

WILD SHAPE

Druid Level

Creature Type

Size

ft

sq

Size Modifier

ABILITIES

Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR			STR
CON			CON
DEX			DEX

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

COMBAT

INITIATIVE BONUS

Misc

Initiative

INIT = DEX +

SPEED

ft

sq

Temp Speed

ft

sq

GRAPPLE BONUS

Base

Attack

Size Modifier x4

Misc

AC = 10 + STR + x 4 +

SAVES

Base

Misc

Temp

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

REF = DEX + +

PORTRAIT

ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

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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