

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

+

Misc

SAVES

FORTITUDE SAVE

FORT

=

CON

+

+

Temp

REFLEX SAVE

REF

=

DEX

+

+

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

WILD SHAPE

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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

+

Misc

SAVES

FORTITUDE SAVE

FORT

=

CON

+

+

Temp

REFLEX SAVE

REF

=

DEX

+

+

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