

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
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
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				