

ATTACK BONUS				DMG	CRIT
Base Attack Bonus + + + → / / /					
<input type="checkbox"/> Weapon Finesse Use DEX for melee attack STR / DEX				STR	
Two-handed weapon				× 1½	
Off-hand weapon (2 less for a light weapon) - 6 / - 10				× 1½	
<input type="checkbox"/> Two-weapon fighting Reduces penalty to: - 4 / - 4					
<input type="checkbox"/> Double Slice No damage penalty				—	
WEAPON BONUSES	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				
Level 20 Weapon Mastery Increased critical range and always confirm critical hits + 1 Multiplier					
	<input type="checkbox"/> M'wk Base Weapon Basic Damage → d +			×	
	+ 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 + ×					
	<input type="checkbox"/> M'wk Base Weapon Basic Damage → d +			×	
	+ 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 + ×					
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 + +					
TEAMWORK FEATS	<input type="checkbox"/> Outflank When flanking + 4				
	<input type="checkbox"/> Paired Opportunists When adjacent + 4 to attacks of opportunity				
	<input type="checkbox"/> Precise Strike When flanking + 1d6 per successive hit				
SUBTOTAL BUFFS & TEAMWORK / / /					
ATTACK ACTIONS	<input type="checkbox"/> Hammer the Gap On a successful attack +1 per successive hit □□□□				
	<input type="checkbox"/> Power Attack - +				
	<input type="checkbox"/> Furious Focus Ignore power attack penalty for first attack				
	<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 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					