

# 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"/>	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

BAB

## ARMOUR CLASS

### ARMOUR CLASS

AC = 10 + DEX +

Natural  
Armour

Size  
Modifier

Misc  
Modifier

### FLAT-FOOTED ARMOUR CLASS

AC = 10 / +

### TOUCH ARMOUR CLASS

AC = 10 + DEX / -

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

## SAVES

### FORTITUDE SAVE

FORT = CON +

Base Misc

### REFLEX SAVE

REF = DEX +