

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

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS

Base Attack

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

+

+

+

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

ATTACKS

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

SAVES

Base

Misc

Temp

FORTITUDE SAVE

FORT

=

CON

+

+

REFLEX SAVE

REF

=

DEX

+

+

PORTRAIT

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

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS

Base Attack

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

+

+

+

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

ATTACKS

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

Range

Attack Bonus

Damage

Critical

ft

sq

SAVES

Base

Misc

Temp

FORTITUDE SAVE

FORT

=

CON

+

+

REFLEX SAVE

REF

=

DEX

+

+

PORTRAIT