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 INICIATIVA 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 = sg ty + STR + 11 +	ft sq	
COMBAT MANOEUVRE Dodg DEFENCE Modifi	e Deflection Base Modificador er Modifier Attack Bonus Tamanho	
CMD = 10 + STR + DEX +	+ + BAB +	+ +
ARMOUR CLASS	SA	VES
	ize Edifier Misc Fortitude SAVE	Base Misc Temp
AC = 10 + DEX + -	+ FORT =CON+	+
SURPRESA ARMOUR CLASS	REFLEXO RESISTÍ	ÊNCIA
AC = 10 / +	REF = DEX+	+
TOQUE ARMOUR CLASS AC = 10 + DEX / -	+ POR'	TRAIT
Temp AC Spell Resistance Damage Reduction		
AC Open resistance bunning rectaction		
SPECIAL ABILITIES		
OI BOING ADIDITIES		
		J

WILD SHAPE	Creature Type	Size Modifie
ABILITIES *	ATTACKS	,
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEXDEX	ft sq	
CON CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2 COMBAT	Range Attack Bonus	Damage Critical
INICIATIVA BONUS Misc Initiative	11 34	
INIT = DEX+	Av. I D	
SPEED Temp Speed	Range Attack Bonus	Damage Critical
ft sq ft sq	ft sq	
COMBAT MANOEUVRES		
COMBAT MANOEUVRE Size Modifier Misc	Range Attack Bonus	Damage Critical
CMB = 20 75 + STR + 17 +	ft sq	
COMBAT MANOEUVRE Dodg Modifi		
CMD = 10 + STR + DEX +	+ + BAB + 🙌	+ +
ARMOUR CLASS	SA	VES
	Size Bidding B	Base Misc Temp
AC = 10 + DEX + -	+ FORT = CON+	+
SURPRESA ARMOUR CLASS	REFLEXO RESISTÍ	NCIA
AC = 10 / +	ref =DEX+	+
TOQUE ARMOUR CLASS AC = 10 + DEX / -	+ POR	rait ,
	<u> </u>	
Temp AC Spell Resistance Damage Reduction		
SPECIAL ABILITIES	*	