

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"/> 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		
	<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	