

WILD SHAPE

Druid Level

Creature Type

Size

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

ft

sq

Temp Speed

ft

sq

GRAPPLE BONUS

 =

Base Attack

 +

STR

 +

x 4

 +

SAVES

Base	Misc	Temp
<div>FORT</div>	<div>+</div>	<div></div>
<div>REF</div>	<div>+</div>	<div></div>

PORTRAIT

ATTACKS

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

ARMOUR CLASS

Natural Armour	Size Modifier	Misc Modifier
<div>AC</div>	<div>= 10 + DEX</div>	<div>+ - +</div>
<div>AC</div>	<div>= 10</div>	<div>/ + - +</div>
<div>AC</div>	<div>= 10 + DEX</div>	<div>/ - +</div>

Temp AC

Spell Resistance

Damage Reduction

AC

/

SPECIAL ABILITIES

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SAVES

Base	Misc	Temp
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<div>REF</div>	<div>+</div>	<div></div>

PORTRAIT

ATTACKS

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

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<div>AC</div>	<div>= 10 + DEX</div>	<div>/ - +</div>

Temp AC

Spell Resistance

Damage Reduction

AC

/

SPECIAL ABILITIES