

Giant

Level	8	AGL	12	Defense	Block	16	
Size	Giant	CHA	8	Bonus	Dodge	15	
Initiative Bonus	0	CON	19		Perry	13	
Grouping	1d4	END	16	High Pain Threshold	35%		
Aggressiveness	7	INT	6	Magic Resistance			
Movement	45' (8)	OBS	12	AGL	10%	INT	N/A
Treasure	1d8+4	STR	23	CHA	10%	OBS	10%
		WIS	9	CON	30%	STR	50%
				END	15%	WIS	10%

Territory & Description:

On the whole, giants are like humans except they are significantly larger and stronger though less intelligent and wise. These creatures live in several places throughout Valhalla including Xa'cor dy Yelphet and the Viking lands in Bi-Frost. While they generally live in solitude or in small family groupings they do occasionally meet in larger gatherings. Upon occasion they will also become organized enough to raid neighboring towns and villages in search of food and valuables. Such alliances are almost always sort lived, however, and eventually disintegrate due to in-fighting.

Some giants have been known to be influenced by powerful non-giant characters. Some wizards and warlords have been known to bribe or befriend giants for a time. Giants can only be used for a limited time in this manner, however, before they lose interest and leave the service of these individuals or simply turn on them. Dealing with giants is always dangerous!

Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
Punch	+3	2d6+8	3	10' (2)	1
Kick		2d8+8			
Bite		2d4			
Simple Melee #1	+5	Var +8	Variable	Variable	1

Weapons and Armor:

Giants use only simple melee weapons or their hands and feet to attack. They will often use large humanoid weapons as small weapons for themselves (a long sword could be used as a large knife) or they will use tree trunks for clubs. Upon occasion they will make their own weapons and armor, or have these items made for them by more intelligent allies, such as Cyclops.

Giant 1	Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16					Pike	+5	1d8+1d4+8	1	2-5	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Body	23	69	46	35	35	58	58					

Giant 2	Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16					Tree Trunk Club	+5	2d6+1d4+8	1	1-3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Hide Armor Absorb (4/4)		30	30									
Body	23	69	46	35	35	58	58					

Giant 3	Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16					Tree Trunk Club	+5	2d6+1d4+8	1	1-3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Medium Shield Absorb (14/8) +4 Block Modifier	80											
Hide Armor Absorb (4/4)		30	30									
Body	23	69	46	35	35	58	58					

Giant 4	Current CON	17										
	Current END	16										
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Body	23	69	46	35	35	58	58					

Giant 5	Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16					Trident	+5	2d4+9	1	1-4	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Bone Helmet Absorb (4/2)	20											
Body	23	69	46	35	35	58	58					

Giant 6	Current CON	17										
	Current END	16										
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Body	23	69	46	35	35	58	58					

Giant 7	Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16					Giant Battle Axe	+5	3d8+8	1/2	1-3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Bone Helmet Absorb (4/2)	20											
Hide Armor Absorb (4/4)		30	30									
Body	23	69	46	35	35	58	58					

Giant 8	Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16					Tree Trunk Club	+5	2d6+1d4+8	1	3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Medium Shield Absorb (14/8) +4 Block Modifier	80											
Body	23	69	46	35	35	58	58					

Giant 9	Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16					Halberd	+5	1d10+8	1	3-4	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Hide Armor Absorb (4/4)		30	30			30	30					
Body	23	69	46	35	35	58	58					

Giant 10	Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
	Current END	16					Tree Trunk Club	+5	2d6+1d4+8	1	3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Bone Helmet Absorb (4/2)	20											
Body	23	69	46	35	35	58	58					