

ATTACK BONUS				DMG	CRIT
Base Attack Bonus $\quad + \quad + \quad + \quad \rightarrow \quad \boxed{\quad / \quad / \quad / \quad}$					
<input type="checkbox"/> Weapon Finesse Use DEX for melee attack $\quad \text{STR} / \text{DEX} \quad$				STR	
Two-handed weapon				$\times 1\frac{1}{2}$	
Off-hand weapon (2 less for a light weapon) $\quad - 6 / - 10 \quad$				$\times \frac{1}{2}$	
<input type="checkbox"/> Two-weapon fighting Reduces penalty to: $\quad - 4 / - 4 \quad$					
<input type="checkbox"/> Double Slice No damage penalty				—	
WEAPON BONUSES	Masterwork Doesn't stack with magic bonus $\quad + 1 \quad$				
	Weapon Focus: $\quad + 1 \quad$				
	Greater Weapon Focus $\quad + 2 \quad$				
	Weapon Specialisation: $\quad + 2 \quad$				
	Greater Weapon Specialisation $\quad + 4 \quad$				
	Penetrating Strike Ignore damage reduction up to $\quad 5 / - \quad$				
	Greater Penetrating Strike Ignore damage reduction up to $\quad 10 / - \quad$				
	Improved Critical / Keen weapon / Keen magical effect $\quad \times 2 \quad$ Threat range				
Level 20 Weapon Mastery Increased critical range and always confirm critical hits $\quad + 1 \quad$ Multiplier					
	<input type="checkbox"/> M'wk Base Weapon $\quad$ Basic Damage $\rightarrow \boxed{d} + \boxed{\quad}$ $\times$ $\quad + \quad$ Special properties $\quad + \quad$ $\rightarrow \boxed{+}$ $\leftarrow$ Weapon Training				
	<input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater) <input type="checkbox"/> Improved Critical or Keen weapon <input type="checkbox"/> Weapon Mastery <input type="checkbox"/> Weapon Specialisation ( <input type="checkbox"/> Greater) <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater) $\quad \boxed{\quad / \quad / \quad / \quad}$ $\boxed{d} + \boxed{\quad}$ $\times$				
	<input type="checkbox"/> M'wk Base Weapon $\quad$ Basic Damage $\rightarrow \boxed{d} + \boxed{\quad}$ $\times$ $\quad + \quad$ Special properties $\quad + \quad$ $\rightarrow \boxed{+}$ $\leftarrow$ Weapon Training				
	<input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater) <input type="checkbox"/> Improved Critical or Keen weapon <input type="checkbox"/> Weapon Mastery <input type="checkbox"/> Weapon Specialisation ( <input type="checkbox"/> Greater) <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater) $\quad \boxed{\quad / \quad / \quad / \quad}$ $\boxed{d} + \boxed{\quad}$ $\times$				
BUFFS	Haste One extra attack at full bonus $\quad + 1 \quad$				
	Favoured Enemy	1 $\quad$	$\boxed{\quad}$		Half of Ranger's Favoured Enemy bonus granted to allies within 30ft
	2 $\quad$	$\boxed{\quad}$			
	3 $\quad$	$\boxed{\quad}$			
Morale Bonus Inspire Courage and similar $\quad + \quad$			$\quad + \quad$		
TEAMWORK FEATS	<input type="checkbox"/> Outflank When flanking $\quad + 4 \quad$				
	<input type="checkbox"/> Paired Opportunists When adjacent $\quad + 4 \quad$ to attacks of opportunity				
	<input type="checkbox"/> Precise Strike When flanking $\quad + 1d6 \quad$ per successive hit				
SUBTOTAL BUFFS & TEAMWORK $\quad \boxed{\quad / \quad / \quad / \quad}$					
ATTACK ACTIONS	<input type="checkbox"/> Hammer the Gap On a successful attack $\quad + 1 \quad$ per successive hit $\quad \square \square \square \square$				
	<input type="checkbox"/> Power Attack $\quad - \quad$ $\rightarrow \boxed{+}$				
	<input type="checkbox"/> Furious Focus Ignore power attack penalty for first attack				
	<input type="checkbox"/> Death or Glory $\quad + 4 \quad$ (+1 at levels 11, 16, 20) $\rightarrow \boxed{+}$ $\rightarrow \boxed{+}$ against larger foes				
<input type="checkbox"/> Combat Expertise AC bonus $\quad - \quad$					
SINGLE ATTACK	Charge $\quad - 2 \quad$ to AC for the rest of the round $\quad + 2 \quad$				
	<input type="checkbox"/> Vital Strike Extra damage dice $\quad + 1 \quad$ die			$\rightarrow \boxed{+} \boxed{d}$	
	<input type="checkbox"/> Improved Vital Strike $\quad + 2 \quad$ dice				
	<input type="checkbox"/> Greater Vital Strike $\quad + 3 \quad$ dice				
	<input type="checkbox"/> Devastating Strike $\quad + 2 \quad$ per extra die $\rightarrow \boxed{+}$				
	<input type="checkbox"/> Improved Devastating Strike $\quad + 2 \quad$ per die $\rightarrow \boxed{+}$ to confirm criticals				
<input type="checkbox"/> Critical Focus $\quad + 4 \quad$ to confirm criticals					