WILD SHAPE Druid Level	Creature Type	Size Modifier		WILD SHAPE Druid Level				Size Modifier
ABILITIES	ATTAC	CKS		ABILITIES	7 1	ATTACKS		*
Ability Item Temp Ability Score Bonus Bonus Modifier					Ability Modifier			
STR STR	Range Attack Bonu	ns Damage Critical		_	STR Range	Attack Bonus	Damage	Critical
DEX DEX	ft sq			DEX	DEX ft	sq		
CON				CON	CON			
Ability Modifier = (Total Ability Score - 10) ÷ 2 COMBAT	Range Attack Bond	Damage Critical		Ability Modifier = (Total Ability Score -	range ft	Attack Bonus	Damage	Critical
INIT = DEX+				INIT = DEX+	itiative			
ft sq Temp Speed	Range Attack Bonu	Damage Critical			Speed Range t sq ft	sq Attack Bonus	Damage	Critical
COMBAT MANOEUVRES COMBAT MANOEUVRE Size Modifier Misc CMB = 2 2 2 + STR + + + +	Range Attack Bonu	ıs Damage Critical		COMBAT MANOEUVRE COMBAT MANOEUVRE BONUS Size Modifier CMB = 20 7 7 8 4 7 8 1	Misc Range	Attack Bonus	Damage	Critical
COMBAT MANOEUVRE Dodg		Size Morale odifier Misc Bonus		COMBAT MANOEUVRE DEFENCE	Dodge Deflection Modifier Modifier		Misc	Morale Bonus
CMD = 10 + STR + DEX +		+ +		[CMD] = 10 + STR + DEX	+ +	+ BAB + 1	+	+
ARMOUR CLASS		SAVES		ARMOUR CLA	ASS	SA	VES	, i
Natural S ARMOUR CLASS Armour Mo	ize Misc difier Modifier FORTITUDE S	Base Misc Temp		ARMOUR CLASS Armo	ral Size Misc ur Modifier Modifie	er FORTITUDE SAVE	ase Misc	Temp
AC = 10 + DEX + -	+ FORT = CON			AC = 10 + DEX +		FORT = CON+	+	
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE		l į	FLAT-FOOTED ARMOUR CLASS	!!	REFLEX SAVE		
AC = 10 / +	+ REF = DEX	+ + -		AC = 10 / + TOUCH ARMOUR CLASS	- 11 +	REF = DEX+	+	
AC = 10 + DEX / -	† F	PORTRAIT		AC = 10 + DEX /	- 11 +	PORT	ΓRAIT	*
Temp AC Spell Resistance Damage Reduction				Temp AC Spell Resistance Damage Re	eduction			
AC [AC /	_			
SPECIAL ABILITIES				SPECIAL ABILI	TIES	1		
						_ [
						-		
		4				- ,		