LYCANTHROPE HYBRID FORM	Creature Type		Size Modifier			ANTH MAL	FORM	Creatu	re Type		'n	Size Modifier
ABILITIES *	``	ATTACKS	,		A	BILIT	IES			ATTACKS		*
Base Animal Modifier Temp					Base Animal		Modifier Ter	np				
STR STR +2 STR		Attack Panua Damaga	Critical	X	TR STR		STR			Attack Popus	Domogo	Critical
DEX DEX DEX	Range	Attack Bonus Damage	Cittical	i	EX DEX		DEX	Range		Attack Bonus	Damage	Critical
CON CON +2 CON	ft	sq			ON CON	+ 2	CON	_	ft	sq		
						. + 2		-				
INT INT INT		Attack Bonus Damage	Critical		NT INT		INT	_		Attack Bonus	Damage	Critical
WIS WIS +2 WIS	Range	Sumage		1	VIS WIS	+ 2	WIS	Range				01111041
CHA CHA -2 CHA	ft	sq			на сна	- 2	СНА		ft	sq		
Use your base or animal score, whichever is higher				Us.	vour base or an	imal scor	re, whichever is hi	nher				
SPEED Temp Speed	Range	Attack Bonus Damage	Critical	_	EED		Temp Spe			Attack Bonus	Damage	Critical
ft sq ft sq ft sq	ft	sq			ft sq	ft	sq ft	sq	ft	sq		
COMPAT MANOEUVRES				600			OEUVRES					
COMBAT MANOEUVRE Size Modifier Misc	Range	Attack Bonus Damage	Critical		<b>MBAT MANO</b> I NUS	LUVRE	Size Modifier N	lisc Range		Attack Bonus	Damage	Critical
CMB = gg ag + STR + 4 +	ft	sq			Base Attack	+STF	( + 🛍 +	l	ft	sq		
COMBAT MANOEUVRE Dodge		Base Size	Morale		™ ₹ MBAT MANOI			Dodge De	flection	Base Size		Morale
<b>DEFENCE</b> Modifie		Attack Bonus Modifier Misc	Bonus		FENCE				odifier	Attack Bonus Modifier	Misc	Bonus
(CMD) = 10 + STR + DEX +	+ +	BAB + 1 +	+		MD)= 10 ·	+ STI	R + DEX +	+	+	BAB + iii	+	+
ARMOUR CLASS	-	SAVES	-			ARN	MOUR CLAS	S	<b>1</b>	SA	VES	-
ARMOUR CLASS Armour Mod	ze Misc lifier Modifier	FORTITUDE SAVE  Base Misc	Temp	Al	RMOUR CLASS	,	Natural Armour	Size Modifier	Misc Modifier	FORTITUDE SAVE	Base Misc	Temp
AC = 12 + DEX + - 1	+	FORT = CON+ +			AC = 12	+ DE	EX +	- 117 +		FORT = CON+	+	
FLAT-FOOTED ARMOUR CLASS		WILL SAVE		FI	AT-FOOTED A	RMOU	R CLASS	•		WILL SAVE		
AC = 12 / + - 1	1 +	WILL = WIS + +			AC = 12	. /	+	- 111 +		WILL = WIS+	+	
TOUCH ARMOUR CLASS		LYCANTHROPE		TO	UCH ARMOU	R CLAS	SS			LVCAN'	THROPE	
AC = 12 + DEX / - 1	+	+2 WIS and -2 CHA in all three form	is.		AC = 12	+ DE	EX /	- 11 +		CHANGE SHAPE	IIIIOI D	
Temp AC Spell Resistance Damage Reduction		□ NATURAL LYCANTHROPE		T	emp AC Spell	Resistan	ce Damage Reduc	tion		Equipment does not melo	d between Hun	manoid and
AC / silver		Damage Reduction: 10 / silver		- E	AC		/ silv	rer		Hubrid forms, but does w	ith Animal for	rm.
		Change shape as a move action.								CURSE OF LYCANTHROPY  A natural lycanthrope's bite afflicts the victim with		
SPECIAL ABILITIES	*	☐ AFFLICTED LYCANTHROPE		_		SPECI	IAL ABILITI	ES	<b>#</b>	A natural lycanthrope's bafflicted lycanthropy.	ite afflicts the	e victim with
		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 grai	nts another for	rtitude save.
			DC 10							LYCANTHROPIC EM		
		to Humanoid form: DC 2  Revert to base form at dawn or after 8	20 DC 25 8 hrs rest.	_						Can communicate with re		
				_						7, 10		