

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

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

SAVES

Base Misc Temp

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

REF = DEX + +

PORTRAIT

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