

# PRESTIGE CLASS CONFEDERATE PANTHER WARRIOR

Panther  
Warrior  
Level

## PANTHER WARRIOR

- Level 1 ☐ { Wild Shape (Feline only)  
Heroic Combat +1
- Level 2 ☐ Feline Fighting
- Level 3 ☐ { Scent  
Heroic Combat +2
- Level 4 ☐ Feline Leap
- Level 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"/>	<b>STR</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>DEX</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>CON</b>

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** +  +  +  + **BAB** +  +  +

## ARMOUR CLASS

### ARMOUR CLASS

**AC** = 10 + **DEX** +  -  +

### FLAT-FOOTED ARMOUR CLASS

**AC** = 10 / +  -  +

### TOUCH ARMOUR CLASS

**AC** = 10 + **DEX** / -  +

Temp AC

Spell Resistance Damage Reduction

**AC**

/

## SPECIAL ABILITIES

## ATTACKS

Range  Attack Bonus  Damage  Critical   
ft sq

Range  Attack Bonus  Damage  Critical   
ft sq

Range  Attack Bonus  Damage  Critical   
ft sq

Range  Attack Bonus  Damage  Critical   
ft sq

Dodge  
Modifier

Deflection  
Modifier

Base  
Attack Bonus

Size  
Modifier

Misc

## SAVES

Base Misc

### FORTITUDE SAVE

**FORT** = **CON** +  +

### REFLEX SAVE

**REF** = **DEX** +  +