

LYCANTHROPE HYBRID FORM

Creature Type



Size
Modifier

VAARDIGHEDEN

Base	Animal	Modifier	Temp
STR	STR	+ 2	STR
DEX	DEX		DEX
CON	CON	+ 2	CON
INT	INT		INT
WIS	WIS	+ 2	WIS
CHA	CHA	- 2	CHA

Use your base or animal score, whichever is higher

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	Basis Aanval Bonus	Size Modifier	Misc	Morale Bonus
CMD = 10 + STR + DEX +			BAB			+

PANTSER KLASSE

PANTSER KLASSE	Natural Armour	Size Modifier	Misc Modifier
PK = 12 + DEX +			

PLATTE VOETEN PANTSER KLASSE

PK = 12 / +		
-------------	--	--

AANRAKEN PANTSER KLASSE

PK = 12 + DEX / -		
-------------------	--	--

Temp AC	Spell Resistance	Damage Reduction
PK		/ silver

SPECIAL ABILITIES

AANVALLEN

Range	Aanvalsbonus	Damage	Critical
ft sq			

Range	Aanvalsbonus	Damage	Critical
ft sq			

Range	Aanvalsbonus	Damage	Critical
ft sq			

Range	Aanvalsbonus	Damage	Critical
ft sq			

Dodge Modifier	Deflection Modifier	Basis Aanval Bonus	Size Modifier	Misc	Morale Bonus
		BAB			+

SAVES

FORTITUDE SAVE	Base	Misc	Temp
FORT = CON +			

WILL SAVE

WILL = WIS +		
--------------	--	--

LYCANTHROPE

+2 WIS and -2 CHA in all three forms.

☐ NATURAL LYCANTHROPE

Damage Reduction: 10 / silver

Change shape as a move action.

☐ AFFLICTED LYCANTHROPE

Damage Reduction: 5 / silver

Change shape as a full-round action, given a fortitude save:

to Hybrid or Animal form: DC 15 DC 10
to Humanoid form: DC 20 DC 25

Revert to base form at dawn or after 8 hrs rest.

LYCANTHROPE ANIMAL FORM

Creature Type



Size
Modifier

VAARDIGHEDEN

Base	Animal	Modifier	Temp
STR	STR	+ 2	STR
DEX	DEX		DEX
CON	CON	+ 2	CON
INT	INT		INT
WIS	WIS	+ 2	WIS
CHA	CHA	- 2	CHA

Use your base or animal score, whichever is higher

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	Basis Aanval Bonus	Size Modifier	Misc	Morale Bonus
CMD = 10 + STR + DEX +			BAB			+

PANTSER KLASSE

PANTSER KLASSE	Natural Armour	Size Modifier	Misc Modifier
PK = 12 + DEX +			

PLATTE VOETEN PANTSER KLASSE

PK = 12 / +		
-------------	--	--

AANRAKEN PANTSER KLASSE

PK = 12 + DEX / -		
-------------------	--	--

Temp AC	Spell Resistance	Damage Reduction
PK		/ silver

SPECIAL ABILITIES

AANVALLEN

Range	Aanvalsbonus	Damage	Critical
ft sq			

Range	Aanvalsbonus	Damage	Critical
ft sq			

Range	Aanvalsbonus	Damage	Critical
ft sq			

Range	Aanvalsbonus	Damage	Critical
ft sq			

Dodge Modifier	Deflection Modifier	Basis Aanval Bonus	Size Modifier	Misc	Morale Bonus
		BAB			+

SAVES

FORTITUDE SAVE	Base	Misc	Temp
FORT = CON +			

WILL SAVE

WILL = WIS +		
--------------	--	--

LYCANTHROPE

CHANGE SHAPE

Equipment does not meld between Humanoid and Hybrid forms, but does with Animal form.

CURSE OF LYCANTHROPY

A natural lycanthrope's bite afflicts the victim with afflicted lycanthropy.

DC 15 to negate

A dose of wolfsbane grants another fortitude save.

LYCANTHROPIC EMPATHY

Can communicate with related animals.

+4 to Diplomacy to alter an animal's attitude