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:* _____

	Base score	Shape modifier	Ability modifier
Str (Strength)			
Dex (Dexterity)			
Con (Constitution)			

AC		= 10	+ ___	+ ___	+ ___	+ ___	+ ___
	Total		Dex modifier	Natural armour bonus	"Wild" armour	Deflect modifier	Misc. modifier

Toutch	
Flat Footed	

HP		
Total	Nonlethal	Wounds / Current HP

Animal Feats:

_____
_____
_____
_____

Movement			
Base speed	Burrow	Temp modifiers :	
Fly speed	Fly Manuverability	Swim	Climb

Primary attack		Attack Bonus	Critical
Type	Range	Damage	Special

Secondary attack		Attack Bonus	Critical
Type	Range	Damage	Special

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Secondary attack		Attack Bonus	Critical
Type	Range	Damage	Special

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