

# WILD SHAPE

Creature Type



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    Temp Speed

ft sq    ft sq

## COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS    Size Modifier    Misc

CMB = Base Attack + STR +

COMBAT MANOEUVRE DEFENCE    Dodge Modifier    Deflection Modifier    Base Attack Bonus    Size Modifier    Misc    Morale Bonus

CMD = 10 + STR + DEX + + + BAB + + +

## ARMOUR CLASS

ARMOUR CLASS    Natural Armour    Size Modifier    Misc

AC = 10 + DEX + - +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + - +

TOUCH ARMOUR CLASS

AC = 10 + DEX / - +

Temp AC    Spell Resistance    Damage Reduction

AC /

## SPECIAL ABILITIES

## ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			
ft sq			

## SAVES

Base    Misc    Temp

FORTITUDE SAVE

FORT = CON + +

REFLEX SAVE

REF = DEX + +

## PORTRAIT

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CMB = Base Attack + STR +

COMBAT MANOEUVRE DEFENCE    Dodge Modifier    Deflection Modifier    Base Attack Bonus    Size Modifier    Misc    Morale Bonus

CMD = 10 + STR + DEX + + + BAB + + +

## ARMOUR CLASS

ARMOUR CLASS    Natural Armour    Size Modifier    Misc

AC = 10 + DEX + - +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / + - +

TOUCH ARMOUR CLASS

AC = 10 + DEX / - +

Temp AC    Spell Resistance    Damage Reduction

AC /

## SPECIAL ABILITIES

## ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
ft sq			
ft sq			
ft sq			

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Base    Misc    Temp

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## PORTRAIT