

WILD SHAPE

Creature Type



Size
Modifier

ABILITIES

Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR			STR
DEX			DEX
CON			CON

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS Misc Initiative

INIT = DEX +

SPEED Temp Speed

ft sq ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS

CMB = Base Attack + STR + Size Modifier + Misc

COMBAT MANOEUVRE DEFENCE

CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier + Base Attack Bonus + Size Modifier + Misc + Morale Bonus

ARMOUR CLASS

ARMOUR CLASS

AC = 10 + DEX + Natural Armour - Size Modifier + Misc

FLAT-FOOTED ARMOUR CLASS

AC = 10 + Misc - Size Modifier

TOUCH ARMOUR CLASS

AC = 10 + DEX + Misc - Size Modifier

Temp AC Spell Resistance Damage Reduction

AC /

SPECIAL ABILITIES

ATTACKS

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

SAVES

Base Misc Temp

FORTITUDE SAVE

FORT = CON + Misc + Temp

REFLEX SAVE

REF = DEX + Misc + Temp

PORTRAIT

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