



PATHFINDER ROLEPLAYING GAME

Wild Shape

Character name: _____

Duration (Druid lvl): _____ hours

Wildshapes pr. day: _____ (lvl 4: 1 +1 for every second lvl)

Animal form: _____ Size: _____

Animal Feats:

	Base score	Shape modifier	Ability modifier	AC <input type="text"/> = 10 <small>Total</small>
Str <small>(Strength)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Dex <small>(Dexterity)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Con <small>(Constitution)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

HP	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<small>Total</small>	<small>Nonlethal</small>	<small>Wounds / Current HP</small>

+ _____	+ _____	+ _____	+ _____	+ _____
<small>Dex modifier</small>	<small>Natural armour bonus</small>	<small>"Wild" armour</small>	<small>Deflect modifier</small>	<small>Misc. modifier</small>

Primary attack	Attack Bonus	Critical
<input type="text"/>	<input type="text"/>	<input type="text"/>
Type	Range	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>

Movement			
Base speed	Burrow	Temp modifiers :	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fly speed	Fly Manuverability	Swim	Climb
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Secondary attack	Attack Bonus	Critical
<input type="text"/>	<input type="text"/>	<input type="text"/>
Type	Range	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>



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Dex <small>(Dexterity)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Con <small>(Constitution)</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

HP	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<small>Total</small>	<small>Nonlethal</small>	<small>Wounds / Current HP</small>

+ _____	+ _____	+ _____	+ _____	+ _____
<small>Dex modifier</small>	<small>Natural armour bonus</small>	<small>"Wild" armour</small>	<small>Deflect modifier</small>	<small>Misc. modifier</small>

Primary attack	Attack Bonus	Critical
<input type="text"/>	<input type="text"/>	<input type="text"/>
Type	Range	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>

Movement			
Base speed	Burrow	Temp modifiers :	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fly speed	Fly Manuverability	Swim	Climb
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Secondary attack	Attack Bonus	Critical
<input type="text"/>	<input type="text"/>	<input type="text"/>
Type	Range	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>



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