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   Size Modifier   Misc

CMB = Base Attack + STR + +

COMBAT MANOEUVRE DEFENCE   Dodge Modifier   Deflection Modifier   Base Attack Bonus   Size Modifier   Misc   Morale Bonus

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

ATTACKS

Range		Attack Bonus	Damage	Critical
	ft sq			

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	ft sq			

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	ft sq			

Range		Attack Bonus	Damage	Critical
	ft sq			

ARMOUR CLASS

		Natural Armour	Size Modifier	Misc
ARMOUR CLASS	AC = 10 + DEX +	−		+
FLAT-FOOTED ARMOUR CLASS	AC = 10 / +	−		+
TOUCH ARMOUR CLASS	AC = 10 + DEX /	−		+

Temp AC   Spell Resistance   Damage Reduction

AC   /

SAVES

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

PORTRAIT

SPECIAL ABILITIES