

| BÔNUS DE ATAQUE | | | | DANO | CRIT |
|--|---|---|---|---|---|
| Base Ataque | + | + | + | / / / | |
| Bônus | | | | | |
| Destreza | | | | DES | |
| Strength rating (composite bow) | | | | FOR | |
| 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 | |
| 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 |
| 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 | + | | | + | |
| SUBTOTAL BUFFS & TEAMWORK | | | | / / / | |
| <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"/> Tiro preciso Sem penalidade para disparo corpo a corpo | | | | | |
| <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 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 | |