WILD SHAPE	Creature Type	Size Modifier
ABILITIES *	ATTACKS	
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEX DEX	ft sq	
CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2	Range Attack Bonus	Damage Critical
COMBAT 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 BONUS Modifier Misc	Range Attack Bonus	Damage Critical
CMB = g y y + STR + 1 +	ft sq	
COMBAT MANEUVER Dodg DEFENSE Modifi	e Deflection Base Size er Modifier Attack Bonus Modifie	Morale er Misc Bonus
CMD = 10 + STR + DEX +	+ + BAB +	+ +
ARMOR CLASS	SA	AVES
	ize difier Misc FORTITUDE SAV	Base Misc Temp
AC = 10 + DEX + -	+ FORT = CON+	
FLAT-FOOTED ARMOR CLASS	REFLEX SAVE	
AC = 10 / +	+ REF = DEX +	+
AC = 10 + DEX / -	POR	TRAIT
	<u> </u>	
Temp AC Spell Resistance Damage Reduction		
SPECIAL ABILITIES		
		J

WILD SHAPE	Creature Type	Size Modifier
ABILITIES	ATTACKS	* (
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEX DEX	ft sq (
CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2	Attack Bonus	Damage Critical
COMBAT	Kange	Banage
NITIATIVE 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 BONUS Modifier Misc	Range Attack Bonus	Damage Critical
CMB = % # + STR + # +	ft sq	
COMBAT MANEUVER Dodge DEFENSE Modifie		Morale
CMD = 10 + STR + DEX +	/\ <u></u>	Misc Bonus
	`/	
ARMOR CLASS Natural Si		VES ase Misc Temp
ARMOR CLASS Armor Mod	lifier Misc FORTITUDE SAVE	
AC = 10 + DEX + -	+ FORT = CON+	+
FLAT-FOOTED ARMOR CLASS	REFLEX SAVE	
AC = 10 / +	REF = DEX +	+
AC = 10 + DEX / - 1	+ PORT	TRAIT
Temp AC Spell Resistance Damage Reduction	<u></u>	
AC		
SPECIAL ABILITIES	* (