

Frost Giant (450 Points)

CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
45	STR	35	18-	9D6; [9]
9	DEX	-3	11-	OCV 3 DCV -2
45	CON	70	18-	
25	BODY	30	14-	
9	INT	-1	11-	PER ROLL 11-
9	EGO	-2	11-	ECV: 3
45	PRE	35	18-	PRE ATTACK: 9D6
10	COM	0	11-	
14	PD	5		TOTAL: 14 PD (5 RPD)
14	ED	5		TOTAL: 14 ED (5 RED)
2	SPD	1		PHASES: 6, 12
18	REC	0		
90	END	0		
92	STUN	21		TOTAL CHARACTERISTIC COST: 193

MOVEMENT: **RUNNING:** **7" / 14"**
 SWIMMING: **2" / 4"**
 LEAPING: **4" / 8"**

COST	POWERS	END
5	Thick Icy Skin: Damage Resistance (5 PD/5 ED)	
30	Twice As Big: Physical Damage Reduction, Resistant, 50%	
30	Twice As Big: Energy Damage Reduction, Resistant, 50%	
4	Long of Arm: Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	
28	Hurl Rocks: Killing Attack - Ranged 3d6+1 (50 Active Points); OIF (Focus - Rocks of Opportunity; -½), Limited Range (200 yards/meters 100") (-¼)	5
7	Rock Catching: Missile Deflection (Thrown Objects), Missile Reflection (25 Active Points); Activation Roll 9- (-1 ½), Limited Power (Only vs. Large Roughly Rock/Boulder Shaped Objects) (-1)	
10	Heavy: Knockback Resistance -5"	
36	Immunity to Cold (increase to 100% Damage Reduction, Resistant ED): Custom Power (90 Active Points); Limited Power - Only vs. Cold Power loses about two-thirds of its effectiveness (-1 ½)	
12	Resistance to Cold (increase to 75% Damage Reduction, Resistant ED): Custom Power (30 Active Points); Limited Power - Only vs. Cold Power loses about two-thirds of its effectiveness (-1 ½)	
2	Life Support (Safe in Intense Cold)	
1	Life Support (Longevity 250 Years)	
10	Enchanted Creature: Mental Defense (12 points total)	

TOTAL POWERS COST: 175

TALENTS

10	Follow-Through Attack
4	Environmental Movement (no penalties on)
5	Rapid Healing

TOTAL TALENTS COST: 19

SKILLS

40	+5 with All Combat
4	WF: Common Melee Weapons, Common Missile Weapons, Thrown Rocks
2	KS: Lair and Surrounding Environment 11-
0	Language: Frost Giant (completely fluent) (3 Active Points)
3	Language: Jotun (Generic Giantish) (completely fluent)
2	PS: Warrior 11-
2	PS: Sailor 11-
2	Navigation 11-
2	Survival (Arctic/Subarctic, Mountain) 8-
6	TF: Equines, Large Rowed Boats, Large Wind-Powered Boats, Rafts, Small Rowed Boats, Small Wind-Powered Boats

TOTAL SKILLS COST: 63
TOTAL COST: 450

300+ DISADVANTAGES

15	Distinctive Features: Frost Giant Not Concealable, Always Noticed and Causes Major Reaction, Detectable By Commonly-Used Senses, Not Distinctive In Some Cultures
10	Enraged: In Battle (Common), go 8-, recover 14-
25	Physical Limitation - Bigger And Easier to be Seen and be Hit (3x human size = -5 DCV, and +5 to PER Rolls to Percieve) Note: N.B. This immense size gives them a base DCV of -2! Very easy to hit to offset (somewhat) the extremely hard to damage.
5	Physical Limitation: Too Big to Fit, Too Heavy to be Supported (Infrequently, Slightly Impairing)
10	Physical Limitation: Voracious - Must Eat 27x as much as a normal man (Frequently, Slightly Impairing)
10	Psychological Limitation: Hates Heat/Fire, Can't Take the Heat so Stays Out of the Fire! (Uncommon, Strong)
15	Reputation - Greedy Rapacious Plunderers: , 14-
0	Social Limitation: Not Accepted in Most Civilized Societies (Occasionally, Minor, Not Limiting In Some Cultures)
0	Susceptibility: Warm Temperatures, 1d6 damage per Hour (Uncommon)
0	Susceptibility: Anti- and Pro-Giant Effects
20	Vulnerability: 2 x STUN Heat/Fire (Common)
20	Vulnerability: 2 x BODY Heat/Fire (Common)
10	Vulnerability: 1 ½ x STUN Lightning/Electricity (Common)
10	Vulnerability: 1 ½ x BODY Lightning/Electricity (Common)
0	Experience Points

UNSPENT EXPERIENCE POINTS: 0
TOTAL DISADVANTAGE POINTS: 150
TOTAL COST: 450

COST EQUIPMENT/OPTIONS

24	Axe, Battle (x3 Size): Killing Attack - Hand-To-Hand 6d6 (6d6+1 w/STR), Reduced Endurance (0 END; +½) (135 Active Points); Independent (-2), STR Minimum 39 (-1), OAF (-1), Required Hands One-And-A-Half-Handed (-¼), Real Weapon (-¼) (\$30, 4.80kg)
23	Spear, Long (x3 Size): Killing Attack - Hand-To-Hand 6d6, Reduced Endurance (0 END; +½), Ranged (+½) (180 Active Points); Independent (-2), 1 Recoverable Charge (-1 ¼), OAF (Focus - Spear; -1), STR Minimum 39 (-1), -1OCV (-½), Required Hands Two-Handed (-½), Real Weapon (-¼), Reduced By Range (Range Based on STR) (-¼) (,)
17	Hammer, War (x3 Sized): Killing Attack - Hand-To-Hand 4d6, +1 STUN Multiplier (+¼), Reduced Endurance (0 END; +½) (105 Active Points); Independent (-2), STR Minimum 39 (-1), OAF (-1), -1OCV (-½), Real Weapon (-¼), Required Hands One-And-A-Half-Handed (-¼) (,)

COST EQUIPMENT/OPTIONS

- 17 **Sword, Broad (x3 Size):** Killing Attack - Hand-To-Hand 4d6 (4d6+1 w/STR), Required Hands One-Handed (+0), Reduced Endurance (0 END; +½) (90 Active Points); Independent (-2), STR Minimum 36 (-1), OAF (-1), Real Weapon (-¼) (,)
- 6 **Hauberk, Ring Mail, Reinforced:** (Total: 36 Active Cost, 6 Real Cost) Armor (12 PD/12 ED); Independent (-2), Normal Mass (-1), Location 7-14 Very Limited Type of Attack (-1), OIF (-½), Real Armor (-¼) (Real Cost: 6) (, 8.15kg) Note: Loc. 7-14
- 11 **Cap, Plate and Chain:** (Total: 63 Active Cost, 11 Real Cost) Armor (21 PD/21 ED); Independent (-2), Normal Mass (-1), Location 5 Very Limited Type of Attack (-1), OIF (-½), Real Armor (-¼) (Real Cost: 11) (, 0.78kg) Note: Loc. 5,
- 4 **Large Wooden Shield:** (Total: 27 Active Cost, 4 Real Cost) HA +3d6 (15 Active Points); Independent (-2), OAF (-1), STR Minimum 15 (-¾), Hand-To-Hand Attack (-½), Side Effects -OCV per DCV protection, Side Effect occurs automatically whenever Power is used (-½), Real Weapon (-¼) (Real Cost: 2) plus +3 DCV, +3 DCV (+6 Advantages; +12) (12 Active Points); Independent (-2), OAF (-1), Normal Mass (-1), STR Minimum 10 (STR Min. Cannot Add/Subtract Damage; -1), Real Armor (-¼) (Real Cost: 2) (\$3, 4.00kg) Note: Body 18__Def 9

BACKGROUND/HISTORY:

Frost Giants. In essence are huge Norse Vikings linked to the elemental cold/ice.

These Awesome giants are pale-skinned with light yellow or light blue hair. They stand 18' tall, have long full beards, and wear fur skins and iron armor. Frost Giants may hurl rocks up to 200'. They often build castles above the timberline of snow-capped mountains. They will always have either 3d6 polar bears (20%) or 6d6 wolves (80%) as guards. Frost Giants are not affected by Cold-based attacks.

- 0e: HD: 10+1, AC4, Move=Man, Dam 4d6, 18' tall
- 1e: HD:10+1-4, AC4, Move=Man, Dam 4d6, Rocks 2d10, 15' tall
- 2e: HD: 14+1-4, AC5, Move=12/15, Dam 2d8+9 weapon, 2d10 rock, 21' tall
- 3e: HD: 14d8+70, AC+9, Move=40', +9 BAB, Dam 2d8+13 Huge Great Axe or 2d6+9 rock, 120' range for rocks, 15' tall.

PERSONALITY/MOTIVATION:

Viking-like

QUOTE/SOURCES:

- (D+D-X.32), (RC.179), (GAZ7-tNR);
- (AD+D-1e-MM.44-45, G2-GRotFGJ); Tom's and mine old 1st ed. "Valley of Ice" module; Discussion with Gary Welsh on Frost Giants (check e-mail archives).
- (AD+D-2e-MM.140, AtGtLoG, Vikings, Giantcraft);
- (D+D-3e-MM.98-101);
- (HM-HoB-vIII.58-59, AtG);
- (H4e-BFHC.64); (H5e-MMM.43).
- Norse Mythology [need to reread the sagas!]
- Marvel Thor Comics and Marvel Super Heroes Game
- Thor Music - "Thunder on the Tundra" Album.
- Age of Mythology Board Game
- Dominions2 Computer Game.

POWERS/TACTICS:

Throw Rocks or Ice Balls from a distance, close in and Hack up with Huge Battle Axe (or use other Viking-like weapons such as a WarHammer or Spear).

CAMPAIGN USE:

Variants

- Frost Giant Jarl for a prime example see Grugnar NPC write-up (e.g, STR as Cloud Giant = 55 = Frost Giant NCM).
- Shaman up to 7th Level (up to 70 Active Points of divine spells).
- Berserker (Barbarian/Battle-Rager cf. Hackmaster versions and old Dragon mag versions compared to old 1st ed. house rules version).
- Various Viking types - Huskarl, Hirdsman, Herse, Jarl, Scout, Iron Woodsman, Gode, Skald, Skratti, Gyja, etc...
- Greater Frost Giant (or Niefel Giant): aura of cold (change environment, radius), bigger, armor and weapons made of enchanted ice.
- Black Ice Giants (adaptation of Niefel to World of Greyhawk's Land of Black Ice combined with Clark Ashton Smith ice-themed stories)
- Fire or Musphel Giants (for a non-giant dwarf version): as Niefel but simply replace all Cold/Ice SFX with Heat/Fire SFX.

APPEARANCE:

Averaging 18' Tall and 5,000 lbs. (~3x man-sized, ranging from 15' to 21' tall, 2250 lbs to 8600 lbs). Ice-hued flesh and hair (blue-white) but some have yellow hair.

[Pictures - e.g., Cover from Hackmaster Annhiliate the Giants sets the dangerous mood perfectly! to replace current <http://www.kenzerc.com/images/rpg/hackmaster/giants.jpg>]

COMBAT STATISTIC SUMMARY

Perception: 11-

ATTACK:

- **SPD:** 2,
- **Initiative:** 9,
- **OCV:** 3,
- **STR Damage:** 9d6,
- **Combat Skill Levels:** +5 with All Combat,
- **PRE Attack:** 9d6,
- **ECV:** 3,

DEFENCE:

- **DCV:** 2,
- **PD/rPD:** 14/5,
- **ED/rED:** 14/5,
- **BODY:** 25,
- **STUN:** 92,
- **CON Stunned:** 45.
- **ECV:** 3,
- **Mental Defence:** 12,
- **Power Defence:** 0,

Genre: Fantasy
Campaign: Grey Hero
GM: Jason "Hierax" Verbitsky
Player: Monster
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