

| 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 Specialization: | | | | + 2 | |
| Greater Weapon Specialization | | | | + 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 Specialization | (<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 Specialization | (<input type="checkbox"/> Greater) | | | |
| | <input type="checkbox"/> Penetrating Strike | (<input type="checkbox"/> Greater) | / / / | d + | x |
| BUFFS | Haste | One extra attack at full bonus | + 1 | | |
| | Favored Enemy | 1 | | | Half of Ranger's Favored 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"/> 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 | +2per extra die | | + | | |
| <input type="checkbox"/> Improved Devastating Strike | +2per die | + | | to confirm criticals | |
| <input type="checkbox"/> Critical Focus | | + 4 | | to confirm criticals | |