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

$CMB = \text{Base Attack} + STR + \text{⚊} +$

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 _____   _____ / _____

SAVES

		Base	Misc	Temp
FORTITUDE SAVE	FORT = CON +	+	+	
REFLEX SAVE	REF = DEX +	+	+	

ATTACKS

Range ____ ft   sq   Attack Bonus   Damage   Critical

Range ____ ft   sq   Attack Bonus   Damage   Critical

Range ____ ft   sq   Attack Bonus   Damage   Critical

Range ____ ft   sq   Attack Bonus   Damage   Critical

PORTRAIT

SPECIAL ABILITIES