

WILD SHAPE

Druid Level

Creature Type

Size

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

Temp Speed

ft sq

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 | | | |

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|-------|--------------|--------|----------|
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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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| DEX | | | | DEX |

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SPECIAL ABILITIES