LYCANTHROPE HYBRID FORM	Creature Type	in 1	Size Modifier		LYCA ANIM	NTHRO		Creature Typ	oe .	•	Size Modifier	
VAARDIGHEDEN .	``	AANVALLEN	"	×	VAAR	DIGHE	DEN	×	AANVALLE	N	*	
Base Animal Modifier Temp				E	ase Animal	Мо	odifier Temp					
STR STR + 2 STR		A continue Dominio	0.11111	× s	TR STR	+ 2 S	TR		Association is	D	0.1111	
DEX DEX DEX	Range	Aanvalsbonus Damage	Critical	i D	EX DEX	D	EX	Range	Aanvalsbonus	Damage	Critical	
	ft s	sqp				\vdash		ft	sq			
CON CON + 2 CON					ON CON	⊢	ON					
INT INT INT		— Aanvalsbonus Damage	Critical	I	NT INT		NT		———— Aanvalsbonus	Damage	Critical	
WIS WIS + 2 WIS	Range	Duniage	Official	V	IS WIS	+ 2 V	VIS	Range	, manifestation of the control of th	Damage	Onticui	
CHA CHA - 2 CHA	ft s	sq		C	HA CHA	- 2 C	HA	ft	sq			
Use your base or animal score, whichever is higher							whichever is higher					
SPEED Temp Speed	Range	— Aanvalsbonus Damage	Critical	SPE			Temp Speed	Range	Aanvalsbonus	Damage	Critical	
ft sq ft sq ft sq	ft s	sq			ft sq	ft so		ft	sq			
COMPAT MANOEUVRES				COL	COMBAT			1				
COMBAT MANOEUVRE Size BONUS Modifier Misc	Range	Aanvalsbonus Damage	Critical		MBAT MANOE NUS	UVKE	Size Modifier Misc	Range	Aanvalsbonus	Damage	Critical	
(CMB) = 8 4 5 + STR + 1 +	ft s	sq U		C	+ Rack Base	STR +	+ 11 +	ft	sq			
COMBAT MANOEUVRE Dodge		Basis Size	Morale		 MBAT MANOE		Dod	ge Deflection			Morale	
DEFENCE Modifie		anval Bonus Modifier Misc	Bonus	DEI	ENCE		Mod				Bonus	
[CMD] = 10 + STR + DEX +	+ +	BAB + 1 +	+	C	MD = 10 +	STR -	+ DEX +	+	+ BAB + 🙌	+	+	
PANTSER KLASSE		SAVES	-	X		PANTS	ER KLASSE		S.	AVES	-	
	ze Misc difier Modifier I	Base Misc FORTITUDE SAVE	Temp	PA	NTSER KLASS	E	Natural Armour M	Size Mis odifier Modi		Base Misc E	c Temp	
PK = 12 + DEX + - 1	i +	FORT = CON + +		i	PK = 12	+ DEX	+ -	ii i +	FORT = CON +	+		
PLATTE VOETEN PANTSER KLASSE	7	WILL SAVE		PL	ATTE VOETEN	PANTSE	ER KLASSE	•	WILL SAVE			
PK = 12 / +	1 +	WILL = WIS + +			PK = 12		+	<u> </u>	WILL = WIS +	+		
AANRAKEN PANTSER KLASSE	20	LYCANTHROPE			NRAKEN PAN'				LYCAL	NTHROPE		
PK = 12 + DEX / - 1	+	+2 WIS and -2 CHA in all three forms.			PK = 12	+ DEX		<u> </u>	— CHANGE SHAPE	, TIIIIOT D		
Temp AC Spell Resistance Damage Reduction	on	□ NATURAL LYCANTHROPE		Te	mp AC Spell	Resistance	e Damage Reduc	tion	Equipment does not me			
PK / silve	r	Damage Reduction: 10 / silver			PK		/ silv	er	Hubrid forms, but does		rm.	
		Change shape as a move action.								CURSE OF LYCANTHROPY A natural lycanthrope's bite afflicts the victim with		
SPECIAL ABILITIES		□ AFFLICTED LYCANTHROPE		×	S	PECIAI	L ABILITIES		afflicted lycanthropy.	bite afflicts the	e vicuili With	
		Damage Reduction: 5 / silver	E-P						DC 15 to negate			
		Change shape as a full-round action, given a fortitude save:	Full Moon						A dose of wolfsbane gr		rtitude save.	
			DC 10 DC 25						LYCANTHROPIC E Can communicate with			
		Revert to base form at dawn or after 8 h	1	_					+4 to Diplomacy to			