WILD SHAPE	Creature Type	Size Modifier
ABILITIES	ATTACK	S
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 MANOEUVRES		
COMBAT MANOEUVRE Size BONUS Modifier Misc	Range Attack Bonus	Damage Critical
$\begin{array}{c} \hline \text{CMB} = \underset{\text{S}}{\text{gg}} + \text{STR} + \uparrow \uparrow \uparrow + \\ \hline \end{array}$	ft sq	
COMBAT MANOEUVRE Dodg	e Deflection Base Sizer Modifier Attack Bonus Modif	
CMD = 10 + STR + DEX +	,	+ +
ARMOUR CLASS		SAVES
Natural S	ize difier Misc FORTITUDE SA N	Base Misc Temp
$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	+ FORT = CON+	
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE	
AC = 10 / +	+ REF = DEX +	+
AC = 10 + DEX / -	PO	RTRAIT
	'!!†	
Temp AC Spell Resistance Damage Reduction		
AC /		
SPECIAL ABILITIES	*	
		J

WILD SHAPE	Creature	Туре			Size Modifier
ABILITIES	×		ATTACKS		,
Ability Item Temp Ability Score Bonus Bonus Modifier					
STR STR	Range		Attack Bonus	Damage	Critical
DEX DEX	litalige	ft	sq		
			оч <u></u>		
Ability Modifier = (Total Ability Score - 10) ÷ 2			Attack Bonus	Damaga	Oritical
COMBAT	Range		Attack Bollus	Damage	Critical
INITIATIVE BONUS Misc Initiative	_	ft	sq		
INIT = DEX+					
SPEED Temp Speed	Range		Attack Bonus	Damage	Critical
ft sq ft sq		ft	sq		
COMBAT MANOEUVRES					
COMBAT MANOEUVRE Size BONUS Modifier Misc	Range		Attack Bonus	Damage	Critical
$\begin{array}{c} \hline CMB = \frac{8}{8} \frac{7}{8} + STR + \frac{1}{10} + \frac{1}{10} \end{array}$		ft	sq		
COMBAT MANOEUVRE Dodge DEFENCE Modifie		ection difier	Base Size Attack Bonus Modifier	Misc	Morale Bonus
CMD = 10 + STR + DEX +	+	4	BAB +	+	+
ARMOUR CLASS			SAY	VES	
Natural S	ize		Ba	ase Misc	Temp
	difier .	Misc	FORTITUDE SAVE		
AC = 10 + DEX + -			FORT = CON +	+_	
AC = 10 / + - 1	+		REFLEX SAVE REF = DEX +	+	
TOUCH ARMOUR CLASS	!!		·	<u> </u>	
AC = 10 + DEX / -	+_		PORT	RAIT	<i>*</i>
Temp AC Spell Resistance Damage Reduction					
AC /					
SPECIAL ABILITIES		x (
			1		
			· [