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

				Dodge Modifier	Deflection Modifier	Base Attack Bonus	Size Modifier	Misc	Morale Bonus
CMD	= 10 +	STR +	DEX +	_____ +	_____ +	BAB +	👤 +	_____	+ [ ]

ATTACKS

Range		Attack Bonus	Damage	Critical
_____ ft sq		[ ]	[ ]	[ ]
_____ ft sq		[ ]	[ ]	[ ]
_____ ft sq		[ ]	[ ]	[ ]
_____ ft sq		[ ]	[ ]	[ ]

ARMOUR CLASS

			Natural Armour	Size Modifier	Misc
ARMOUR CLASS AC	= 10 +	DEX +	_____ −	👤 +	_____
FLAT-FOOTED ARMOUR CLASS AC	= 10	/ +	_____ −	👤 +	_____
TOUCH ARMOUR CLASS AC	= 10 +	DEX /	_____ −	👤 +	_____

Temp AC   Spell Resistance   Damage Reduction

AC   _____   _____ / _____

SAVES

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

PORTRAIT

SPECIAL ABILITIES

_____

_____