HYBRID FORM	Creature Type	ń	Size Modifier		A	LYCA ANIM		ROPE FORM	_	Creature Ty	/pe			Size Modifier
ABILITIES *	×	ATTACKS	,			AB	ILITI	IES		*		ATTACKS		*
Base Animal Modifier Temp					Base	Animal		Modifier Te	emp					
STR STR +2 STR		Attack Ponus Domogo	Critical		STR	STR	+ 2	STR _				— Attack Ponus	Damaga	Critical
DEX DEX DEX	Range	Attack Bonus Damage	Cittical			DEX		DEX	_	Range		Attack Bonus	Damage	Critical
CON CON +2 CON	ft	sq		-	CON	CON	4.3	CON	— I	f	t s	qp		
							7 2		- 1					
INT INT INT		— Attack Bonus Damage	Critical	_ i	INT	INT		INT				— Attack Bonus	Damage	Critical
WIS WIS +2 WIS	Range				WIS		+ 2	WIS	- 1	Range				
CHA CHA -2 CHA	ft	sq			CHA	CHA	- 2	CHA	_	ft	S	q		
Use your base or animal score, whichever is higher				- U:	se vour ba	se or anim	al scor	e, whichever is h	nigher					
SPEED Temp Speed	Range	Attack Bonus Damage	Critical	_	PEED			Temp Sp		Range		- Attack Bonus	Damage	Critical
					-		٠.							
ft sq ft sq ft sq	ft	sq		L		sq		-	sq	Т	t s	eq		
COMBAT MANOEUVRES COMBAT MANOEUVRE Size						MBAT I MANOEU		OEUVRES	*					
BONUS Size Modifier Misc	Range	Attack Bonus Damage	Critical		ONUS	MANUEC	VKE	Size Modifier	Misc	Range		Attack Bonus	Damage	Critical
(CMB) = 8 8 8 + STR + 1 +	ft	sq			CMB	Base Attack	STR	+ 1 +	Į	f	t s	a		
COMBAT MANOEUVRE Dodge		Base Size	Morale			™ ≷ MANOEU		=	Dodge	Deflecti		Base Size		Morale
DEFENCE Modifie		Attack Bonus Modifier Misc	Bonus		EFENCE				Modifier	Modifie		ttack Bonus Modifier	r Misc	Bonus
(CMD) = 10 + STR + DEX +	+ +	BAB + 🙌 +	+		CMD]	= 10 +	STF	R + DEX +		+	+	BAB +	+	+
ARMOUR CLASS	-	SAVES	-				ARN	OUR CLAS	SS			s SA	VES	*
ARMOUR CLASS Natural Si Armour Mod	ze Misc lifier Modifier	FORTITUDE SAVE Base Misc	Temp	A	ARMOUR	CLASS		Natural Armour	Siz Modi			FORTITUDE SAVE	Base Misc	Temp
AC = 12 + DEX + - 1	+	FORT = CON+ +			AC	= 12 -	+ DE	+ X	- 1	+	1	FORT = CON+	+	
FLAT-FOOTED ARMOUR CLASS	•	WILL SAVE		F	LAT-FO	OTED AR	MOUI	R CLASS			7	WILL SAVE		
AC = 12 / +	1 +	WILL = WIS+ +			AC	= 12	/	+	- 1	+		WILL = WIS+	+	
TOUCH ARMOUR CLASS		LYCANTHROPE		T		RMOUR	CLAS	S)	LYCAN	THROPE	
AC = 12 + DEX / - 1	+	+2 WIS and -2 CHA in all three forms	S.	i L	AC	= 12 -	+ DE	EX /	- M	+		CHANGE SHAPE		
Temp AC Spell Resistance Damage Reduction	n	□ NATURAL LYCANTHROPE		_	Temp AC	Spell I	Resista	ınce Damage I	Reduction			Equipment does not mel	d between Hun	nanoid and
AC / silver	r	Damage Reduction: 10 / silver		- : F	AC			1	silver		_	Hubrid forms, but does v		m.
	Change shape as a move action.										CURSE OF LYCANTHROPY A natural lycanthrope's bite afflicts the victim with			
SPECIAL ABILITIES	*	□ AFFLICTED LYCANTHROPE				S	PECI	AL ABILIT	TES			A natural lycanthrope's l afflicted lycanthropy.	JILE ATTICES THE	victim with
		Damage Reduction: 5 / silver										DC 15 to negate		
		Change shape as a full-round action, given a fortitude save:	Full Moon	<u> </u>								A dose of wolfsbane gra		rtitude save.
			5 DC 10									LYCANTHROPIC EN		
		Revert to base form at dawn or after 8	o DC 25	_								Can communicate with r +4 to Diplomacy to a		
				_										