

# 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

### 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

Dodge  
Modifier

Deflection  
Modifier

Base  
Attack Bonus

Size  
Modifier

Misc

BAB

## ARMOUR CLASS

### ARMOUR CLASS

AC = 10 + DEX +

Natural  
Armour

Size  
Modifier

Misc

### FLAT-FOOTED ARMOUR CLASS

AC = 10 / +

### TOUCH ARMOUR CLASS

AC = 10 + DEX / -

Temp AC

Spell Resistance Damage Reduction

AC

/

## SPECIAL ABILITIES

## SAVES

Base Misc

### FORTITUDE SAVE

FORT = CON +

### REFLEX SAVE

REF = DEX +