

## Description:

Bred over centuries, the Goliath Pangolin acts as a tireless protector, a mute bodyguard, incapable of doubt nor fear.

They also like tummy scratches and snacks.

## Strategy:

Pangolin act as bodyguards, either providing a combat proxy for a more fragile team member, or providing a powerful ally to someone already in the fray. While primarily defensive, the Pangolin employs a rather proactive form of defense, and can thus be relied upon in situations where diplomacy has failed.

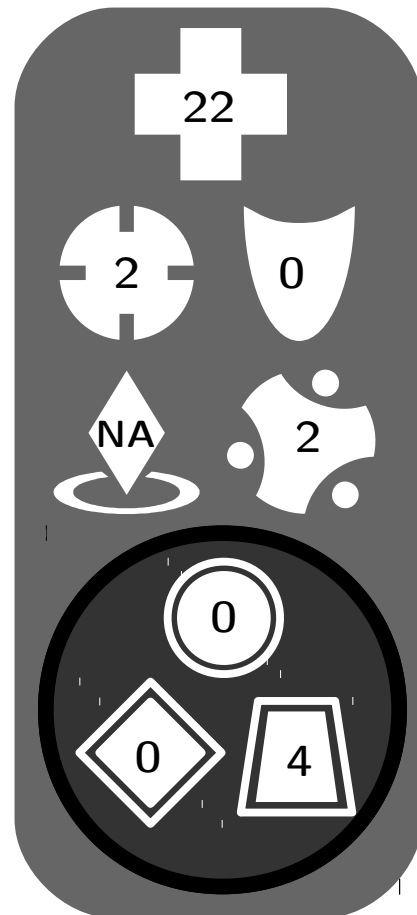
## Starting Bonuses:

- ☐ 2 companion skill per level
- ☐ Attacks for 1d8 damage.
- ☐ Your Pangolin has +3 starting ranks in Strength, Endurance and +1 in its remaining skills.

Skill	Rank
Strength	
Agility	
Endurance	
Perception	
People Reading	
Soothe	

**Mount:** You may use your Pangolin as a mount. Mounting and dismounting takes three beats. While mounted, any movement on your Pangolin's part carries you along with it. Spend one beat to remain on your Pangolin during any turn in which it moves.

If you are at risk of falling off, roll your choice of Piloting or Agility (DC varies). Your Pangolin is not trained to carry other riders.



Companion Name: \_\_\_\_\_

## Companion details:

Answer one (or more) of the following backstory details.

Describe your companion's personality. What does the Pangolin think of each of your teammates? Which ones does it get along with most?

---



---



---



---

Describe a moment when you were hurt and broken (either physically or emotionally), and your Pangolin kept you safe or made you well:

---



---



---



---

Is this your first Pangolin? If not, what was the name of your previous protector, and what happened to him/her? Did they die of old age or in the line of duty? \_\_\_\_\_

---



---



---

Please leave care instructions for one of your allies to take care of your Pangolin in your absence.

---



---



---

Name one thing that your Pangolin is afraid of. \_\_\_\_\_

### Defensive Curl

Using two beats, your Pangolin can curl into a ball. While curled it gains +5 damage resistance vs. all physical damage (knives, bullets etc. but not fire or radiation). It also provides +2 defense worth of cover to anyone crouching behind it, and counts as a steady surface for the sake of Sharpshooters 'Steady Barrel'. Your Pangolin cannot attack nor act as a mount while curled, but can roll around at full speed. Uncurling uses one beat, and prompts an AoO. Even when uncurred, your Pangolin has +1 damage resistance vs all physical attacks.

### Armadillo Plate

*Requires Defensive curl*

While curled, your Pangolin gains a further +5 damage resistance. All critical hits made against it during this time are treated as normal attacks. When uncurred, your Pangolin now has +2 damage resistance vs all physical attacks.

### Hound's Loyalty

All attacks made against you allow an attack of opportunity from your Pangolin, regardless of whether or not the attack would normal prompt AoO. As an example, an attack with a warhammer normally does not prompt AoO. Now it does. Your Pangolin will still need to be close enough to make such an attack, and will need to spend a reaction.

### Wolf's Honour

*Requires: Hound's Loyalty*

The protection afforded by Hound's loyalty now applies to all teammates.

### Horse's Saddle

You may mount and dismount your Pangolin using only a single beat. You need not spend beats to remain balanced on your mount even when it is moving.

### Pony Express

You Pangolin will accept not just you, but any character who you nominate as a passenger. Your Pangolin can carry up to two characters at a time, and while being carried these characters are considered to be "Resting" for the sake of healing, sleep, etc.

### Nimble as a Goat

*Requires: Any Two feats*

Your Pangolin gains +10 on all skill checks associated with passing over difficult terrain. This bonus applies even when you are mounted. If you would ever need to roll a skill check to remain mounted upon your pangolin, gain +5 on the resulting skill check.

### Cavalry

*Requires: Any Two feats*

While mounted, both you and your Pangolin may "aid" one another at the cost of only one beat. In particular, either of you can spend a beat to grant the other +2 on an attack roll or skill check. As with all "aid" situations, you must be able to justify how this assistance will be carried out. Your pangolin might help you sneak, but is unlikely to meaningfully assist your crafting attempts.

You may spend Reactions to help one another even during other characters turns - for example you might spend a reaction to aid your Pangolin in a counter attack, or you pangolin might spend a reaction to grant you +2 defense.

### Bear's Strength

*Requires: Any Two feats*

Your Pangolin now attacks for 2d6 damage.

### Grizzly's Might

*Requires: Four feats + Bear's Strength*

Your Pangolin now attacks for 3d6 damage.

### Sabertooth's Claw

*Requires: seven feats + Grizzly's Might*

Your Pangolin now attacks for 3d8 damage.

### Wolverine's Ferocity

*Requires: Hound's Loyalty*

Your Pangolin gains +3 attack and damage on all AoO and counter attacks.

### Badger's Endurance

*Requires one other Pangolin feat*

Your pangolin can spend three beats to shake off any and all harmful status effects currently afflicting it (poison, stunned, on fire etc), as well as all superficial injuries (deafened, sprained ankle, bleeding). Effects that are endemic to the current environment (for example lack of oxygen), are not removed, nor are serious injuries (broken leg, etc.) or damage.

### Meerkat's Alertness

Your Pangolin's alertness grants you +2 perception and +2 initiative (as long as it remains present).

### Mongoose Strike

*Requires: Meerkat's Alertness*

Your Pangolin gains two additional reactions per turn.