

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 MANEUVER BONUS

Size
Modifier

CMB = Base
Attack + **STR** +

COMBAT MANEUVER DEFENCE

CMD = 10 + **STR** + **DEX** + + + + **BAB** +

ARMOR CLASS

ARMOR CLASS

AC = 10 + **DEX** + -

FLAT-FOOTED ARMOR CLASS

AC = 10 / + -

TOUCH ARMOR 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

+ + +

ARMOR CLASS

SAVES

Base Misc

ARMOR CLASS

AC = 10 + **DEX** + -

FLAT-FOOTED ARMOR CLASS

AC = 10 / + -

TOUCH ARMOR CLASS

AC = 10 + **DEX** / -

Temp AC

Spell Resistance Damage Reduction

AC

/

SPECIAL ABILITIES

FORTITUDE SAVE

FORT = **CON** + +

REFLEX SAVE

REF = **DEX** + +