WILD SHAPE	Creature Type	Size Modifier
ABILITIES	ATTACK	S
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEX DEX	ft sq	
CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2	Range Attack Bonus	Damage Critical
COMBAT INITIATIVE BONUS Misc Initiative	ft sq	
INIT = DEX+		
SPEED Temp Speed	Range Attack Bonus	Damage Critical
ft sq ft sq	ft sq	
COMBAT MANOEUVRES		
COMBAT MANOEUVRE Size BONUS Modifier Misc	Range Attack Bonus	Damage Critical
CMB = % X + STR + 1 + + + + + + + + + + + + + + + + +	ft sq	
COMBAT MANOEUVRE Dodg DEFENCE Modifi	e Deflection Base Siz er Modifier Attack Bonus Modif	
(CMD)= 10 + STR + DEX +	+ + (BAB) +	+ +
ARMOUR CLASS		SAVES
	ze lifier Misc FORTITUDE SA V	Base Misc Temp VE
AC = 10 + DEX + -	+ FORT = CON +	+
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE	
AC = 10 / + - TOUCH ARMOUR CLASS	REF = DEX +	+
AC = 10 + DEX / -	+ PO	RTRAIT
Temp AC Spell Resistance Damage Reduction	<u></u>	
AC / J		
SPECIAL ABILITIES	*	
		,

WILD SHAPE	Creature Type	Size Modifie
ABILITIES	ATTACKS	,
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEX DEX	ft sq	
CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2	Range Attack Bonus	Damage Critical
COMBAT	ft sq	
INITIATIVE BONUS Misc Initiative	54	
INIT = DEX+		
SPEED Temp Speed	Range Attack Bonus	Damage Critical
ft sq ft sq	ft sq	
COMBAT MANOEUVRES		
COMBAT MANOEUVRE Size BONUS Modifier Misc	Range Attack Bonus	Damage Critical
(CMB) = % 5 + STR + 11 +		
COMBAT MANOEUVRE Dodg DEFENCE Modif		Morale r Misc Bonus
(CMD)= 10 + STR + DEX +	+ + BAB +	+ +
ARMOUR CLASS	SA	VES
Natural S	Size I	Base Misc Temp
	odifier Misc FORTITUDE SAVE	
AC = 10 + DEX + -	FORT = CON +	+
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE	
TOUCH ARMOUR CLASS	REF = DEX +	+
AC = 10 + DEX / -	POR	TRAIT
	<u>`</u>	
Temp AC Spell Resistance Damage Reduction		
AC /		
SPECIAL ABILITIES	,	

Size