

| 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                                 |   |
| <input type="checkbox"/> Improved Vital Strike                                     |   |   |   | + 2 dados                               | + d   |
| <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  |