HYBRID FORM	Creature Type	Size Modifier	A	LYCANTHROPI NIMAL FO		Creature Type		Size Modifi	fiei
ABILITIES	ATT	ACKS	*	ABILITIES	*	×	ATTACKS		-
Base Animal Modifier Temp			Base	Animal Modif	er Temp				
STR STR +2 STR	AU. 1 D	0.11.		STR +2 ST			August Barre	0.11	
DEX DEX DEX	Range Attack Bo	onus Damage Critical		DEX DE	X	Range	Attack Bonus	Damage Critica	11
	ft sq					ft	sq		
CON CON + 2 CON				CON + 2 CO	N				Π
INT INT INT	Attack De	0.11	INT	INT IN	I		Attack Danus	0.35	
WIS WIS +2 WIS	Range Attack Bo	onus Damage Critical	WIS	WIS + 2 WI	S	Range	Attack Bonus	Damage Critica	11
	ft sq			CHA -2 CH	Λ	ft	sq		_
CHA CHA -2 CHA					FA.				
Use your base or animal score, whichever is higher	Attack Bo	Onus Damaga Critical		se or animal score, whic			Attack Bonus	Damaga Critica	اء
SPEED Temp Speed	Range	onus Damage Critical	SPEED		Temp Speed	Range	Attack bollus	Damage Critica	11
ft sq ft sq ft sq	ft sq		ft	sq ft sq	ft sq	ft	sq		
Swim Fly Climb			Swim	Fly	Climb				
ft sq ft sq ft sq	Attack Bo	onus Damage Critical	ft	sq ft sq	ft sq		Attack Bonus	Damage Critica	al
	Range	Dullage Officear				Range	/tttudit Bollub	Damage	
GRAPPLE	ft sq		`	GRAPPLE	*	ft	sq		_
Base Size Mo GRAPPLE BONUS Attack Bonus × 4			GRAPPLE		ase Size Mod	lifier	Minn		
OKAFFEE DON'OS Attack bollus × 4	IVIISC		GRAFFLE	DUNUS Attact	k Bonus × 4		Misc		
(4 + STR +		GRAFFLE		,	+ STR	MISC		
(SAVES	GRAFFLE		AB + × 4	+ STR	+	VES	-
= BAB + × A ARMOUR CLASS Natural S		Base Misc Temp	ARMOUR	= (B.	AB + × 4 R CLASS Natural Sin	<u> </u>	SA SA	Base Misc Tem	np
= BAB + × A ARMOUR CLASS Natural S	4 + STR + ize Misc	Base Misc Temp		= (B.	R CLASS Natural Sin Mod	ze Misc	SA SA	Base Misc Tem	np
= BAB + × A ARMOUR CLASS Natural S Armour Moo	ize Misc Hodifier Horitude	Base Misc Temp	ARMOUR	= (B. ARMOU	R CLASS Natural Single Model Armour Model - 1	ze Misc ifier Modifier	SA FORTITUDE SAVE	Base Misc Tem	np
ARMOUR CLASS	ize Misc Hodifier FORTITUDE FORT = CO	Base Misc Temp E SAVE	ARMOUR	ARMOUI CLASS = 12 + DEX +	R CLASS Natural Single Model Armour Model - 1	ze Misc ifier Modifier	SA FORTITUDE SAVE	Base Misc Tem	np
ARMOUR CLASS ARMOUR CLASS Natural S Moore AC = 12 + DEX + - I FLAT-FOOTED ARMOUR CLASS	ize Misc Modifier FORTITUDE FORT = CO WILL SAVE WILL = W	Base Misc Temp E SAVE IS + +	ARMOUR AC FLAT-FOO	ARMOUI CLASS = 12 + DEX + OTED ARMOUR CLA	R CLASS Natural Single Model Armour Model - 1	ze Misc ifier Modifier	FORT = CON + WILL SAVE WILL = WIS +	Base Misc Tem	np
ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS AC = 12 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 12 / + - TOUCH ARMOUR CLASS AC = 12 + DEX / -	ize Misc Modifier FORTITUDE FORT = CC WILL SAVE WILL = W	Base Misc Temp E SAVE N+ + YCANTHROPE	ARMOUR AC FLAT-FOO	= B. ARMOUI CLASS = 12 + DEX + TED ARMOUR CLA = 12 / +	R CLASS Natural Single Model Armour Model - 1	ze Misc ifier Modifier	FORT = CON + WILL SAVE WILL = WIS +	Base Misc Tem	np
ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS AC = 12 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 12 / + - TOUCH ARMOUR CLASS AC = 12 + DEX / -	ize Misc Modifier FORTITUDE FORT = CO WILL SAVE WILL = W +2 WIS and -2	Base Misc Temp E SAVE DN + + IS + + YCANTHROPE CHA in all three forms.	ARMOUR AC FLAT-FOO AC TOUCH AC	ARMOUT CLASS = 12 + DEX + OTED ARMOUR CLA = 12	AB + × 4 R CLASS Natural Sin Mod - Mod - Mod - Mod - Mod	ze Misc ifier Modifier +	FORTITUDE SAVE FORT = CON + WILL SAVE WILL = WIS + LYCAN CHANGE SHAPE	+ THROPE	
ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS AC = 12 + DEX + - 1 FLAT-FOOTED ARMOUR CLASS AC = 12 / + - 1 TOUCH ARMOUR CLASS AC = 12 + DEX / - 1 Temp AC Spell Resistance Damage Reduction	# STR + ize	Base Misc Temp E SAVE N+ + YCANTHROPE	ARMOUR AC FLAT-FOO AC TOUCH AI AC	ARMOUT CLASS = 12 + DEX + OTED ARMOUR CLA = 12	R CLASS Natural Sin Mod - Mod SS Damage Reductio	ze Misc iffer Modifier + +	FORT = CON + WILL SAVE WILL = WIS +	# THROPE	
ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS AC = 12 + DEX + - Moore Class AC = 12 / + - Moore Class AC	# STR + ize	Base Misc Temp E SAVE N+ + YCANTHROPE C CHA in all three forms.	ARMOUR AC FLAT-FOO AC TOUCH AC	ARMOUT CLASS = 12 + DEX + OTED ARMOUR CLA = 12	AB + × 4 R CLASS Natural Sin Mod - Mod - Mod - Mod - Mod	ze Misc iffer Modifier + +	FORTITUDE SAVE FORT = CON + WILL SAVE WILL = WIS + LYCAN CHANGE SHAPE Equipment does not mel Hubrid forms, but does v	+ THROPE d between Humanoid an with Animal form.	nd
ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS AC = 12 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 12 / + - TOUCH ARMOUR CLASS AC = 12 + DEX / - Temp AC Spell Resistance Damage Reduction	# STR + ize	Base Misc Temp E SAVE N+ + YCANTHROPE C CHA in all three forms. L LYCANTHROPE ction: 10 / silver	ARMOUR AC FLAT-FOO AC TOUCH AI AC	ARMOUT CLASS = 12 + DEX + OTED ARMOUR CLA = 12	R CLASS Natural Sinch Mod - Mod SS Damage Reductio	ze Misc iffer Modifier + +	FORTITUDE SAVE FORT = CON + WILL SAVE WILL = WIS + LYCAN CHANGE SHAPE Equipment does not mel Hubrid forms, but does v CURSE OF LYCANTI A natural lycanthrope's leaves	+ THROPE d between Humanoid an with Animal form.	nd
ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS AC = 12 + DEX + - Moore Class AC = 12 / + - Moore Class AC	# STR + ize	Base Misc Temp E SAVE N+ + YCANTHROPE C CHA in all three forms. LLYCANTHROPE ction: 10 / silver as a move action.	ARMOUR AC FLAT-FOO AC TOUCH AI AC	ARMOUNT CLASS = 12 + DEX + DTED ARMOUR CLA = 12	R CLASS Natural Sinch Mod - Mod SS Damage Reductio	ze Misc iffer Modifier + +	FORTITUDE SAVE FORT = CON + WILL SAVE WILL = WIS + LYCAN CHANGE SHAPE Equipment does not mel Hubrid forms, but does v	+ THROPE d between Humanoid an with Animal form.	nd
ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS AC = 12 + DEX + - Moore Class AC = 12 / + - Moore Class AC	# STR + ize	Base Misc Temp E SAVE N+ + YCANTHROPE C CHA in all three forms. L LYCANTHROPE ction: 10 / silver as a move action. ED LYCANTHROPE ction: 5 / silver as a full-round action, Full	ARMOUR AC FLAT-FOO AC TOUCH AI AC	ARMOUNT CLASS = 12 + DEX + DTED ARMOUR CLA = 12	R CLASS Natural Sinch Mod - Mod SS Damage Reductio	ze Misc iffer Modifier + +	FORTITUDE SAVE FORT = CON + WILL SAVE WILL = WIS + LYCAN CHANGE SHAPE Equipment does not mel Hubrid forms, but does v CURSE OF LYCANTI A natural lycanthrope's lafflicted lycanthropy.	+ + THROPE d between Humanoid an with Animal form. HROPY bite afflicts the victim with the state of the s	nd
ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS AC = 12 + DEX + - Moore Class AC = 12 / + - Moore Class AC	# STR + ize	Base Misc Temp E SAVE NH + + YCANTHROPE CHA in all three forms. LLYCANTHROPE ction: 10 / silver as a move action. ED LYCANTHROPE ction: 5 / silver as a full-round action, full Moon Animal form: DC 15 DC 10	ARMOUR AC FLAT-FOO AC TOUCH AI AC	ARMOUNT CLASS = 12 + DEX + DTED ARMOUR CLA = 12	R CLASS Natural Sinch Mod - Mod SS Damage Reductio	ze Misc iffer Modifier + +	FORTITUDE SAVE FORT = CON + WILL SAVE WILL = WIS + LYCAN CHANGE SHAPE Equipment does not mel Hubrid forms, but does w CURSE OF LYCANTI A natural lycanthrope's lafflicted lycanthropy. DC 15 to negate A dose of wolfsbane gran LYCANTHROPIC EN	+ THROPE d between Humanoid an with Animal form. HROPY bite afflicts the victim wints another fortitude say	nd
ARMOUR CLASS ARMOUR CLASS ARMOUR CLASS AC = 12 + DEX + - Moore Class AC = 12 / + - Moore Class AC	# STR + ize	Base Misc Temp E SAVE NH + + YCANTHROPE C CHA in all three forms. L LYCANTHROPE ction: 10 / silver as a move action. ED LYCANTHROPE ction: 5 / silver as a full-round action, full Moon Animal form: DC 15 DC 10	ARMOUR AC FLAT-FOO AC TOUCH AI AC	ARMOUNT CLASS = 12 + DEX + DTED ARMOUR CLA = 12	R CLASS Natural Sinch Mod - Mod SS Damage Reductio	ze Misc iffer Modifier + +	FORTITUDE SAVE FORT = CON + WILL SAVE WILL = WIS + LYCAN CHANGE SHAPE Equipment does not mel Hubrid forms, but does w CURSE OF LYCANTI A natural lycanthrope's tafflicted lycanthropy. DC 15 to negate A dose of wolfsbane gran LYCANTHROPIC EN Can communicate with r	+ THROPE d between Humanoid an with Animal form. HROPY bite afflicts the victim wints another fortitude say	nd