

# 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 MANEUVERS

COMBAT MANEUVER BONUS	Size Modifier	Misc
CMB = Base Attack + STR +		

COMBAT MANEUVER DEFENCE	Dodge Modifier	Deflection Modifier	Base Attack Bonus	Size Modifier	Misc	Morale Bonus
CMD = 10 + STR + DEX +			BAB			+

## ARMOR CLASS

ARMOR CLASS	Natural Armor	Size Modifier	Misc Modifier
AC = 12 + DEX +			
FLAT-FOOTED ARMOR CLASS			
AC = 12 / +			
TOUCH ARMOR 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			
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

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

☐ NATURAL LYCANTHROPE

Damage Reduction: 10 / silver

Change shape as a move action.

☐ AFFLICTED LYCANTHROPE

Damage Reduction: 5 / silver

Change shape as a full-round action, given a fortitude save:

to Hybrid or Animal form: DC 15 DC 10  
to Humanoid form: DC 20 DC 25

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 MANEUVERS

COMBAT MANEUVER BONUS	Size Modifier	Misc
CMB = Base Attack + STR +		

COMBAT MANEUVER DEFENCE	Dodge Modifier	Deflection Modifier	Base Attack Bonus	Size Modifier	Misc	Morale Bonus
CMD = 10 + STR + DEX +			BAB			+

## ARMOR CLASS

ARMOR CLASS	Natural Armor	Size Modifier	Misc Modifier
AC = 12 + DEX +			
FLAT-FOOTED ARMOR CLASS			
AC = 12 / +			
TOUCH ARMOR 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			
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