

LYCANTHROPE HYBRID FORM

Base	Animal	Modifier	Temp
STR	STR	STR	
DEX	DEX	DEX	
CON	CON	CON	
INT	INT	INT	
WIS	WIS	WIS	
CHA	CHA	CHA	

Use your base or animal score, whichever is higher

SPEED		Temp Speed
ft sq	ft sq	ft sq
Swim	Fly	Climb
ft sq	ft sq	ft sq

GRAPPLE

GRAPPLE BONUS

= **BAB** + $\times 4$ + **STR** + **Misc**

PANTSER KLASSE

PANTSER KLASSE

PK = 12 + **DEX** + **Natural Armour** - **Size Modifier** + **Misc Modifier**

PLATTE VOETEN PANTSER KLASSE

PLATTE VOETEN PANTSER KLASSE

PK = 12 / + - **Size Modifier** + **Misc Modifier**

AANRAKEN PANTSER KLASSE

AANRAKEN PANTSER KLASSE

PK = 12 + **DEX** / - **Size Modifier** + **Misc Modifier**

Temp AC	Spell Resistance	Damage Reduction
<input type="text"/> PK		/ silver

SPECIAL ABILITIES

Creature Type

Size Modifier

AANVALLEN

Range	Aanvalsbonus	Damage	Critical
ft sq	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Aanvalsbonus	Damage	Critical
ft sq	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Aanvalsbonus	Damage	Critical
ft sq	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Aanvalsbonus	Damage	Critical
ft sq	<input type="text"/>	<input type="text"/>	<input type="text"/>

SAVES

FORTITUDE SAVE

FORT = **CON** + **Base** + **Misc** + **Temp**

WILL SAVE

WILL SAVE

WILL = **WIS** + **Base** + **Misc** + **Temp**

LYCANTHROPE

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

Change shape as a standard action.

☐ **NATURAL LYCANTHROPE**
 Damage Reduction: 10 / silver

☐ **AFFLICTED LYCANTHROPE**
 Damage Reduction: 5 / silver

Change shape given a fortitude save:

	Full Moon
to Hybrid or Animal form:	DC 15
to Humanoid form:	DC 20

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

LYCANTHROPE ANIMAL FORM

Base	Animal	Modifier	Temp
STR	STR	STR	
DEX	DEX	DEX	
CON	CON	CON	
INT	INT	INT	
WIS	WIS	WIS	
CHA	CHA	CHA	

Use your base or animal score, whichever is higher

SPEED		Temp Speed
ft sq	ft sq	ft sq
Swim	Fly	Climb
ft sq	ft sq	ft sq

GRAPPLE

GRAPPLE BONUS

= **BAB** + $\times 4$ + **STR** + **Misc**

PANTSER KLASSE

PANTSER KLASSE

PK = 12 + **DEX** + **Natural Armour** - **Size Modifier** + **Misc Modifier**

PLATTE VOETEN PANTSER KLASSE

PLATTE VOETEN PANTSER KLASSE

PK = 12 / + - **Size Modifier** + **Misc Modifier**

AANRAKEN PANTSER KLASSE

AANRAKEN PANTSER KLASSE

PK = 12 + **DEX** / - **Size Modifier** + **Misc Modifier**

Temp AC	Spell Resistance	Damage Reduction
<input type="text"/> PK		/ silver

SPECIAL ABILITIES

Creature Type

Size Modifier

AANVALLEN

Range	Aanvalsbonus	Damage	Critical
ft sq	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Aanvalsbonus	Damage	Critical
ft sq	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Aanvalsbonus	Damage	Critical
ft sq	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Aanvalsbonus	Damage	Critical
ft sq	<input type="text"/>	<input type="text"/>	<input type="text"/>

SAVES

FORTITUDE SAVE

FORT = **CON** + **Base** + **Misc** + **Temp**

WILL SAVE

WILL SAVE

WILL = **WIS** + **Base** + **Misc** + **Temp**

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