| WILD SHAPE | Creature Type | Size Modifier |
|---|---------------------------------------|---------------------------------|
| ABILITIES . | ATTA | CKS |
| Ability Item Temp Ability Score Bonus Bonus Modifier | | |
| STR STR | Range Attack Bon | us Damage Critical |
| DEX DEX | ft sq | |
| CON CON | | |
| Ability Modifier = (Total Ability Score - 10) ÷ 2 | Range Attack Bon | us Damage Critical |
| COMBAT | ft sq | |
| INITIATIVE BONUS Misc Initiative INIT = DEX+ | | |
| SPEED Temp Speed | Range Attack Bon | us Damage Critical |
| ft sq ft sq | ft sq | |
| COMBAT MANEUVERS COMBAT MANEUVER Size | Attack Bon | uo Damana Gribial |
| BONUS Modifier Misc | Range | us Damage Critical |
| CMB = % 30 + STR + 1 + | ft sq | |
| COMBAT MANEUVER Dodg DEFENSE Modifi | | Size Morale lodifier Misc Bonus |
| CMD = 10 + STR + DEX + | + + BAB + | † + + |
| ARMOR CLASS | / X | SAVES |
| | ize difier Misc FORTITUDE (| Base Misc Temp |
| AC = 10 + DEX + - | 2 | V+ + |
| FLAT-FOOTED ARMOR CLASS | REFLEX SAVI | |
| AC = 10 / + - 1 | + REF = DEX | X+ + |
| TOUCH ARMOR CLASS | 3 | PORTRAIT |
| AC = 10 + DEX / - | + | ORTRAIT |
| Temp AC Spell Resistance Damage Reduction | | |
| AC / | | |
| SPECIAL ABILITIES | | |
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| WILD SHAPE | Creature Type | Size Modifier |
|---|---|----------------------|
| ABILITIES | ATTACKS | , |
| Ability Item Temp Ability Score Bonus Bonus Modifier | | |
| STR STR | Range Attack Bonus | Damage Critical |
| DEXDEX | ft sq | |
| CON CON | | |
| Ability Modifier = (Total Ability Score - 10) ÷ 2 COMBAT | Range Attack Bonus | Damage Critical |
| INITIATIVE BONUS Misc Initiative | ft sq | |
| INIT = DEX+ | | |
| SPEED Temp Speed | Range Attack Bonus | Damage Critical |
| ft sq ft sq | ft sq | |
| COMBAT MANEUVERS COMBAT MANEUVER Size | Attack Bonus | Damage Critical |
| BONUS Modifier Misc CMB = 80 70 10 10 10 10 10 10 10 10 10 10 10 10 10 | Range ft sq | Daniage |
| COMBAT MANEUVER Dodge DEFENSE Modifie | | Morale Misc Bonus |
| CMD = 10 + STR + DEX + | + + (BAB) + 11 | + + |
| ARMOR CLASS | SAT | VES |
| | ize Ba difier Misc FORTITUDE SAVE | ase Misc Temp |
| AC = 10 + DEX + - | + FORT = CON+ | + |
| FLAT-FOOTED ARMOR CLASS | REFLEX SAVE | |
| AC = 10 / + | 1 + REF = DEX + | + |
| AC = 10 + DEX / - | PORT | 'RAIT |
| | !! · | |
| Temp AC Spell Resistance Damage Reduction | | |
| AC / | | |
| SPECIAL ABILITIES | | |
| | | |
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Size