

# LYCANTHROPE HYBRID FORM

Creature Type



Size  
Modifier

## ABILITIES

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	Base Attack Bonus	Size Modifier	Misc	Morale Bonus
CMD = 10 + STR + DEX +			BAB			+

## ARMOUR CLASS

ARMOUR CLASS	Natural Armour	Size Modifier	Misc Modifier
AC = 12 + DEX +			
FLAT-FOOTED ARMOUR CLASS			
AC = 12 / +			
TOUCH ARMOUR CLASS			
AC = 12 + DEX / -			

Temp AC	Spell Resistance	Damage Reduction
AC		/ silver

## SPECIAL ABILITIES

## ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
Range	Attack Bonus	Damage	Critical
ft sq			
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ft sq			
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ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

## SAVES

FORTITUDE SAVE	Base	Misc	Temp
FORT = CON +			
WILL SAVE			
WILL = WIS +			

## LYCANTHROPE

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

<input type="checkbox"/> NATURAL LYCANTHROPE
Damage Reduction: 10 / silver
Change shape as a move action.
<input type="checkbox"/> AFFLICTED LYCANTHROPE
Damage Reduction: 5 / silver
Change shape as a full-round action, given a fortitude save:
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

Creature Type



Size  
Modifier

## ABILITIES

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	Base Attack Bonus	Size Modifier	Misc	Morale Bonus
CMD = 10 + STR + DEX +			BAB			+

## ARMOUR CLASS

ARMOUR CLASS	Natural Armour	Size Modifier	Misc Modifier
AC = 12 + DEX +			
FLAT-FOOTED ARMOUR CLASS			
AC = 12 / +			
TOUCH ARMOUR CLASS			
AC = 12 + DEX / -			

Temp AC	Spell Resistance	Damage Reduction
AC		/ silver

## SPECIAL ABILITIES

## ATTACKS

Range	Attack Bonus	Damage	Critical
ft sq			
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ft sq			
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ft sq			
Range	Attack Bonus	Damage	Critical
ft sq			

Range	Attack Bonus	Damage	Critical
ft sq			

## 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