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PACOU



80

PACOU

Def.

Counter

C4

D4

S3

M1

Dodge

5

AP

8

HP

22

Bite: 3 damage / Bleeding 1.

On a CH, Bleeding 2 instead of extra damage.

Pugio: 1 AP / 3 damage / 1 hand / Piercing.

Breaks on a CF; gains maximum 1 free attack on a CH instead of extra damage.

★ **Hate ball:** when Pacou undergoes damage in a close combat, his opponent takes the same amount of damage (but no effect).

★ **Analgesia.**

★ **Aquatic creature / Mucus.**

GOLIATH



120

GOLIATH

Def.

Counter

C5

D4

S7

M2

4

Dodge

AP

2

HP

30

Bite: 1D5+2 damage/Bleeding 1.

On a CH, Bleeding 2 instead of extra damage.

Trident: / Reach / 1D5+3 damage.

Enables to disarm for 2 AP.

Skewer: , 1D5+3 damage / Range 3 fathoms

The opponent is brought to within 0.5 fathoms of Goliath.

Aquatic creature.

LES PIRANHAS

When Pacou or Goliath restrains an opponent, the other can defend in his place if he is in his ZOC.

“Bain de sang”: if Pacou and Goliath are within 3 fathoms of each other, Pacou inflicts a free basic attack on each Briskar who comes within 2 fathoms of Goliath.

“Niap Niap”: when Pacou, Goliath, or a generic Ichthien within 3 fathoms of Goliath gets assaulted, he can make a basic attack (paying the cost) during the opponent’s activation, resolve the active Briskar’s attack first, then Niap Niap.



Linked to Pacou and Goliath.

