

WILD SHAPE

Druid Level

Creature Type

Size

ft

sq

ABILITIES

Ability Score

Item Bonus

Temp Bonus

Ability Modifier

STR

DEX

CON

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

COMBAT

INITIATIVE BONUS

INIT

 =

DEX

 +

SPEED

ft

sq

GRAPPLE BONUS =

Base Attack

 +

STR

 +

x 4

 +

SAVES

FORTITUDE SAVE

FORT

 =

CON

 + +

REFLEX SAVE

REF

 =

DEX

 + +

PORTRAIT

ATTACKS

Range

Attack Bonus

Damage

Critical

ft sq

ft sq

ft sq

ARMOUR CLASS

AC

 =

10

 +

DEX

 + - +

FLAT-FOOTED ARMOUR CLASS

AC

 =

10

 / + - +

TOUCH ARMOUR CLASS

AC

 =

10

 +

DEX

 / - +

Temp AC Spell Resistance Damage Reduction

AC

 /

SPECIAL ABILITIES

WILD SHAPE

Druid Level

Creature Type

Size

ft

sq

ABILITIES

Ability Score

Item Bonus

Temp Bonus

Ability Modifier

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DEX

CON

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

COMBAT

INITIATIVE BONUS

INIT

 =

DEX

 +

SPEED

ft

sq

GRAPPLE BONUS =

Base Attack

 +

STR

 +

x 4

 +

SAVES

FORTITUDE SAVE

FORT

 =

CON

 + +

REFLEX SAVE

REF

 =

DEX

 + +

PORTRAIT

ATTACKS

Range

Attack Bonus

Damage

Critical

ft sq

ft sq

ft sq

ARMOUR CLASS

AC

 =

10

 +

DEX

 + - +

FLAT-FOOTED ARMOUR CLASS

AC

 =

10

 / + - +

TOUCH ARMOUR CLASS

AC

 =

10

 +

DEX

 / - +

Temp AC Spell Resistance Damage Reduction

AC

 /

SPECIAL ABILITIES