HYBRID FORM	Creature Type	Size Modifier			THROPE AL FORM	Creature Type			Size Modifier
ABILITIES	ATTACK	5		ABII	LITIES	7 1	ATTACKS		*
Base Animal Modifier Temp				Base Animal	Modifier Temp				
STR STR + 2 STR			×	STR STR +	· 2 STR			_	
DEX DEX DEX	Range Attack Bonus	Damage Critical	i i	DEX DEX	DEX	Range	Attack Bonus	Damage	Critical
	ft sq					ft	sq		
CON CON + 2 CON				CON CON +	· 2 CON	-			
INT INT INT	Add all Dance	D 0 111 1	1	INT INT	INT		Associa Donne		0 ' 1
WIS WIS + 2 WIS	Range Attack Bonus	Damage Critical	7	WIS WIS +	· 2 WIS	Range	Attack Bonus	Damage	Critical
	ft sq					<b>f</b> t	sq		
CHA CHA - 2 CHA				CHA CHA -		-			
Use your base or animal score, whichever is higher			Us	e your base or animal	score, whichever is high	er			
SPEED Temp Speed	Range Attack Bonus	Damage Critical	SP	EED	Temp Speed	Range	Attack Bonus	Damage	Critical
ft sq ft sq ft sq	ft sq			ft sq	ft sq ft s	q ft	sq		
COMBAT MANOEUVRES				COMBAT M	IANOEUVRES	7			
COMBAT MANOEUVRE Size	Attack Bonus	Damaga Critical		MBAT MANOEUV			Attack Bonus	Damaga	Critical
	Range	Damage Critical		ONUS *	Modifier Mis	c Range	Attack bollus	Damage	Critical
CMB = % % + STR + 1 +	ft sq			Base + S	TR + 🙌 +	ft	sq		
COMBAT MANOEUVRE Dodge DEFENCE Modifier	Deflection Base Size Modifier Attack Bonus Modif	Morare		OMBAT MANOEUV EFENCE		odge Deflection odifier Modifier	Base Size Attack Bonus Modifier	Misc	Morale Bonus
(CMD) = 10 + STR + DEX +	+ + BAB +	+ +		EMD = 10 + 9	STR + DEX +	+ +	BAB +	+	+
ARMOUR CLASS	S	AVES			RMOUR CLASS		SA	VES	
ARMOUR CLASS Natural Size Armour Modifi		Base Misc Temp	Al	RMOUR CLASS	Natural Armour	Size Misc Modifier Modifier	FORTITUDE SAVE	Base Misc	Temp
AC = 12 + DEX + -	+ FORT = CON+	+		AC = 12 +	DEX + -	#i +	FORT = CON+	+	
FLAT-FOOTED ARMOUR CLASS	WILL SAVE		FI	LAT-FOOTED ARI	MOUR CLASS		WILL SAVE		
AC = 12 / + -	+ WILL = WIS +	+		AC = 12	/ +	<b>*</b> +	WILL = WIS +	+	
TOUCH ARMOUR CLASS	IVCA	NTHROPE	TO	OUCH ARMOUR C			IVCAN	THROPE	
AC = 12 + DEX / -	+ +2 WIS and -2 CHA			AC = 12 +	DEX / -	₩, +	CHANGE SHAPE	IIIKOI L	
Temp AC Spell Resistance Damage Reduction	□ NATURAL LYC			Temp AC Spell Resi	stance Damage Reduction	on	Equipment does not mel	d between Hum	nanoid and
		Damage Reduction: 10 / silver		AC			Hubrid forms, but does v		
AC / silver	Change shape as a m	Change shape as a move action.		AC / silver			CURSE OF LYCANTHROPY		
SPECIAL ABILITIES		□ AFFLICTED LYCANTHROPE		SPECIAL ABILITIES			A natural lycanthrope's bite afflicts the victim with afflicted lycanthropy.		
	Damage Reduction:	5 / silver	_				DC 15 to negate		
	Change shape as a fo						A dose of wolfsbane gra	nts another for	titude save
	given a fortitude sav to Hybrid or Anima						LYCANTHROPIC EN	<b>ИРАТНУ</b>	
	to Humanoid form	DC 20 DC 25					Can communicate with r		
	Revert to base form	t dawn or after 8 hrs rest.	_				+4 to Diplomacy to a	lter an animal's	s attitude