WILD SHAPE Druid Level	Creature Type	Size Modifier	WILD SHAPE Druid Level	Creature Type Size Modifier
ABILITIES	ATTACKS		ABILITIES	ATTACKS
Ability Item Temp Ability Score Bonus Bonus Modifier		\$	Ability Item Temp Ability Score Bonus Bonus Modifier	
STR STR	Range Attack Bonus	Damage Critical	STRSTR	Range Attack Bonus Damage Critical
DEX DEX	ft sq		DEX DEX	ft sq
CON			CON	
Ability Modifier = (Total Ability Score - 10) ÷ 2	Range Attack Bonus	Damage Critical		Range Attack Bonus Damage Critical
COMBAT  INITIATIVE BONUS Misc Initiative	ft sq		COMBAT  INITIATIVE BONUS Misc Initiative	ft sq
INIT = DEX+			INIT = DEX+	
SPEED Temp Speed	Range Attack Bonus	Damage Critical	SPEED Temp Speed	Range Attack Bonus Damage Critical
ft sq ft sq	ft sq		ft sq ft sq	ft sq
COMBAT MANOEUVRES  COMBAT MANOEUVRE  Size  Modifier Misc	Range Attack Bonus	Damage Critical	COMBAT MANOEUVRES  COMBAT MANOEUVRE  Size  BONUS  Modifier Misc	Range Attack Bonus Damage Critical
CMB = as Attack + STR + 41 +	ft sq		CMB = a start + TT + + + + + + + + + + + + + + + + +	ft sq
COMBAT MANOEUVRE Dodge	e Deflection Base Size er Modifier Attack Bonus Modifie	Morale r Misc Bonus	COMBAT MANOEUVRE Dodge DEFENCE Modifier	
CMD = 10 + STR + DEX +	+ + BAB +	+ +	(CMD) = 10 + STR + DEX +	+ + BAB + + + +
ARMOUR CLASS		VES	ARMOUR CLASS	SAVES
	ize Misc difier Modifier <b>FORTITUDE SA</b> VI	Base Misc Temp	Natural Siz ARMOUR CLASS Armour Modi	
AC = 10 + DEX + -	+ FORT =CON+	+	AC = 10 + DEX + -	+ FORT =CON+ +
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE		FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE
AC = 10 / + -	+ REF = DEX+	+	AC = 10 / +	+ REF = DEX + +
AC = 10 + DEX / -	+ POR	TRAIT	AC = 10 + DEX / -	+ PORTRAIT
Temp AC Spell Resistance Damage Reduction			Temp AC Spell Resistance Damage Reduction	·
AC /			AC /	
SPECIAL ABILITIES			SPECIAL ABILITIES	
			1	
	,			