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 ABIILITY DURATION

mins = Panther Warrior Level _____

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
STR				
DEX				
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 + _____ + _____ + BAB + _____ + _____

Dodge Modifier | Deflection Modifier | Base Attack Bonus | Size Modifier | Misc

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			
ft sq			

ARMOUR CLASS

ARMOUR CLASS — Natural Armour — Size Modifier — Misc

AC = 10 + DEX + _____ - _____ + _____

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + _____ - _____ + _____

TOUCH ARMOUR CLASS

AC = 10 + DEX / - _____ + _____

Temp AC — Spell Resistance — Damage Reduction

AC _____ / _____

SAVES

Base — Misc

FORTITUDE SAVE

FORT = CON + _____ + _____

REFLEX SAVE

REF = DEX + _____ + _____

SPECIAL ABILITIES