

**WILD SHAPE** Druid Level   
Creature Type

Size  Size Modifier

### ABILITIES

	Ability Score	Item Bonus	Temp Bonus	Ability Modifier
<b>STR</b>				<b>STR</b>
<b>CON</b>				<b>CON</b>
<b>DEX</b>				<b>DEX</b>

Ability Modifier = (Total Ability Score - 10) ÷ 2

### COMBAT

**INITIATIVE BONUS** Misc Initiative  
**INIT** = **DEX** +

**SPEED** Temp Speed  
 ft sq  ft sq

**GRAPPLE BONUS** Size Modifier x4 Misc  
 = Base Attack + **STR** + x 4 +

### SAVES

**FORTITUDE SAVE** Base Misc Temp  
**FORT** = **CON** + +

**REFLEX SAVE**  
**REF** = **DEX** + +

### PORTRAIT

### ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq	<div></div>	<div></div>	<div></div>

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### 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

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<b>CON</b>				<b>CON</b>
<b>DEX</b>				<b>DEX</b>

Ability Modifier = (Total Ability Score - 10) ÷ 2

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 = Base Attack + **STR** + x 4 +

### SAVES

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**FORT** = **CON** + +

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### PORTRAIT

### ATTACKS

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**AC** /

### SPECIAL ABILITIES