

WILD SHAPE

Druid Level

Creature Type

Size

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

ft

sq

Temp Speed

ft

sq

GRAPPLE BONUS

=

Base Attack

+

STR

+

x 4

+

Size Modifier x4

Misc

SAVES

FORTITUDE SAVE

FORT

=

CON

+

Base

Misc

Temp

REFLEX SAVE

REF

=

DEX

+

Base

Misc

Temp

PORTRAIT

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			

ARMOUR CLASS

ARMOUR CLASS

AC

=

10

+

DEX

+

-

+

Natural Armour

Size Modifier

Misc Modifier

FLAT-FOOTED ARMOUR CLASS

AC

=

10

/

+

-

+

TOUCH ARMOUR CLASS

AC

=

10

+

DEX

/

-

+

Temp AC

Spell Resistance

Damage Reduction

AC

/

SPECIAL ABILITIES

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COMBAT

INITIATIVE BONUS

Misc

Initiative

INIT

=

DEX

+

SPEED

ft

sq

Temp Speed

ft

sq

GRAPPLE BONUS

=

Base Attack

+

STR

+

x 4

+

Size Modifier x4

Misc

SAVES

FORTITUDE SAVE

FORT

=

CON

+

Base

Misc

Temp

REFLEX SAVE

REF

=

DEX

+

Base

Misc

Temp

PORTRAIT

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			

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Range	Attack Bonus	Damage	Critical
ft sq			

ARMOUR CLASS

ARMOUR CLASS

AC

=

10

+

DEX

+

-

+

Natural Armour

Size Modifier

Misc Modifier

FLAT-FOOTED ARMOUR CLASS

AC

=

10

/

+

-

+

TOUCH ARMOUR CLASS

AC

=

10

+

DEX

/

-

+

Temp AC

Spell Resistance

Damage Reduction

AC

/

SPECIAL ABILITIES