

Combat Forms:

Includes Amulet of Mighty Fists

Poultices: Bull's Strength + Ironskin (6) + Wild Armor (7) + Wild Shield (3)

Spell: Strong Jaw

Base attack bonus: +8

Base strength: 16 (+3)

Power Attack: -3 attack, +9 damage

Natural Attack Base Damage by Size*

	Fine	Dim.	Tiny	Small	Med	Large	Huge	Garg.	Col.
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6
Hoof, tentacle, wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Pincers, tail slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8

Table: Size Bonuses and Penalties

Size	AC/Attack	CMB/CMD	Fly Skill	Stealth Skill
Fine	+8	−8	+8	+16
Diminutive	+4	−4	+6	+12
Tiny	+2	−2	+4	+8
Small	+1	−1	+2	+4
Medium	+0	+0	+0	+0
Large	−1	+1	−2	−4

Huge	−2	+2	−4	−8
Gargantuan	−4	+4	−6	−12
Colossal	−8	+8	−8	−16

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Gargantuan	−4	+4	−6	−12
Colossal	−8	+8	−8	−16

Animal Shape:

This spell functions as beast shape III, except that it also allows you to assume the form of a Diminutive or Huge creature of the animal type. This spell also allows you to take on the form of a Small or Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

Diminutive animal: If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

Huge animal: If the form you take is that of a Huge animal, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.

Size changes use Simple Template Giant and Simple Template Young as needed (effectively stepping up or down damage dice and size per the template and everything else per the Druid Wildshape rules).

Tiger Land Animal Combat Form:

- Advanced to Huge, Amulet of Mighty Fists (+1), Bull's Strength, Ironskin, Strong Jaw
- Power Attack: -3 to hit, +6 or +9 damage
- | Size | AC/Attack | CMB/CMD | Fly Skill | Stealth Skill |
|------|-----------|---------|-----------|---------------|
| Huge | -2 | +2 | -4 | -8 |
- Wild Shape
- +6 Strength, -4 Dexterity, +6 Natural Armor

Strength: 16 (+6) (+4) => 26

Dexterity: 12 (-4) => 8

Constitution: 14 => 14

Attacks: +8 base +8 str +1 amulet -3 power attack -2 size: +12

Bite Damage: 4d8 + 12 (1.5 str) + 9 (PA) + 1 (Amulet): 4d8+22

Claw Damage: 4d6+ 8 (str) + 6 (PA) +1 (Amulet): 4d6+15

CMB: +8 base + 8 (str) +2 (size) +1 (amulet): +19 cmb (+23 grapple)

CMD: 10 +8(base) +2(size) +8(strength) -1 (Dex): 27

Tiger, Huge

N Huge [animal](#)

Init -1; **Senses** [low-light vision](#), [scent](#); [Perception](#) +21

DEFENSE

AC 31, [touch](#) 9, [flat-footed](#) 31 (-1 [Dex](#), +12 [natural](#) -2 Size, +2 Deflection, +7 Armor, +3 Shield)

hp 69

Fort +8, **Ref** +2, **Will** +11

OFFENSE

Speed 40 ft.

Melee 2 claws +12/+12 (4d6+15 plus grab), bite +12 (4d8+22 plus [grab](#))

Special Attacks [pounce](#), [rake](#) (2 claws +12/+12, 4d6+15)

STATISTICS

Str 26, **Dex** 8, **Con** 14, **Int** 12, **Wis** 18, **Cha** 8

Base Atk +8; **CMB** +19 (+23 [grapple](#)); **CMD** 27 (31 vs. [trip](#))

Racial Modifiers +4 [Acrobatics](#), +4 [Stealth](#) (+8 in tall grass)

Eagle Flight Animal Combat/Riding Form:

☐ Advanced to Huge, Amulet of Mighty Fists (+1), Bull's Strength, Ironskin, Strong Jaw

☐ Power Attack: -3 to hit, +6 or +9 damage

☐

☐ Size	AC/Attack	CMB/CMD	Fly Skill	Stealth Skill
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☐ Huge	-2	+2	-4	-8
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☐

☐ Wild Shape

☐ +6 Strength, -4 Dexterity, +6 Natural Armor

☐ Spells: +6 NA, Attacks 2 size increase

Strength: 16 (+6) (+4) => 26

Dexterity: 12 (-4) => 8

Constitution: 14 => 14

Eagle, Huge

N Huge [animal](#)

Init -2; **Senses** low-light vision; [Perception](#) +25

DEFENSE

AC 31, [touch](#) 9, [flat-footed](#) 25 (-1 [Dex](#), +12 [natural](#) -2 Size, +2 Deflection, +7 Armor, +3 shield)

hp 69

Fort +8, **Ref** +2, **Will** +11

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +12/+12 (4d6+15), bite +12 (4d6+22)

STATISTICS

Str 26, **Dex** 8, **Con** 14, **Int** 12, **Wis** 18, **Cha** 8

Base Atk +8; **CMB** +19; **CMD** 27

Racial Modifiers +8 [Perception](#)

Carrying Capacity without Bull's Strength but with Heavyload Saddle: 2076 lbs lightly loaded, 4152 lbs medium loaded

Giant Lake Octopus Aquatic Animal Combat Form:

- ☐ Amulet of Mighty Fists (+1), Bull's Strength, Ironskin, Strong Jaw (Tentacles)
- ☐ Power Attack: -2 to hit, +4 damage
- ☐

Size	AC/Attack	CMB/CMD	Fly Skill	Stealth Skill
Huge	-2	+2	-4	-8
- ☐ Wild Shape
- ☐ +6 Strength, -4 Dexterity, +6 Natural Armor
- ☐ Spells: +5 NA, Talons 2 size increase, +2 attack & damage, +4 Strength

Strength: 16 (+6) (+4) => 26

Dexterity: 10 (-4) => 6

Constitution: 14 => 14

Giant Lake Octopus

[Advanced giant octopus](#)

N Huge [animal](#) ([aquatic](#))

Init +6; Senses [low-light vision](#); [Perception](#) +17

DEFENSE

AC 25, [touch](#) 9, [flat-footed](#) 25 (-2 [Dex](#), +11 [natural](#) -2 Size, +1 Deflection, +7 Armor)

hp 59

Fort +9, Ref +1, Will +11

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +11 (2d6+13/19-20 plus [poison](#)), 8 tentacles +11 (2d6+7 plus [grab](#))

Space 15 ft.; Reach 15 ft. (30 ft. with tentacle)

STATISTICS

Str 26, Dex 6, Con 14, Int 12, Wis 18, Cha 8

Base Atk +6; CMB +17 (+21 [grapple](#)); CMD 25 (can't be [tripped](#))

Racial Modifiers +10 [Escape Artist](#), +8 [Stealth](#)

Poison (Ex)

Bite—injury; save [Fort](#) DC 19; frequency 1/round for 6 rounds; effect 1d3 [Str](#); cure 2 consecutive saves

Elemental Body II

DESCRIPTION

This spell functions as *elemental body I*, except that it also allows you to assume the form of a [Medium air elemental](#), [Medium earth elemental](#), [Medium fire elemental](#), or [Medium water elemental](#). The abilities you gain depend upon the elemental.

- *Air elemental*: As *elemental body I* except that you gain a +4 size bonus to your [Dexterity](#) and a +3 natural armor bonus.
- *Earth elemental*: As *elemental body I* except that you gain a +4 size bonus to your [Strength](#) and a +5 natural armor bonus.
- *Fire elemental*: As *elemental body I* except that you gain a +4 size bonus to your [Dexterity](#) and a +3 natural armor bonus.
- *Water elemental*: As *elemental body I* except that you gain a +4 size bonus to your [Constitution](#) and a +5 natural armor bonus.

Plant Shape I

DESCRIPTION

When you cast this spell you can assume the form of any Small or Medium creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: [darkvision](#) 60 feet, [low-light vision](#), [constrict](#), [grab](#), and [poison](#). If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has vulnerability to an element, you gain that vulnerability.

Small plant: If the form you take is that of a Small plant, you gain a +2 size bonus to your [Constitution](#) and a +2 natural armor bonus.

Medium plant: If the form you take is that of a Medium plant, you gain a +2 size bonus to your [Strength](#), a +2 enhancement bonus to your [Constitution](#), and a +2 natural armor bonus.