupiter's Globe	Sm Green [Pr Blue]	--	180 (195)	None	---

Red Beater	Gd Green	[Gr Green]	--	140	(165)	Fir 38	O--
Ludroth Bore Hammer+	Sm Green	[Gd Green]	--	150	(165)	Wtr 35	O--

> Hunting Horn [LRHH]

Weapon Name	Sharpness	[Sharp+1]	Affi	Raw	(ASU)	Attr	Slot
Striped Dragonga	Sm Blue	[Pr White]	-20%	170	(185)	None	---
Magical Charm+	Gd Green	[Pr Blue]	--	130	(145)	Drp 30	---
Agna Accordion	Pr Blue	[Sm Blue]	+15%	140	(155)	Fir 35	---
Barioth Guiro	Gd Green	[Pr Blue]	+20%	140	(155)	Ice 30	---
Roaring Zither	Gd Green	[Pr Blue]	--	150	(165)	Thd 28	O--
Ludroth Voice+	Sm Green	[Pr Blue]	--	150	(165)	Wtr 38	O--
Brutal Sho	Gd Green	[Gr Green]	-10%	160	(175)	None	---
Qurupeco Flugelhorn	Sm Green	[Pr Blue]	--	160	(175)	Fir 15	O--
Blitzworks	Gr Green	[Pr Blue]	--	140	(155)	Thd 36	---

> Lance [LRLNC]

Weapon Name	Sharpness	[Sharp+1]	Affi	Raw	(ASU)	Attr	Slot
Doburo Spear	Gd Green	[Pr Blue]	--	180	(195)	None	---
Undertaker	Gd Green	[Pr Blue]	--	150	(165)	Drp 19	---
Spiral Heat	Gr Green	[Pr Blue]	+15%	140	(155)	Fir 23	---
Fang Lance+	Sm Green	[Pr Blue]	+20%	140	(155)	Ice 22	O--
Parashroom Needle+	Sm Green	[Sm Green]	--	100	(115)	Par 18	---
Shadow Javelin	Sm Green	[Gd Green]	--	130	(145)	Psn 20	O--
Azure Crest+	Gd Green	[Pr Blue]	--	140	(155)	Slp 20	---
Divine Thunder	Gd Green	[Pr Blue]	--	160	(175)	Thd 18	O--
Spiral Lance+	Sm Green	[Pr Blue]	--	160	(175)	Wtr 19	O--
Hidden Stinger	Pr Blue	[Sm Blue]	+40%	150	(165)	None	---
Red Tail	Sm Green	[Gd Green]	--	160	(175)	Fir 18	O--
Drill Lance	Sm Green	[Gd Green]	--	140	(155)	Thd 10	---

> Longsword [LRLS]

Weapon Name	Sharpness	[Sharp+1]	Affi	Raw	(ASU)	Attr	Slot
Hidden Saber+	Sm Blue	[Pr White]	+40%	160	(175)	None	O--
Fang Breaker	Gr Green	[Sm Blue]	--	160	(175)	Drp 10	O--
Flamedancer	Pr Blue	[Sm Blue]	+15%	140	(155)	Fir 25	---
Petal Frost Razor	Gd Green	[Gd Green]	--	150	(165)	Ice 22	---
Infinite Katana+	Sm Green	[Gd Green]	--	130	(145)	Par 21	---
Blood Cross+	Gd Green	[Pr Blue]	--	150	(165)	Psn 35	---
Lightning Splitter	Gd Green	[Pr Blue]	--	160	(175)	Thd 20	O--
Downpour+	Pr Green	[Sm Green]	--	170	(185)	Wtr 16	OO-

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Mountain Sickle      Sm Green [Gd Green]  --  180 (195)  None   ---
Twin Fire Wyvern    Gd Green [Pr Blue]   --  160 (175)  Fir 18  O--
Chain Blade+        Sm Green [Gd Green]  --  170 (185)  Thd 12  O--
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> Switch Axe [LRSA]

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=====
Weapon Name          Sharpness [Sharp+1]  Affi  Raw (ASU)  Attr   Slot
=====
Bone Hacker          Gd Green [Pr Blue]   --    180 (195)  None   OO-
Fire Tempest         Gr Green [Pr Blue]   +10%  150 (165)  Fir 23  O--
Amber Slasher        Sm Green [Gd Green]  +20%  150 (165)  Ice 20  ---
Schlam Catze         Gr Green [Sm Blue]   --    140 (155)  Par 25  ---
Dragon Princess+    Sm Green [Sm Blue]   --    150 (165)  Psn 16  ---
Thunder Axe          Gd Green [Pr Blue]   --    160 (175)  Thd 22  O--
Devilish Chain       Gr Green [Sm Blue]   --    150 (165)  Wtr 20  ---

-----
Hidden Axe           Pr Blue  [Sm Blue]   +40%  140 (155)  None   ---
Peco Spanda+        Sm Green [Gd Green]  --    160 (175)  Fir 18  OO-
=====

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> Sword and Shield [LRSNS]

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=====
Weapon Name          Sharpness [Sharp+1]  Affi  Raw (ASU)  Attr   Slot
=====
Warrior's Sword      Gd Green [Pr Blue]   --    180 (195)  None   OO-
Jhen Shortsword      Gr Green [Gr Green]  +10%  150 (165)  Drg 15  O--
Djinn                Gd Green [Pr Blue]   --    150 (165)  Fir 30  ---
Icy Bite+            Sm Green [Sm Blue]   +25%  150 (165)  Ice 28  O--
Sector Uno Verde     Sm Green [Gd Green]  --    120 (135)  Par 20  O--
Shadow Sabert+       Gd Green [Pr Blue]   --    150 (165)  Psn 27  O--
Slumber Knife        Sm Green [Gd Green]  --    110 (125)  Slp 19  O--
Violent Thunder      Gd Green [Pr Blue]   --    160 (175)  Thd 25  O--
Royal Claw+          Sm Green [Gd Green]  --    160 (175)  Wtr 23  ---

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Baumschnitt          Sm Green [Gd Green]  --    180 (195)  None   O--
Dirty Duke           Pr Green [Sm Green]  --    140 (155)  Psn 36  ---
=====

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> Dual Blades

[HRDB]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot	
Shadow Wing Edge	Pr White	-----	--	200 (215)	None	O--
Humming Insectors	Gd Blue	[Sm White]	--	190 (205)	Drp 18	---
Salamander	Sm Blue	[Sm White]	+35%	180 (195)	Fir 32	---
Snow Gemini	Pr Blue	[Pr White]	--	200 (215)	Ice 30	---
Venom Wings	Pr Blue	[Pr White]	--	180 (195)	Psn 20	---
Gods of Thunder	Pr Blue	[Sm White]	--	210 (225)	Thd 22	O--
Holy Sabers	Gd Blue	[Sm White]	--	210 (225)	Wtr 14	O--
Black Wing Edge	Pr White	-----	+40%	180 (195)	None	OO-
Las Depredadores	Sm Blue	[Pr White]	+10%	210 (215)	Drp 12	O--
Corpse Blades	Sm Blue	[Pr White]	--	210 (225)	Fir 28	O--
Ukanlos Rippers	Sm Green	[Pr Blue]	-20%	250 (265)	Ice 10	---
Giggabolt	Pr Blue	[Pr White]	+15%	190 (205)	Thd 30	---
Monsoon Fans	Pr Blue	[Gd Blue]	-20%	240 (255)	Wtr 6	---

> Greatsword

[HRGS]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot	
Diablos Horn Blade	Gd Blue	[Sm White]	-20%	230 (245)	None	---
Gleaming Obsidian	Gd White	-----	--	190 (205)	Drp 45	OO-
Rathalos Brilliance	Gd Blue	[Pr White]	--	200 (215)	Fir 56	O--
Northern Light	Pr Blue	[Pr White]	-30%	220 (235)	Ice 25	O--
Heijiklinde	Sm Blue	[Sm White]	--	200 (215)	Psn 32	OO-
Dark Lightning	Pr Blue	[Sm White]	--	210 (225)	Thd 35	O--
Division Reaper	Pr Blue	[Pr White]	--	210 (225)	Wtr 32	---
Heigikmund	Pr Blue	[Pr White]	+5%	220 (235)	None	O--
Epitaph Blade	Pr Blue	[Sm White]	-10%	200 (215)	Drp 38	---
Glacier Barrier	Gd Blue	[Pr White]	+35%	180 (195)	Ice 55	---
Arch Demon Greatsword	Sm Blue	[Pr White]	+15%	180 (195)	Thd 60	---
Amassing Cloud	Pr Blue	[Sm Blue]	-20%	240 (255)	Wtr 16	---

> Gunlance (Long Shot Type)

[HRGLL]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot	
Waning Luna	Sm White	-----	--	200 (215)	None	O--
Gun Chariot	Pr Blue	[Pr White]	--	200 (215)	Drp 40	OO-
Agna Magma	Pr Blue	[Pr White]	+15%	200 (215)	Fir 35	---
Ukanlos Hail	Sm Green	[Pr Blue]	-20%	250 (265)	Ice 20	---
Brake Runner	Pr Blue	[Pr White]	-10%	160 (175)	Par 22	---
Thunderbird	Sm Blue	[Sm White]	--	190 (205)	Thd 45	---
Auspicious Rain	Pr Blue	[Sm Blue]	-20%	240 (255)	Wtr 16	---
Yukumo Dive Cannon	Pr Blue	[Sm White]	--	210 (225)	None	---
Silver Crown+	Pr Blue	[Sm White]	+15%	170 (185)	Ice 48	---

> Gunlance (Normal Shot Type) [HRGLN]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
Akantor Decimator	Pr Green [Sm Green]	+35%	250 (265)	None	---
Fang Devastator	Pr Blue [Pr White]	--	210 (225)	Drq 25	O--
Dream Tipi	Pr Blue [Pr White]	--	190 (205)	Fir 24	OO-
Fortune Babushka	Pr Green [Pr White]	--	130 (145)	Par 28	OO-
Radiant Ishtar	Sm Blue [Sm White]	--	200 (215)	Psn 32	O--
Flaming Thunder	Pr Blue [Sm White]	--	210 (225)	Thd 34	O--
Agna Aqua	Pr Blue [Pr White]	+20%	190 (205)	Wtr 48	---
Platinum Crown	Pr Blue [Sm White]	+5%	210 (225)	None	---

> Gunlance (Spread Shot Type) [HRGLS]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
Ancient Exterminator	Pr Blue [Pr White]	--	220 (235)	None	OO-
Obelisk	Sm Blue [Sm White]	-5%	200 (215)	Drq 33	---
Urukusu Sleigh	Pr Blue [Pr White]	--	190 (205)	Ice 40	---
Gold Crown+	Pr Blue [Sm White]	+15%	180 (195)	Thd 48	---
Soldier Assault	Pr Blue [Sm White]	--	200 (215)	Wtr 30	---
Tigrex Gunlance	Pr White -----	-20%	220 (235)	None	---

> Hammer [HRHM]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
Doboru Maul	Sm Blue [Sm White]	--	220 (235)	None	O--
Radiant Obsidian	Gd White -----	--	190 (205)	Drq 40	OO-
Dead Revolver	Pr Blue [Sm White]	+15%	190 (205)	Fir 30	O--
Ice Concussion	Pr Blue [Sm White]	-25%	220 (235)	Ice 25	---
Goguma Hammer	Gd Green [Pr Blue]	--	150 (165)	Par 28	---
Pharmakon	Gr Green [Pr Blue]	--	180 (195)	Psn 32	---
Thunderclap	Pr Blue [Sm White]	--	210 (225)	Thd 32	O--
Ominous Cloud	Pr Blue [Sm Blue]	-20%	240 (255)	Wtr 17	---
Shadow Blitz Breaker	Sm White -----	--	200 (215)	None	O--
Pulsating Core	Sm Blue [Pr White]	-5%	200 (215)	Drq 35	---
Prometheus Crusher	Pr Blue [Pr White]	--	200 (215)	Fir 44	O--
Cocytos	Pr Blue [Pr White]	--	190 (205)	Ice 40	OO-
Lightning Peco	Pr Blue [Pr White]	+10%	190 (205)	Thd 40	OO-
Mohran's Ridge	Sm Blue [Sm White]	--	200 (215)	Wtr 38	O--

> Hunting Horn

[HRHH]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
Tigrex Gong	Pr White -----	-20%	200 (215)	None	---
Avenir Orgel	Sm Blue [Sm White]	--	180 (195)	Drp 35	---
Dzhulvondva	Sm Green [Sm Blue]	--	220 (235)	Fir 20	O--
Frost Hulusi	Pr Blue [Pr White]	-25%	200 (215)	Ice 25	OO-
Blood Scream	Pr Blue [Sm White]	--	170 (185)	Par 16	---
Dark Coffin	Pr Blue [Sm White]	--	170 (185)	Psn 38	O--
Thundering Zither	Sm Blue [Sm White]	--	190 (205)	Thd 34	O--
Autumn Typhoon	Pr Blue [Sm Blue]	-20%	240 (255)	Wtr 16	---
Akantor Deathknell	Pr Green [Sm Green]	+40%	250 (265)	None	---
Gold Recorder	Pr Blue [Pr White]	--	210 (225)	Drp 28	O--
Flame Accordion	Pr Blue [Pr White]	+35%	180 (195)	Fir 45	---
Ukanlos Howler	Sm Green [Pr Blue]	-20%	250 (265)	Ice 16	---
Cello Ve Dos Verde	Gd Green [Pr White]	--	130 (145)	Par 24	O--
Giga Blitzworks	Sm Blue [Sm White]	--	180 (195)	Thd 40	---
Hapuru Harmonics	Pr Blue [Pr White]	--	210 (225)	Wtr 30	---

> Lance

[HRLNC]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
Mountain's Point	Pr Blue [Sm White]	--	220 (235)	None	---
Brilliant Obsidian	Sm White -----	--	190 (205)	Drp 28	O--
Spear of Prominence	Pr Blue [Sm White]	--	200 (215)	Fir 24	O--
Sabertooth	Sm Blue [Sm White]	+25%	180 (195)	Ice 27	OO-
Mighty Parashroom	Gd Green [Pr Blue]	--	120 (135)	Par 22	---
Varuna's Burden	Pr Blue [Pr White]	--	200 (215)	Psn 20	OO-
Great Azure	Pr Blue [Pr White]	--	160 (175)	Slp 25	---
Thunderbolt	Pr Blue [Sm White]	--	210 (225)	Thd 22	O--
Spiral Bore	Pr Blue [Sm White]	--	180 (195)	Wtr 27	OO-
Black Rain	Pr White -----	+40%	180 (195)	None	OO-
Matenro	Pr Blue [Sm White]	-5%	200 (215)	Drp 24	OO-
Special Ops Fox	Sm Blue [Sm White]	--	190 (205)	Fir 25	OO-
Ukanlos Frostshaft	Sm Green [Pr Blue]	-20%	250 (265)	Ice 16	---
Toxic Javelin	Pr Blue [Pr White]	--	190 (205)	Psn 29	O--
Giga Drill Lance	Sm Blue [Sm White]	+15%	200 (215)	Thd 14	O--
Skyscraper	Pr Blue [Sm Blue]	-20%	240 (255)	Wtr 15	---

> Longsword

[HRLS]

Weapon Name	Sharpness [Sharp+1]	Affi	Raw (ASU)	Attr	Slot
Wild Mountain Scythe	Pr Blue [Pr White]	--	220 (235)	None	O--
Jet Black Demise	Gd White -----	--	190 (205)	Drp 34	OO-
Hellish Flamedancer	Pr Blue [Gd White]	+25%	180 (195)	Fir 35	---

Ukanlos Chasm	Sm White	[Pr Blue]	-20%	250	(265)	Ice 14	---
Bonded Shade	Pr Blue	[Sm White]	--	150	(165)	Par 28	O--
Venom Grave	Pr Blue	[Sm Blue]	--	210	(225)	Psn 25	O--
Lightning Striker	Pr Blue	[Sm White]	--	210	(225)	Thd 24	O--
Shark Decapitator	Sm Blue	[Sm White]	+20%	200	(215)	Wtr 25	O--

Gale Saber "Umbra"	Pr White	-----	--	200	(215)	None	O--
Calamitous Agony	Sm Blue	[Sm White]	+10%	200	(215)	Drp 23	O--
Silver Wyvern	Sm Blue	[Sm White]	--	210	(225)	Fir 26	OO-
Snowdrop Ice Blade	Pr Blue	[Pr White]	--	200	(215)	Ice 30	---
La Cantarella	Pr Blue	[Pr White]	--	170	(185)	Psn 40	---
Lost Sanctuary	Pr Blue	[Pr White]	+15%	190	(205)	Thd 30	---
Blossoming Rain	Pr Blue	[Sm Blue]	-20%	240	(255)	Wtr 12	---

> Switch Axe

[HRSA]

Weapon Name	Sharpness	[Sharp+1]	Affi	Raw	(ASU)	Attr	Slot
Jolly Roger Axe	Sm Blue	[Sm White]	--	200	(215)	None	OOO
Black Harvest	Sm White	-----	--	190	(205)	Drp 32	O--
Flame Tempest	Sm Blue	[Pr White]	+10%	200	(215)	Fir 28	O--
Amber Hoarfrost	Sm Blue	[Sm White]	+25%	190	(205)	Ice 28	---
Vermilingua	Pr Blue	[Pr White]	--	170	(185)	Par 18	---
High Randgrid	Sm Blue	[Sm White]	--	190	(205)	Psn 24	---
Cleaving Thunder	Pr Blue	[Sm White]	--	210	(225)	Thd 25	O--
Ivory Rain	Pr Blue	[Sm Blue]	-20%	240	(255)	Wtr 12	---

Daedalus	Pr Blue	[Pr White]	--	210	(225)	None	OO-
Dynamic Qurupeco	Pr Blue	[Sm White]	--	190	(205)	Fir 20	OO-
Schlam Catz	Gr Green	[Sm Blue]	--	140	(155)	Par 25	---
Qurupeco Bolt	Pr Blue	[Pr White]	+5%	190	(205)	Thd 32	OO-
Great Demon Chain	Gd Blue	[Sm White]	+15%	190	(205)	Wtr 26	O--

> Sword and Shield

[HRSNS]

Weapon Name	Sharpness	[Sharp+1]	Affi	Raw	(ASU)	Attr	Slot
Brullenberg	Pr Blue	[Sm White]	--	220	(235)	None	O--
Shining Obsidian	Gd White	-----	--	190	(205)	Drp 37	O--
Golden Falchion	Pr Blue	[Pr White]	--	200	(215)	Fir 40	OO-
Nordic Butcher	Sm Blue	[Sm White]	+30%	180	(195)	Ice 35	O--
Sector Dos Verde	Pr Blue	[Sm Blue]	--	160	(175)	Par 22	O--
Silent Death	Pr Blue	[Pr White]	--	170	(185)	Psn 39	O--
Deep Sleep	Pr Blue	[Sm Blue]	--	180	(195)	Slp 24	OO-
Raging Thunder	Pr Blue	[Sm White]	--	210	(225)	Thd 30	O--
Royal Talon	Pr Blue	[Sm White]	--	190	(205)	Wtr 35	OO-

Saber Bite+	Sm White	-----	--	200	(215)	None	---
Desert's Calm	Sm Blue	[Pr White]	+10%	210	(215)	Drp 15	OO-
Ukanlos Claw	Sm White	[Pr Blue]	-30%	250	(265)	Ice 10	---
Plague Axe	Gd Green	[Pr Blue]	--	210	(225)	Psn 24	OO-
Engulfing Tempest	Pr Blue	[Sm Blue]	-20%	240	(255)	Wtr 13	---

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Contact, Credits and Copyright [CCC]
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I can be contacted either through the private messaging system here on GameFAQs (username Sosiego) or through e-mail at rdmconn@gmail.com.

All information for the weapon tables were taken from the Monster Hunter Portable 3rd weapon trees provided by VioletKIRA on GameFAQs.

Sharpness modifier information for calculations was taken from the Monster Hunter Portable 3rd Damage Formula FAQ provided by Holywoodchuck on GameFAQs.

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