

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

Misc

Initiative

INIT = DEX +

SPEED

ft

sq

Temp Speed

ft

sq

GRAPPLE BONUS

Base

Attack

Size Modifier x4

Misc

AC = 10 + STR + x 4 +

SAVES

Base

Misc

Temp

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

REF = DEX + +

PORTRAIT

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			

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ft sq			

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ft sq			

ARMOR CLASS

Natural Armor

Size Modifier

Misc Modifier

AC = 10 + DEX + - +

FLAT-FOOTED ARMOR CLASS

AC = 10 / + - +

TOUCH ARMOR CLASS

AC = 10 + DEX / - +

Temp AC

Spell Resistance

Damage Reduction

AC /

SPECIAL ABILITIES

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