

## 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

ARMOR CLASS    Natural Armor    Size Modifier    Misc

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			
ft sq			
ft sq			
ft sq			

### SAVES

Base    Misc    Temp

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

REF = DEX + +

### PORTRAIT

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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

ARMOR CLASS    Natural Armor    Size Modifier    Misc

AC = 10 + DEX + - +

FLAT-FOOTED ARMOR CLASS

AC = 10 / + - +

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AC = 10 + DEX / - +

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AC /

### SPECIAL ABILITIES

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Range	Attack Bonus	Damage	Critical
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ft sq			
ft sq			
ft sq			

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