

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 Specialization:				+ 2	
Greater Weapon Specialization				+ 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	<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>				
	<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>				
	<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>				
	<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>				
	<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>				
	<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>				
	<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>				
	<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>				
	<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>				
	<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>				
<div> <input type="checkbox"/> M'wk Base Weapon           <div>Basic Damage</div> <div>d +</div> <div>x</div> </div> <div> <div>+</div> <div>Special properties</div> <div>+</div> <div>+</div> <div>Weapon Training</div> </div> <div> <input type="checkbox"/> Weapon Focus ( <input type="checkbox"/> Greater )           <input type="checkbox"/> Improved Critical or Keen weapon           <input type="checkbox"/> Weapon Mastery         </div> <div> <input type="checkbox"/> Weapon Specialization ( <input type="checkbox"/> Greater )         </div> <div> <input type="checkbox"/> Penetrating Strike ( <input type="checkbox"/> Greater )         </div> <div> <div>/ / /</div> <div>d +</div> <div>x</div> </div>					
BUFFS	Haste One extra attack at full bonus + 1				
	Favored Enemy	1			Half of Ranger's Favored 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"/>
	<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 +2per extra die			+		
<input type="checkbox"/> Improved Devastating Strike +2per die			+	to confirm criticals	
<input type="checkbox"/> Critical Focus			+ 4	to confirm criticals	