

BÔNUS DE ATAQUE				DANO	CRIT
Base Ataque _____ + _____ + _____ ➔ <span style="border: 1px solid black; padding: 2px;">/ / /</span> Bônus _____					
<input type="checkbox"/> Acuidade com Arma Use <b>DES</b> para ataques corpo a corpo / <b>DES</b>					
Two-handed weapon				× 1½	
Off-hand weapon (2 less for a light weapon) - 6 / - 10				× ½	
<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				× 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 ➔ <span style="border: 1px solid black; padding: 2px;">d +</span> <span style="border: 1px solid black; padding: 2px;">×</span>				
	+ _____ Special properties _____ + _____ <span style="border: 1px solid black; padding: 2px;">+</span> <span style="border: 1px solid black; padding: 2px;">+</span> Arma Treinamento				
	<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 ) <span style="border: 1px solid black; padding: 2px;">/ / /</span> <span style="border: 1px solid black; padding: 2px;">d +</span> <span style="border: 1px solid black; padding: 2px;">×</span>				
	<input type="checkbox"/> M'wk Arma Base _____ Base Dano ➔ <span style="border: 1px solid black; padding: 2px;">d +</span> <span style="border: 1px solid black; padding: 2px;">×</span>				
	+ _____ Special properties _____ + _____ <span style="border: 1px solid black; padding: 2px;">+</span> <span style="border: 1px solid black; padding: 2px;">+</span> Arma Treinamento				
	<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 ) <span style="border: 1px solid black; padding: 2px;">/ / /</span> <span style="border: 1px solid black; padding: 2px;">d +</span> <span style="border: 1px solid black; padding: 2px;">×</span>				
Haste One extra attack at full bonus + 1					
Favorecido Inimigo	1 _____				Half of Ranger's Favoured Enemy bonus granted to aliados dentroom
	2 _____				
	3 _____				
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 <span style="border: 1px solid black; padding: 2px;">/ / /</span>				
ATAQUE AÇÃO	<input type="checkbox"/> Hammer the Gap On a successful attack +1 per successive hit <span style="border: 1px solid black; padding: 2px;">□ □ □ □</span>				
	<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			+ d	
	<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				