

## 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 + + +

### ARMOUR CLASS

ARMOUR CLASS    Natural Armour    Size Modifier    Misc

AC = 10 + DEX + - +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + - +

TOUCH ARMOUR CLASS

AC = 10 + DEX / - +

Temp AC    Spell Resistance    Damage Reduction

AC /

### SPECIAL ABILITIES

### 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

### SAVES

Base    Misc    Temp

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

REF = DEX + +

### PORTRAIT

## 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 + + +

### ARMOUR CLASS

ARMOUR CLASS    Natural Armour    Size Modifier    Misc

AC = 10 + DEX + - +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + - +

TOUCH ARMOUR CLASS

AC = 10 + DEX / - +

Temp AC    Spell Resistance    Damage Reduction

AC /

### SPECIAL ABILITIES

### 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

### SAVES

Base    Misc    Temp

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

REF = DEX + +

### PORTRAIT