lycanthrope HYBRID FORM	Creature Type		Size Modifier			LYCA ANIN		rope FORM		Creature T	уре		<b>A</b> T	Size Modifier
ABILITIES	×	ATTACKS			×	AB	ILITI	IES		<b>X</b>		ATTACKS		*
Base Animal Modifier Temp					Base	Animal		Modifier	Temp					
STR STR +2 STR			0.111		STR		+ 2	STR				411 1 5		0 ''' 1
DEX DEX DEX	Range	Attack Bonus Damage	Critical		DEX	DEX		DEX		Range		Attack Bonus	Damage	Critical
	ft	sq			CON	CON		CON		1	ft s	sq		
						CON	T 2	-						
INT INT INT		— Attack Bonus Damage	Critical		INT	INT		INT				— Attack Bonus	Damage	Critical
WIS WIS +2 WIS	Range	Duniage	Official		WIS		+ 2	WIS		Range			Damage	Ontious
CHA CHA -2 CHA	ft	sq			СНА	CHA	- 2	СНА		ft		sq		
Use your base or animal score, whichever is higher					Use your b	ase or anim	l nal score	e, whichever i	is higher					
SPEED Temp Speed	Range	— Attack Bonus Damage	Critical		SPEED				Speed	Range		Attack Bonus	Damage	Critical
							· ·				C4 ,			
ft sq ft sq ft sq	ft	sq			ft	sq			ft sq		ft s	sq		
COMBAT MANOEUVRES COMBAT MANOEUVRE Size					COMBAT			OEUVRE	S =					
BONUS Size Modifier Misc	Range	Attack Bonus Damage	Critical		BONUS	WANGE	JVKE	Size Modifier	Misc	Range		Attack Bonus	Damage	Critical
$(CMB) = \underset{\text{so}}{\text{ER}} + \text{STR} + \underset{\text{off}}{\text{M}} +$	ft	sq			CMB	Base Attack	STR	+ 🛍 -	ŀ		ft s	sq		
COMBAT MANOEUVRE Dodge	Deflection	Base Size	Morale		COMBAT	,			Dodge	Deflect	ion	Base Size		Morale
DEFENCE Modifie		Attack Bonus Modifier Misc	Bonus		DEFENCI	E			Modifie			Attack Bonus Modifier	Misc	Bonus
CMD = 10 + STR + DEX +	+ +	BAB + 🙌 +	+		CMD	= 10 +	STE	R + DEX	+	+	+	BAB +	+	+
ARMOUR CLASS	<b>—</b>	SAVES	7				ARN	IOUR CL	ASS			SA	VES	,
ARMOUR CLASS Natural Si Armour Mod	ze Misc lifier Modifier	Base Misc FORTITUDE SAVE	Temp		ARMOUI	R CLASS		Natu Armo			isc difier ]	FORTITUDE SAVE	Base Misc	Temp
AC = 12 + DEX + - 1	+	FORT =CON+ +			AC	= 12	+ DE	+ X	- 1	+		FORT = CON+	+	
FLAT-FOOTED ARMOUR CLASS	9.	WILL SAVE			FLAT-FO	OTED AR	MOUI	R CLASS				WILL SAVE		
AC = 12 / + - 1	+	WILL = WIS + +			AC	= 12		+	_ <b>-</b> _ <u>†</u>	+		WILL = WIS+	+	
TOUCH ARMOUR CLASS		LYCANTHROPE			TOUCH	ARMOUR	CLAS	S			,	LVCAN	THROPE	
AC = 12 + DEX / - 1	+	+2 WIS and -2 CHA in all three forms	S.		AC	= 12	+ DE	EX /	- 1	+		CHANGE SHAPE	TIII(OI D	
Temp AC Spell Resistance Damage Reduction	on	□ NATURAL LYCANTHROPE			Temp AC	Spell	Resista	nce Damag	ge Reductio	n		Equipment does not mel	d between Hun	nanoid and
AC / silver	Damage Reduction: 10 / silver		AC	1			/ silver	er.		Hubrid forms, but does v	vith Animal for	m.		
		Change shape as a move action.			SPECIAL ABILITIES							CURSE OF LYCANTHROPY  A natural lycanthrope's bite afflicts the victim with		
SPECIAL ABILITIES	- ×	□ AFFLICTED LYCANTHROPE				S	PECI	AL ABIL	ITIES			afflicted lycanthropy.	nie amicis ine	VICUITI WILL
		Damage Reduction: 5 / silver										DC 15 to negate		
		Change shape as a full-round action, given a fortitude save:	Full Moon									A dose of wolfsbane gra		rtitude save.
		,	5 DC 10									LYCANTHROPIC EN Can communicate with r		
		Revert to base form at dawn or after 8	o DC 25 hrs rest.									+4 to Diplomacy to a		