WILD SHAPE

Druid Level

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

CMD = 10 + STR + DEX + + + BAB + +

Dodge Modifier   Deflection Modifier   Base Attack Bonus   Size Modifier   Misc   Morale Bonus

ARMOUR CLASS

ARMOUR CLASS   Natural Armour   Size Modifier   Misc Modifier

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			

Range		Attack Bonus	Damage	Critical
	ft sq			

SAVES

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

PORTRAIT