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 MANEUVERS

COMBAT MANEUVER
BONUS   Size Modifier   Misc

CMB = Base Attack + STR + +

COMBAT MANEUVER
DEFENSE   Dodge Modifier   Deflection Modifier   Base Attack Bonus   Size Modifier   Misc   Morale Bonus

CMD = 10 + STR + DEX + + + BAB + + +

ARMOR CLASS

		Natural Armor	Size Modifier	Misc
ARMOR CLASS	AC = 10 + DEX +	−		+

FLAT-FOOTED ARMOR CLASS

AC = 10 / + − +

TOUCH ARMOR CLASS

AC = 10 + DEX / − +

Temp AC   Spell Resistance   Damage Reduction

AC   /

SPECIAL ABILITIES

ATTACKS

Range		Attack Bonus	Damage	Critical
ft	sq			

Range		Attack Bonus	Damage	Critical
ft	sq			

Range		Attack Bonus	Damage	Critical
ft	sq			

Range		Attack Bonus	Damage	Critical
ft	sq			

SAVES

		Base	Misc	Temp
FORTITUDE SAVE	FORT = CON +	+		
REFLEX SAVE	REF = DEX +	+		

PORTRAIT