

BÔNUS DE ATAQUE				DANO	CRIT
Base Ataque	+	+	+	/ / /	
Bônus					
<input type="checkbox"/> Acuidade com Arma Use DES para ataques corpo a corpo				FOR	
Two-handed weapon				x 1 1/2	
Off-hand weapon (2 less for a light weapon)				x 1/2	
<input type="checkbox"/> Two-weapon fighting Reduces penalty to:				- 4 / - 4	
<input type="checkbox"/> Double Slice No damage penalty				—	
ARMA BÔNUS	Masterwork Doesn't stack with magic bonus			+ 1	
	Weapon Focus:			+ 1	
	Greater Weapon Focus			+ 2	
	Weapon Specialisation:			+ 2	
	Greater Weapon Specialisation			+ 4	
	Penetrating Strike Ignore damage reduction up to 5/—				
	Greater Penetrating Strike Ignore damage reduction up to 10/—				
	Improved Critical / Keen weapon / Keen magical effect				x 2 Threat range
Nível 20 Weapon Mastery Increased critical range and always confirm critical hits				+ 1 Multiplier	
BUFFS	<input type="checkbox"/> M'wk Arma Base Base Dano			d +	x
	<input type="checkbox"/> Special properties			+	Arma Treinamento
	<input type="checkbox"/> Weapon Focus (<input type="checkbox"/> Greater)				
	<input type="checkbox"/> Weapon Specialisation (<input type="checkbox"/> Greater)				
	<input type="checkbox"/> Penetrating Strike (<input type="checkbox"/> Greater)			/ / /	
	<input type="checkbox"/> Improved Critical or Keen weapon				
	<input type="checkbox"/> Weapon Mastery				
	<input type="checkbox"/> Haste One extra attack at full bonus			+ 1	
	<input type="checkbox"/> Favorecido Inimigo			1 2 3	Half of Ranger's Favoured Enemy bonus granted to aliados dentroom
	<input type="checkbox"/> Bônus Moral Inspirar Coragem e Similar			+	
TRABALHO EM EQUIPE TALENTOS	<input type="checkbox"/> Outflank When flanking			+ 4	
	<input type="checkbox"/> Paired Opportunists When adjacent			+ 4 para ataques de oportunidade	
	<input type="checkbox"/> Precise Strike When flanking			+ 1d6 per successive hit	
	SUBTOTAL BUFFS & TEAMWORK				/ / /
ATAQUE AÇÃO	<input type="checkbox"/> Hammer the Gap On a successful attack			+1 per successive hit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> Poder de Ataque			-	+
	<input type="checkbox"/> Focus de Fúria Ignora a penalidade no primeiro poder de ataque				
	<input type="checkbox"/> Death or Glory +4 (+1 at levels 11, 16, 20)			+	against larger foes
	<input type="checkbox"/> Combat Expertise AC bonus			-	
SINGLE ATTACK	Charge -2 to AC for the rest of the round			+ 2	
	<input type="checkbox"/> Vital Strike Extra damage dice			+ 1 die	
	<input type="checkbox"/> Improved Vital Strike			+ 2 dados	
	<input type="checkbox"/> Greater Vital Strike			+ 3 dados	
	<input type="checkbox"/> Devastating Strike +2 per extra die			+	
	<input type="checkbox"/> Improved Devastating Strike +2 per die			+	to confirm criticals
	<input type="checkbox"/> Critical Focus			+ 4 to confirm criticals	