Base Base Base Base Base Base Base Base	*		B	BÔNU	S DE A	FAQUE		<i>x</i> (N DANO #	CRIT -	
Two-handed wapon (2 less for a light wapon)	Ataq	ue '	+	+	+	> /	/	/			
Off-hand weapon (2 less for a light weapon)			n Arma	Use DE	Spara ataq	ues corp o a c o	Ro /	DES			
Two-weapon fighting Reduces penalty to: -4 -4 -4	Two-handed weapon								× 1 ¹ / ₂		
Mosterwork Doesn't stack with magic bonus	Off	-hand weapo	n (2 les	s for a li	ght weapon) -	6 /	- 10	× 1/2		
Macterwork Doesn't stack with magic bonus		☐ Two-weap	oon fighti	ing Red	luces penal	ty to:	4 /	- 4			
Weapon Focus: +1 Greater Weapon Focus +2 Weapon Specialisation: +2 Greater Weapon Specialisation: +2 Greater Weapon Specialisation: +2 Greater Penetrating Strike Ignore damage reduction up to 10/— Improved Critical / Keen weapon / Keen magical effect ×2 Threat range Base Dano M*W Arma Base Sase Land Lan	□ Double Slice No damage penalty —										
Weapon Specialisation:		Masterwork	Doesn	't stack	with magic	bonus	+ 1				
Weapon Specialisation: + 2 Greater Weapon Specialisation + 4 Penetrating Strike I pipore damage reduction up to 10/— Improved Critical / Keen weapon / Keen majore of the street of th		Weapon Focus:									
Improved Critical / Keen weapon / Keen magical effect x 2 Threat range 2	SO		·								
Improved Critical / Keen weapon / Keen magical effect x 2 Threat range 2	3ÔN										
Improved Critical / Keen weapon / Keen magical effect x 2 Threat range 2	MA I	<u> </u>							+ 4		
Improved Critical / Keen weapon / Keen magical effect 2 20 Weapon Mastery increased critical range and always confirm critical hits	ARI										
## Special properties	-									x 2 Threat range	
M'wk Arma Base									al hits		
M wk Special properties		Arm			10104004 011	ara rango ano	- arrray o			- I watapilei	
Weapon Focus Greater Improved Critical or Keen weapon Weapon Mastery Weapon Specialisation Greater / / d + x		M'wk							d +	×	
Weapon Specialisation (Greater)	+	Spec	Special properties						+	4	
Penetrating Strike Greater		Weapon Foc						or Keen wea	pon 🗆 We		
M'wk Arma Base				,	,		/	/	d +	×	
Mwk					,,				u		
Weapon Focus Greater Improved Critical or Keen weapon Weapon Mastery	' □	M'wk								×	
Weapon Focus Greater Improved Critical or Keen weapon Weapon Mastery	+	Spec	ial prope	rties			+		+		
Weapon Specialisation (Greater)	-	Weapon Foc	us	([Greater)	☐ Improve		or Keen wea	-		
Haste One extra attack at full bonus		Weapon Spe	cialisatio	,	,		/	/			
Half of Ranger's Favoured Enemy bonus granted to aliados dentraom Bonus Moral Inspirar Corageme Similar	1 _						/		a T	<u></u>	
Bônus Moral Inspirar Corageme Similar										1	
Bônus Moral Inspirar Corageme Similar	CO	migo									
Bônus Moral Inspirar Coragem e Similar Hamber the Gap On a successful attack	UFF										
Outflank When flanking	B							=] <u></u> -	
Hammer the Gap On a successful attack	r-1						_(+		+	J	
Hammer the Gap On a successful attack	JIPE										
Hammer the Gap On a successful attack	EQ	Outfl	ank Wh	nen flank	ing			+ 4			
Hammer the Gap On a successful attack	EM	Paired Opportunists When adjacent + 4 para									
Hammer the Gap On a successful attack	THC	□ Preci	ise Strike	When	flanking				+ 1d6 pe	er successive hit	
Hammer the Gap On a successful attack	ABA	·									
Hammer the Gap On a successful attack	E U	BTOTAL B	BUFFS 8	& TEAI	WWORK		/				
Focus de Fúria Ignora a penalidade no primeiro poder de ataque								+1 per s	successive hit		
Charge -2 to AC for the rest of the round +2 Vital Strike Extra damage dice +1 die Improved Vital Strike +2 dados + d Greater Vital Strike +3 dados Devastating Strike +2 per extra die + Improved Devastating Strike +2 per die +	ÃO	□ Poder de Ataque							+]	
Charge -2 to AC for the rest of the round +2 Vital Strike Extra damage dice +1 die Improved Vital Strike +2 dados + d Greater Vital Strike +3 dados Devastating Strike +2 per extra die + Improved Devastating Strike +2 per die +	ATAQUE AÇ	☐ Focus de Fúria Ignora a penalidade no primeiro poder de ataque									
Charge -2 to AC for the rest of the round +2 Vital Strike Extra damage dice +1 die Improved Vital Strike +2 dados + d Greater Vital Strike +3 dados Devastating Strike +2 per extra die + Improved Devastating Strike +2 per die +		☐ Death or Glory + 4 (+ 1 at levels 11, 16, 20)					+)	+	against larger foes	
□ Vital Strike Extra damage dice + 1 die □ Improved Vital Strike + 2 dados + d □ Greater Vital Strike + 3 dados □ Devastating Strike + 2 per extra die + to confirm criticals		☐ Combat Expertise AC bonus					_				
□ Vital Strike Extra damage dice + 1 die □ Improved Vital Strike + 2 dados + d □ Greater Vital Strike + 3 dados □ Devastating Strike + 2 per extra die + to confirm criticals											
□ Vital Strike Extra damage dice + 1 die □ Improved Vital Strike + 2 dados + d □ Greater Vital Strike + 3 dados □ Devastating Strike + 2 per extra die + to confirm criticals		Charge -2	to AC fo	or the res	st of the rou	ınd		+ 2			
Improved Vital Strike	SINGLE ATTACK						+ 1				
							+ 2	dados	+ d		
			☐ Greater Vital Strike + 3 dados								
		☐ Devastating Strike +2 per extra die							+		
		lr	nproved	Devastat	ing Strike	+2 per die	+		to confirm critic	cals	
□ Critical Focus + 4 to confirm criticals)			
		Critical Focus	S					+ <u>4</u> to co	onfirm criticals		