

BÔNUS DE ATAQUE			DANO	CRIT
Base Ataque Bônus + + + > / / /				
<input type="checkbox"/> Acuidade com Arma Use DES para ataques corpo a corpo / DES			FOR	
Two-handed weapon			x 1 1/2	
Off-hand weapon (2 less for a light weapon) - 6 / - 10			x 1/2	
<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			x 2	Threat range
Nível 20 Weapon Mastery Increased critical range and always confirm critical hits			+ 1	Multiplier
	<input type="checkbox"/> M'wk Arma Base Base Dano > d + x			
	+ Special properties + + 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 ) / / /			d +	x
	<input type="checkbox"/> M'wk Arma Base Base Dano > d + x			
	+ Special properties + + 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 ) / / /			d +	x
BUFFS	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 / / /			
ATAQUE AÇÃO	<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"/> 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				