WILD SHAPE Druid Level	Creature Type	Size Modifie		WILD SHAPE Druid Level	Creature Type			Size Modifier
ABILITIES	ATT.	ACKS	1	ABILITIES	7 1	ATTACKS		# 1
Ability Item Temp Ability Score Bonus Bonus Modifier				Ability Item Temp Abil Score Bonus Bonus Modi				
STR STR	Range Attack B	onus Damage Critical	\ \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	STRST	-, I	Attack Bonus	Damage (	Critical
DEX DEX	ft sq			DEXDE	X ft	sq		
CON				CON	N			
Ability Modifier = (Total Ability Score - 10) ÷ 2  COMBAT	Range Attack B	Damage Critical		Ability Modifier = (Total Ability Score - 10)  COMBAT	range ft	Attack Bonus	Damage (	Critical
INITIATIVE BONUS Misc Initiative  INIT = DEX+				INIT = DEX+	ve			
ft sq Temp Speed	Range Attack B	onus Damage Critical		ft sq ft	Trunge	sq Attack Bonus	Damage (	Critical
COMBAT MANEUVERS  COMBAT MANEUVER  Size  Modifier Misc  CMB =   E  E  E  E  E  E  E  E  E  E  E  E  E	Range Attack B	onus Damage Critical		COMBAT MANEUVERS  COMBAT MANEUVER  Size  Modifier  CMB = 20 TH STR + 11 + 11	isc Range	Attack Bonus	Damage (	Critical
COMBAT MANEUVER Dodge	e Deflection Base er Modifier Attack Bonus	Size Morale Modifier Misc Bonus		COMBAT MANEUVER	Dodge Deflection Modifier Modifier	Base Size Attack Bonus Modifier	4.4"	Morale Bonus
CMD = 10 + STR + DEX +	+ + BAB +	ii + + +		[CMD] = 10 + STR + DEX +	+ +	BAB +	+	+
ARMOR CLASS		SAVES		ARMOR CLASS	, i	SAY	VES	
	ize Misc difier Modifier <b>FORTITUDI</b>	Base Misc Temp		ARMOR CLASS Natural	Size Misc Modifier Modifier	FORTITUDE SAVE	ase Misc	Temp
AC = 10 + DEX + -	+ FORT = CO		1	AC = 10 + DEX +	• • • • • • • • • • • • • • • • • • •	FORT = CON+	+	
FLAT-FOOTED ARMOR CLASS	REFLEX SA	···· — — —		FLAT-FOOTED ARMOR CLASS		REFLEX SAVE		
AC = 10 / + - 1	+ REF =DI			AC = 10 / +		REF = DEX+	+	
AC = 10 + DEX / - 1	+	PORTRAIT		AC = 10 + DEX /	<u> </u>	PORT	RAIT	, , , , , , , , , , , , , , , , , , ,
Temp AC Spell Resistance Damage Reduction				Temp AC Spell Resistance Damage Reduc	tion			
AC /				AC /				
SPECIAL ABILITIES				SPECIAL ABILITI	ES 🕡	1		
			i					
			I I			1		
			<b>!</b>			<b>\</b>		