

PRESTIGE CLASS CONFEDERATE PANTHER WARRIOR

Panther
Warrior
Level

PANTHER WARRIOR

- Level
- 1 ☐ { Wild Shape (Feline only)
Heroic Combat +1
- 2 ☐ Feline Fighting
- 3 ☐ { Scent
Heroic Combat +2
- 4 ☐ Feline Leap
- 5 ☐ { Weapon Pounce
Heroic Combat +3

HEROIC COMBAT

ATTACK BONUS

+

DAMAGE BONUS

+



=

FELINE FIGHTING

- Level
- 2 Take no penalty for fighting while prone

SCENT

- Level
- 3 **SCENT ABILITY**
DURATION
- Panther
Warrior
Level
- mins =

FELINE LEAP

- Level
- 4 Stand from prone without provoking
any attacks of opportunity.

WEAPON POUNCE

- Level
- 5 Charge with two weapons and make a full attack.

WILD SHAPE

Wildshaper
Level

Druid
Level

Panther
Warrior
Level

Times per day

Times Today

= + +

☐
☐
☐
☐

WILD SHAPE

Creature Type



Size
Modifier

ABILITIES

Ability Score	Item Bonus	Temp Bonus	Ability Modifier
<input type="text"/>	<input type="text"/>	<input type="text"/>	STR
<input type="text"/>	<input type="text"/>	<input type="text"/>	DEX
<input type="text"/>	<input type="text"/>	<input type="text"/>	CON

Modifier = (Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS

Misc

INIT = DEX +

SPEED

Temp Speed

ft sq

ft sq

MANOEUVRES

COMBAT MANOEUVRE BONUS

Size
Modifier

CMB = Base
Attack + STR +

COMBAT MANOEUVRE DEFENCE

CMD = 10 + STR + DEX + Dodge
Modifier + Deflection
Modifier + Base
Attack Bonus + Size
Modifier + Misc

ARMOUR CLASS

ARMOUR CLASS

AC = 10 + DEX + Natural
Armour - Size
Modifier + Misc

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + - Size
Modifier + Misc

TOUCH ARMOUR CLASS

AC = 10 + DEX / - Size
Modifier + Misc

Temp AC

Spell Resistance Damage Reduction

AC

/

SPECIAL ABILITIES

ATTACKS

Range

ft sq

Attack Bonus Damage Critical

Range

ft sq

Attack Bonus Damage Critical

Range

ft sq

Attack Bonus Damage Critical

Range

ft sq

Attack Bonus Damage Critical

Dodge
Modifier

Deflection
Modifier

Base
Attack Bonus

Size
Modifier

Misc

SAVES

Base Misc

FORTITUDE SAVE

FORT = CON +

REFLEX SAVE

REF = DEX +