

WILD SHAPE

Druid Level

Creature Type

Size Modifier

ABILITIES

Ability Score

Item Bonus

Temp Bonus

Ability Modifier

STR

DEX

CON

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

COMBAT

INITIATIVE BONUS

Misc

Initiative

INIT

=

DEX

+

SPEED

Temp Speed

ft

sq

ft

sq

COMBAT MANEUVERS

COMBAT MANEUVER BONUS

Size Modifier

Misc

CMB

=

Base Attack

+

STR

+

COMBAT MANEUVER DEFENCE

Dodge Modifier

Deflection Modifier

Base Attack Bonus

Size Modifier

Misc

Morale Bonus

CMD

=

10

+

STR

+

DEX

+

BAB

+

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

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

COMBAT MANEUVER BONUS

Size Modifier

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Base Attack

+

STR

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COMBAT MANEUVER DEFENCE

Dodge Modifier

Deflection Modifier

Base Attack Bonus

Size Modifier

Misc

Morale Bonus

CMD

=

10

+

STR

+

DEX

+

BAB

+

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

SAVES

Base

Misc

Temp

FORTITUDE SAVE

Fort

=

CON

+

REFLEX SAVE

Ref

=

DEX

+

PORTRAIT

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INITIATIVE BONUS

Misc

Initiative

INIT

=

DEX

+

SPEED

Temp Speed

ft

sq

ft

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COMBAT MANEUVERS

COMBAT MANEUVER BONUS

Size Modifier

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CMB

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Base Attack

+

STR

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COMBAT MANEUVER DEFENCE

Dodge Modifier

Deflection Modifier

Base Attack Bonus

Size Modifier

Misc

Morale Bonus

CMD

=

10

+

STR

+

DEX

+

BAB

+

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

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

COMBAT MANEUVER BONUS

Size Modifier

Misc

CMB

=

Base Attack

+

STR

+

COMBAT MANEUVER DEFENCE

Dodge Modifier

Deflection Modifier

Base Attack Bonus

Size Modifier

Misc

Morale Bonus

CMD

=

10

+

STR

+

DEX

+

BAB

+

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

SAVES

Base

Misc

Temp

FORTITUDE SAVE

Fort

=

CON

+

REFLEX SAVE

Ref

=

DEX

+

PORTRAIT