WILD SHAPE	Creature Type	Size Modifier
ABILITIES	ATTACKS	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
CMB = % X + STR + 11 +	ft sq	
COMBAT MANOEUVRE Dodg DEFENCE Modifi		
(CMD)= 10 + STR + DEX +	+ + BAB +	+ +
ARMOUR CLASS	S	AVES
	ze difier Misc <b>FORTITUDE SAV</b>	Base Misc Temp
AC = 10 + DEX + -	+ FORT = CON +	
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE	
AC = 10 / +	* REF = DEX +	+
AC = 10 + DEX / -	POF	RTRAIT
Temp AC Spell Resistance Damage Reduction		
AC Spell resistance Damage reduction		
SPECIAL ABILITIES		
		,

WILD SHAPE	Creature Type	Size Modifier
ABILITIES	ATTACKS	<b>*</b>
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	Range	Juniage Sinisa.
NITIATIVE 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
CMB = 8 8 8 + STR + 4 +	ft sq	
COMBAT MANOEUVRE Dodge DEFENCE Modifie	Deflection Base Size or Modifier Attack Bonus Modifier	Morale Misc Bonus
CMD = 10 + STR + DEX +	/	+ +
ARMOUR CLASS		VES
Natural S	ze Ba	ase Misc Temp
	lifier Misc FORTITUDE SAVE	
AC = 10 + DEX + -	+ FORT = CON +	+
AC = 10 / + - 1	REFLEX SAVE	
TOUCH ARMOUR CLASS		_+
AC = 10 + DEX / -	+ PORT	'RAIT *
Temp AC Spell Resistance Damage Reduction		
AC /		
SPECIAL ABILITIES		