

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	