

ATTACK BONUS				DMG	CRIT	
Base Attack Bonus	+	+	+	/ / /		
Dexterity	DEX					
Strength rating (composite bow)				STR		
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	
Level 20	Weapon Mastery Increased critical range and always confirm critical hits			+ 1	Multiplier	
WEAPON BONUSES	<input type="checkbox"/> M'wk	Base Weapon		Basic Damage	d +	x
	+	Special properties		+	+	Weapon Training
	<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	Base Weapon		Basic Damage	d +	x
	+	Special properties		+	+	Weapon Training
	<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		
	Favoured Enemy	1				Half of Ranger's Favoured Enemy bonus granted to allies within 30ft
	2					
	3					
Morale Bonus	Inspire Courage and similar		+	+		
SUBTOTAL BUFFS & TEAMWORK				/ / /		
ATTACK ACTIONS	<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"/> Point-blank shot	Within 30ft		+1	+1	
	<input type="checkbox"/> Precise shot	No penalty firing into melee				
	<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 dice		
	<input type="checkbox"/> Greater Vital Strike			+ 3 dice		
<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		