Base Attack Bonus Weapon Finesse Use DEX for melee attack STR / DEX STR Two-handed weapon Of-handed weapon	`		ATT	ACK BO	NUS				7	` D	MG 🗸	CRIT /	
Two-handed weapon (2 less for a light weapon)	Atta	ck +	+	+	>	/	/	/					
Off-hand weapon (2 less for a light weapon)		Weapon Finesse Use	e DEX fo	or melee atta	ck	STR	/	DEX					
Two-weapon fighting Reduces penalty to: -4 -4	Two	o-handed weapon							•	×	1 ¹ / ₂		
Double Slice No damage penalty	Off-	-hand weapon (2 les	s for a lig	ght weapon)		- 6	/	- 10		×	1/2		
Weapon Focus		☐ Two-weapon fight	ing Red	uces penalty	to:	- 4	. /	- 4					
Weapon Focus: +1 Greater Weapon Focus +2 Weapon Specialisation: +2 Greater Weapon Specialisation: +2 Greater Weapon Specialisation: +4 Penetrating Strike Ignore damage reduction up to 10/— Improved Critical / Keen weapon / Keen magical effect ×2. Threat range Base Weapon Greater Penetrating Strike Ignore damage reduction up to 10/— Improved Critical / Keen weapon / Keen magical effect ×2. Threat range Weapon Mastery increased critical range and always confirm critical hits +1 Multiplier Special properties +1 Multiplier Weapon Focus (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Focus (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Focus (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Focus (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Focus (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation (Greater) Improved Critical or Keen weapon Weapon Mastery Weapon Focus Greater Improved Critical or Keen weapon Weapon Mastery Weapon Focus Greater Improved Critical or Keen weapon Weapon Mastery Weapon Focus Improved Critical or Keen weapon Weapon Mastery Weapon Focus Improved Critical or Keen weapon Weapon Mastery Weapon Focus Improved Critical or Keen weapon Weapon Mastery Weapon Focus Improved Critical or Keen weapon Weapon Mastery Weapon Focus Improved Critical or Keen weapon Weapon Mastery Weapon Focus Improved Critical or Keen weapon Weapon Mastery Weapon Focus		☐ Double Slice	No dama	age penalty									
Weapon Focus		Masterwork Doesn	ı't stack v	with magic be	onus		+ 1						
Improved Critical / Keen weapon / Keen magical effect		Weapon Focus:					+ 1						
Improved Critical / Keen weapon / Keen magical effect	JSE8	<u> </u>					+ 2						
Improved Critical / Keen weapon / Keen magical effect	NO.												
Improved Critical / Keen weapon / Keen magical effect	NO.	<u> </u>									+ 4		
Improved Critical / Keen weapon / Keen magical effect	AP												
Weapon Focus Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Mastery Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Mastery Weapon Mastery Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery Weapon Mastery Weapon Mastery Weapon Mastery Weapon Mastery Weapon Mastery Improved Critical or Keen weapon Weapon Mastery	M.												
M'wk Base Weapon Basic d + x Weapon Faining Weapon Focus Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater Improved Critical or Keen weapon Weapon Mastery M'wk Base Weapon Basic d + x Weapon Mastery M'wk Base Weapon M'wk Base Weapon Greater M'wk Base Weapon Greater M'wk Haste Greater M'wk Haste Greater M'wk Greater M'wk Haste Greater M'wk Greater M'wk Haste Grea	-									I Islan			
Special properties	_			creased criti	Cal Fall	ige and an	Nays			THIES		+ 1 Multiplier	
Weapon Focus Greater Improved Critical or Keen weapon Weapon Mastery	' □	M'wk Base weapon								d	+	×	
Weapon Focus Greater Improved Critical or Keen weapon Weapon Mastery	+	Special prope	rties				+			+		Weapon ▼Training	
Weapon Specialisation (Greater)	-	Weapon Focus	(🗆	Greater)		mproved C		al or Keen	weap		□ We	_	
M'wk Base Weapon Basic Damage d + x		Weapon Specialisatio	n (□	Greater)		/	/	/	\Box			ı	
Weapon Focus		Penetrating Strike	(Greater)	<u></u>		_		_	a		الحث ا	
## Special properties ## ## Weapon Training Training Training Training Strike (Greater) Improved Critical or Keen weapon Weapon Mastery										+	×		
Weapon Focus Greater Improved Critical or Keen weapon Weapon Mastery	_	Special prope	rties				_			_			
Weapon Specialisation (<u> </u>	Waapan Facus	(\square	Greater)		mproyed (al or Koon	woon		□ W/	3	
Haste One extra attack at full bonus		Weapon Specialisatio	n (□	Greater)		IIproved C	//	/ /	weap			apon Mastery	
Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger's Favoured Enemy bonus granted to allies within 30ft Half of Ranger	<u></u>	Penetrating Strike	(🗆	Greater)		/	/	/		d	+	×(
Paired Opportunists		Haste One extra att	ack at ful	ll bonus			_	+ 1	_				
Morale Bonus Inspire Courage and similar	JFFS											Favoured Enemy bonus granted to	
Outflank When flanking	B						\geq		\dashv]	
Paired Opportunists When adjacent + 4 to attacks of opportunity Precise Strike When flanking + 1d6 per successive hit Precise Strike When flanking + 1d6 per successive hit Precise Strike When flanking + 1d6 per successive hit Precise Strike When flanking + 1d6 per successive hit Precise Strike When flanking + 1d6 per successive hit Precise Strike Hammer the Gap On a successful attack		- Inspi	ie couraç	je aliu Sililia	1		+			+		J	
Paired Opportunists When adjacent + 4 to attacks of opportunity Precise Strike When flanking + 1d6 per successive hit Precise Strike When flanking + 1d6 per successive hit Precise Strike When flanking + 1d6 per successive hit Precise Strike When flanking + 1d6 per successive hit Precise Strike When flanking + 1d6 per successive hit Precise Strike Hammer the Gap On a successful attack													
Hammer the Gap On a successful attack	RK												
Hammer the Gap On a successful attack	TWO	☐ Paired Opportunists When adjacent + 4 to at							to att				
Hammer the Gap On a successful attack	EAN	Precise Strike When flanking								+	106 pe	r successive hit	
Hammer the Gap	I						_						
Power Attack	SU	BTOTAL BUFFS	& TEAN	AWORK		/						J	
Charge -2 to AC for the rest of the round +2 Vital Strike Extra damage dice +1 die Improved Vital Strike +2 dice + d Greater Vital Strike +3 dice Devastating Strike +2 per extra die + Improved Devastating Strike +2 per die + to confirm criticals		☐ Hammer the Gap	On a su	iccessful atta	ack		_	+1	per sı	uccessi	e hit		
Charge -2 to AC for the rest of the round +2 Vital Strike Extra damage dice +1 die Improved Vital Strike +2 dice + d Greater Vital Strike +3 dice Devastating Strike +2 per extra die + Improved Devastating Strike +2 per die + to confirm criticals	IONS	□ Power Attack								+			
Charge -2 to AC for the rest of the round +2 Vital Strike Extra damage dice +1 die Improved Vital Strike +2 dice + d Greater Vital Strike +3 dice Devastating Strike +2 per extra die + Improved Devastating Strike +2 per die + to confirm criticals	\CT	☐ Furious Focus	Ignore	power attac	k pena	Ity for firs	t atta	ack	_				
Charge -2 to AC for the rest of the round +2 Vital Strike Extra damage dice +1 die Improved Vital Strike +2 dice + d Greater Vital Strike +3 dice Devastating Strike +2 per extra die + Improved Devastating Strike +2 per die + to confirm criticals	CK/	☐ Death or Glory + 4 (+1 at levels 11, 16, 20)					+			+		against larger foes	
Charge -2 to AC for the rest of the round +2 Vital Strike Extra damage dice +1 die Improved Vital Strike +2 dice + d Greater Vital Strike +3 dice Devastating Strike +2 per extra die + Improved Devastating Strike +2 per die + to confirm criticals	TTA	☐ Combat Expertise AC bonus					_						
Urital Strike Extra damage dice + 1 die	A												
Urital Strike Extra damage dice + 1 die		Charge -2 to AC f	or the res	t of the roun	d			+ 2					
Improved Vital Strike	ATTACK								7				
		☐ Improved Vital Strike					+	2 dice	5	+	d]	
		☐ Greater Vital Strike + 3 dice											
	GLE	☐ Devastating Strike +2 per extra die								+			
☐ Critical Focus + 4 to confirm criticals	SIN	☐ Improved Devastating Strike +2 per die					+			to cor	firm critic	als	
☐ Critical Focus + 4 to confirm criticals													
,	_	Critical Focus						+ <u>/</u> 1	to co	nfirm cr	ticals		