WILD SHAPE

Druid Level

Creature Type

Size

Size Modifier

ABILITIES

	Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR				STR
CON				CON
DEX				DEX

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS

INIT = DEX + Misc = Initiative

SPEED ft sq

Temp Speed ft sq

GRAPPLE BONUS

= Base Attack + STR + Size Modifier x4 + Misc

SAVES

FORTITUDE SAVE

FORT = CON + Base + Misc = Temp

REFLEX SAVE

REF = DEX + Base + Misc = Temp

PORTRAIT

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			
ft sq			

ARMOUR CLASS

ARMOUR CLASS

AC = 10 + DEX + Natural Armour − Size Modifier + Misc Modifier

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + − +

TOUCH ARMOUR CLASS

AC = 10 + DEX / − +

Temp AC AC

Spell Resistance

Damage Reduction /

SPECIAL ABILITIES

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SPECIAL ABILITIES