WILD SHAPE	Creature Type	Size Modifier
ABILITIES	ATTACKS	
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEX DEX	ft sq	
CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2	Range Attack Bonus	Damage Critical
COMBAT INITIATIVE BONUS Misc Initiative	ft sq	
INITIATIVE BONUS Misc Initiative		
SPEED Temp Speed	Range Attack Bonus	Damage Critical
ft sq ft sq	ft sq (
COMBAT MANOEUVRES		
COMBAT MANOEUVRE Size BONUS Modifier Misc	Range Attack Bonus	Damage Critical
$\begin{array}{c} \text{CMB} = \overset{\text{ev}}{\underset{\text{def}}{\text{def}}} + \text{STR} + \overset{\text{of}}{\underset{\text{def}}{\text{def}}} + \end{array}$	ft sq	
COMBAT MANOEUVRE Dodge	e Deflection Base Size er Modifier Attack Bonus Modifier	Morale r Misc Bonus
CMD = 10 + STR + DEX +	+ + BAB +	+ +
ARMOUR CLASS	SA	VES
Natural S		Base Misc Temp
AC = 10 + DEX + -	+ FORT = CON+	
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE	
AC = 10 / +	REF = DEX+	+
AC = 10 + DEX / -	POR	TRAIT
	<u> </u>	
Temp AC Spell Resistance Damage Reduction		
AC /		
SPECIAL ABILITIES	*	
		J

WILD SHAPE	Creature Type	Size Modifier
ABILITIES	ATTACKS	,
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEX DEX	ft sq	
CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2	Range Attack Bonus	Damage Critical
INITIATIVE BONUS Misc Initiative	ft sq	
INIT = DEX+		
SPEED Temp Speed	Range Attack Bonus	Damage Critical
ft sq ft sq	ft sq	
COMBAT MANOEUVRES COMBAT MANOEUVRE Size		
BONUS Modifier Misc	Range Attack Bonus	Damage Critical
CMB = 8 8 4 + STR + 1 +	ft sq	
COMBAT MANOEUVRE Dodg DEFENCE Modifi		Morale Misc Bonus
(CMD) = 10 + STR + DEX +	+ + BAB +	+ +
ARMOUR CLASS	SA	VES
	ize difier Misc FORTITUDE SAVE	Base Misc Temp
AC = 10 + DEX + -	+ FORT = CON+	+
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE	
AC = 10 / + 1	+ REF = DEX+	+
TOUCH ARMOUR CLASS	POR'	ΓRAIT
AC = 10 + DEX / -	<u> </u>	
Temp AC Spell Resistance Damage Reduction		
AC /		
SPECIAL ABILITIES	*	