

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 | | | |

| 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 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 | | | |

| 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