Base Attack Bonus Weapon Finesse Use DEXformelee attack STR / DEX STR  Two-handed weapon (2) less for a light weapon)	<b>x</b>	ATTACK BONUS	*	× DMG *	CRIT 🗾
Two-handed weapon	Atta	ck + + + > /	/ /		
Off-hand weapon (2less for a light weapon)		Weapon Finesse Use DEXfor melee attack STR	/ DEX		
Two-weapon fighting   Reduces penalty to:   -4   -4	Twe	o-handed weapon		× 1 <sup>1</sup> / <sub>2</sub>	
Double Slice No damage penalty	Off	-hand weapon (2less for a light weapon) - 0	6 / - 10	x 1/2	
Masterwork Doesn't stack with magic bonus		☐ Two-weapon fighting Reduces penalty to: — ,	4 / - 4		
Weapon Focus	_	☐ Double Slice No damage penalty		_	
Weapon Specialization   + 2   Weapon Specialization   + 4		Masterwork Doesn't stack with magic bonus	+ 1		
Penetrating Strike Ignore damage reduction up to 5/—  Greater Penetrating Strike Ignore damage reduction up to 10/— Improved Critical / Keen weapon / Keen magical effect  2 0 Weapon Mastery increased critical range and always confirm critical hits			+ 1		
Penetrating Strike Ignore damage reduction up to 5/—  Greater Penetrating Strike Ignore damage reduction up to 10/— Improved Critical / Keen weapon / Keen magical effect  2 0 Weapon Mastery increased critical range and always confirm critical hits	JSES	<u> </u>	+ 2		
Penetrating Strike Ignore damage reduction up to 5/—  Greater Penetrating Strike Ignore damage reduction up to 10/— Improved Critical / Keen weapon / Keen magical effect  2 0 Weapon Mastery increased critical range and always confirm critical hits	MO.	<del></del>		+ 2	
Improved Critical / Keen weapon / Keen magical effect  \$\frac{1}{8}\$ 20 Weapon Mastery   Increased critical range and always confirm critical hits	N B	· ·		+ 4	
Improved Critical / Keen weapon / Keen magical effect  \$\frac{1}{8}\$ 20 Weapon Mastery   Increased critical range and always confirm critical hits	APC				
Weapon Focus   Greater   Improved Critical or Keen weapon   Weapon Mastery	WE		up to 10/—		
M'wk   Base Weapon   Basic   Damage   Damage			1	112	
Damage   d +	_			al hits	+ 1 Multiplier
Weapon Focus   Improved Critical or Keen weapon   Weapon Mastery	<b>'</b> □	M'wk Base Weapon		d +	×
Weapon Focus   Greater   Improved Critical or Keen weapon   Weapon Mastery	-	Special properties			
Penetrating Strike   Greater	<u> </u>	Weapon Focus (□ Greater) □ Improved			
Manage   Meapon   Basic   Damage   Meapon   Participation   Participation		Weapon Specialization (☐ Greater)	/ /		apon wastery
Weapon Focus	<u></u>	Penetrating Strike ( Greater )		d +	×
Special properties	7	M'wk Base Weapon		<u>}</u> d +	×
Weapon Focus   Greater   Improved Critical or Keen weapon   Weapon Mastery	-	Special properties	_ Dalilage	u ·	
Weapon Specialization (   Greater )	<u> </u>				Training
Penetrating Strike   Gerater			Critical or Keen wea	pon 🗆 Wea	apon Mastery
Ballof Ranger's Favored Enemy bonus granted to allies within 30ft    Worale Bonus Inspire Courage and similar			/ /	d +	×
Morale Bonus Inspire Courage and similar    Morale Bonus Inspire Courage and similar		Haste One extra attack at full bonus	+ 1		
Outflank When flanking	SUFFS				Favored Enemy bonus granted to
Outflank When flanking		Morale Bonus Inspire Courage and similar	+	+	]
Paired Opportunists   When adjacent					
Paired Opportunists   When adjacent		□ Outflank When flanking	/		
SUBTOTAL BUFFS & TEAMWORK    Hammer the Gap On a successful attack	ORK			tacks of apportuni	ity
SUBTOTAL BUFFS & TEAMWORK    Hammer the Gap On a successful attack	MW	Precise Strike When flanking	+ <b>4</b> to at		
SUBTOTAL BUFFS & TEAMWORK    Hammer the Gap On a successful attack	FEA	Trease ounce which hanking		. 140 pc	- daddeddive int
Hammer the Gap On a successful attack		DECEMBER OF THE ARMYON A	1 1		1
Power Attack	50				
Charge -2 to ACfor the rest of the round + 2  Vital Strike Extra damage dice + 1 die  Improved Vital Strike + 2 dice + 3 dice  Devastating Strike +2 per extra die + 1 to confirm criticals	S		<b>+1</b> per s	uccessive hit	1
Charge -2 to ACfor the rest of the round + 2  Vital Strike Extra damage dice + 1 die  Improved Vital Strike + 2 dice + 3 dice  Devastating Strike +2 per extra die + 1 to confirm criticals	ATTACK ACTION			+	]
Charge -2 to ACfor the rest of the round + 2  Vital Strike Extra damage dice + 1 die  Improved Vital Strike + 2 dice + 3 dice  Devastating Strike +2 per extra die + 1 to confirm criticals			rst attack		1:
Charge -2 to ACfor the rest of the round + 2  Vital Strike Extra damage dice + 1 die  Improved Vital Strike + 2 dice + 3 dice  Devastating Strike +2 per extra die + 1 to confirm criticals		□ Death or Glory +4 (+1at levels 11, 16, 20)	+	+	against larger foes
Charge -2 to ACfor the rest of the round + 2  Vital Strike Extra damage dice + 1 die  Improved Vital Strike + 2 dice + 3 dice  Devastating Strike +2 per extra die + 1 to confirm criticals		☐ Combat Expertise ACbonus	_		
□ Vital Strike Extra damage dice + 1 die □ Improved Vital Strike + 2 dice + d □ Greater Vital Strike + 3 dice □ Devastating Strike + 2per extra die + to confirm criticals	4				
□ Vital Strike Extra damage dice + 1 die □ Improved Vital Strike + 2 dice + d □ Greater Vital Strike + 3 dice □ Devastating Strike + 2per extra die + to confirm criticals	SINGLE ATTACK	Charge -2 to ACfor the rest of the round	+ 2		
		☐ Vital Strike Extra damage dice	+ 1 die		
		☐ Improved Vital Strike	+ 2 dice	+ d	
		☐ Greater Vital Strike	+ 3 dice		
		☐ Devastating Strike +2per extra die		+	
☐ Critical Focus + 4 to confirm criticals		☐ Improved Devastating Strike +2per die	+	to confirm critic	als
☐ Critical Focus + 4 to confirm criticals					
		Critical Focus	+ <b>∠</b> to co	nfirm criticals	
			•		