

ATTACK BONUS				DMG	CRIT	
Base Attack Bonus	+	+	+	/ / /		
Dexterity	DEX					
Strength rating (composite bow)	STR					
Penalty for insufficient strength	- 2					
Off-hand weapon (crossbow only)	- 4 / - 8					
<input type="checkbox"/> Two-weapon fighting	Reduces penalty to: - 2 / - 2					
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		
Level 20	Weapon Mastery Increased critical range and always confirm critical hits			+ 1 Multiplier		
WEAPON BONUSES	<input type="checkbox"/> M'wk	Base Weapon		Basic Damage	d +	x
	+	Special properties		+	+	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	/ / /	d +	x	
	<input type="checkbox"/> M'wk	Base Weapon		Basic Damage	d +	x
	+	Special properties		+	+	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	/ / /	d +	x	
BUFFS	Haste	One extra attack at full bonus		+ 1		
	Favoured Enemy	1				Half of Ranger's Favoured Enemy bonus granted to allies within 30ft
	2					
	3					
Morale Bonus	Inspire Courage and similar		+	+		
SUBTOTAL BUFFS & TEAMWORK				/ / /		
ATTACK ACTIONS	<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"/> Point-blank shot	Within 30ft		+1	+1	
	<input type="checkbox"/> Precise shot	No penalty firing into melee				
	<input type="checkbox"/> Clustered shots	Group arrows to overcome damage reduction				
	<input type="checkbox"/> Bullseye shot	Line up shot as a move action		+4		
	<input type="checkbox"/> Focused shot	Within 30ft			INT	
	<input type="checkbox"/> Rapid shot	Extra attack at full		-2		
	<input type="checkbox"/> Manyshot	Shoot two arrows simultaneously				
	<input type="checkbox"/> Snap shot	AoO with a ranged weapon within 5ft				
	<input type="checkbox"/> Improved snap shot	AoO with a ranged weapon within 15ft				
	<input type="checkbox"/> Greater snap shot	Damage and critical confirmation bonus		+		
	<input type="checkbox"/> Shot on the run	Attack at any point during your move				
	<input type="checkbox"/> Vital Strike	Extra damage dice		+ 1 die	+ d	
	<input type="checkbox"/> Improved Vital Strike			+ 2 dice		
	<input type="checkbox"/> Greater Vital Strike			+ 3 dice		
<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		