

WILD SHAPE

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

ft sq ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Size Modifier Misc

CMB = Base Attack + **STR** + _____ + _____

COMBAT MANOEUVRE DEFENCE

CMD = 10 + **STR** + **DEX** + _____ + _____ + **BAB** + _____ + _____ + _____

ARMOUR CLASS

ARMOUR CLASS Natural Armour Size Modifier Misc

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

Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc Morale Bonus

BAB + _____ + _____ + _____ + _____

SAVES

FORTITUDE SAVE Base Misc Temp

FORT = **CON** + _____ + _____

REFLEX SAVE

REF = **DEX** + _____ + _____

PORTRAIT

WILD SHAPE

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

ft sq ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Size Modifier Misc

CMB = Base Attack + **STR** + _____ + _____

COMBAT MANOEUVRE DEFENCE

CMD = 10 + **STR** + **DEX** + _____ + _____ + **BAB** + _____ + _____ + _____

ARMOUR CLASS

ARMOUR CLASS Natural Armour Size Modifier Misc

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

Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc Morale Bonus

BAB + _____ + _____ + _____ + _____

SAVES

FORTITUDE SAVE Base Misc Temp

FORT = **CON** + _____ + _____

REFLEX SAVE

REF = **DEX** + _____ + _____

PORTRAIT