

# Hill Giant (275 Points)

VAL	CHAR	COST	ROLL	NOTES
35	STR	25	16-	7d6; [7]
8	DEX	-6	11-	OCV 3 DCV 0
35	CON	50	16-	
21	BODY	22	13-	
6	INT	-4	10-	PER Roll 10-
6	EGO	-8	10-	ECV: 2
35	PRE	25	16-	PRE Attack: 7d6
8	COM	-1	11-	
10	PD	3		Total: 10 PD (3 rPD)
10	ED	3		Total: 10 ED (3 rED)
2	SPD	2		Phases: 6, 12
14	REC	0		
70	END	0		
73	STUN	16		

**TOTAL CHARACTERISTIC COST: 124**

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

COST	POWERS	END
3	<b>Thick Skin:</b> Damage Resistance (3 PD/3 ED)	
30	<b>Twice As Big:</b> Physical Damage Reduction, Resistant, 50%	
30	<b>Twice As Big:</b> Energy Damage Reduction, Resistant, 50%	
4	<b>Long of Arm:</b> Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	
23	<b>Hurl Rocks:</b> Killing Attack - Ranged 3d6-1 (40 Active Points); OIF (Focus - Rocks of Opportunity; -½), Limited Range (200 yards/meters 100") (-¼)	4
7	<b>Rock Catching:</b> 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)	
6	<b>Heavy:</b> Knockback Resistance -3"	
1	Life Support (Longevity 200 Years)	

**TOTAL POWERS COST: 104**

**TALENTS**

10	Follow-Through Attack	
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**TOTAL TALENTS COST: 10**

**SKILLS**

32	+4 with All Combat
2	+1 with Club
2	WF: Common Melee Weapons, Thrown Rocks
0	KS: Lair and Surrounding Environment 8-
0	Language: Hill Giant (completely fluent)

**SKILLS**

1	Language: Ogre (basic conversation)
0	PS: Warrior 8-
0	Survival 8-

**TOTAL SKILLS COST: 37**  
**TOTAL COST: 275**

**200+ DISADVANTAGES**

15	Distinctive Features - Hill Giant: Not Concealable, Always Noticed and Causes Major Reaction, Detectable By Commonly-Used Senses, Not Distinctive In Some Cultures
10	Hunted: Green Dragons (Because Hill Giants consider them to be a delicacy) 8- (As Pow, Harshly Punish)
15	Physical Limitation - Bigger And Easier to be Seen and be Hit (2x human size = -3 DCV, and +3 to PER Rolls to Percieve): (All the Time, Slightly Impairing)
5	Physical Limitation: Too Big to Fit, Too Heavy to be Supported (Infrequently, Slightly Impairing)
10	Physical Limitation: Voracious - Must Eat 8x as much as a normal man (Frequently, Slightly Impairing)
5	Psychological Limitation: Distrust/Hatred of Arcane Magic-Using Wizards (Uncommon, Moderate)
15	Reputation - Greedy Rapacious Plunderers: , 14-
0	Social Limitation: Not Accepted in Most Civilized Societies (Occasionally, Minor, Not Limiting In Some Cultures)

**UNSPENT EXPERIENCE POINTS: 0**  
**TOTAL DISADVANTAGE POINTS: 75**  
**TOTAL COST: 275**

**COST EQUIPMENT/OPTIONS**

9	<b>Giant-Sized (2x) Club:</b> Hand-To-Hand Attack +8d6, Reduced Endurance (0 END; +½) (60 Active Points); Independent (-2), STR Minimum 20 (-1), OAF (-1), Hand-To-Hand Attack (-½), Required Hands Two-Handed (-½), Real Weapon (-¼).
12	<b>Giant-Sized (2x) War Club:</b> Hand-To-Hand Attack +10d6, Reduced Endurance (0 END; +½) (75 Active Points); Independent (-2), STR Minimum 24 (-1), OAF (-1), Hand-To-Hand Attack (-½), Required Hands Two-Handed (-½), Real Weapon (-¼).
14	<b>Giant-Sized (2x) Great Club:</b> Hand-To-Hand Attack +12d6, Reduced Endurance (0 END; +½) (90 Active Points); Independent (-2), STR Minimum 30 (-1), OAF (-1), Hand-To-Hand Attack (-½), Required Hands Two-Handed (-½), Real Weapon (-¼).
15	<b>Giant-Sized (2x) Spear:</b> Killing Attack - Hand-To-Hand 3d6+1 (4d6 w/STR), Reduced Endurance (0 END; +½), Ranged (+½) (100 Active Points); Independent (-2), 1 Recoverable Charge (-1 ¼), OAF (Focus - Spear; -1), STR Minimum 20 (-1), Real Weapon (-¼), Reduced By Range (Range Based on STR) (-¼).

**BACKGROUND/HISTORY:**

These hairy brutes are 12' tall and very stupid. They wear animal skins and carry huge clubs and spears. These giants live in the foothills of mountains and raid human communities from time to time for food and plunder. Hill giants have tan to reddish brown skins, brown to black hair, and red-rimmed eyes. They typically dress in rough hides or skins. They use any form of weapon available but favor clubs

**QUOTE/SOURCES:**

- (D+D-X.32) (RC.179);
- (AD+D-1e-MM.45);
- (AD+D-2e-MM.141);
- (D+D-3e-MM.98-100);
- (HM-HoB-vIII.58-59);
- (H4e-BFHC.62-63);
- (H5e-MMM.43).

**CAMPAIGN USE:**

- Chief (see Nosra NPC write-up for prime example).
- Shaman up to 7th Level (up to 70 Active Points of divine spells).

**APPEARANCE:**

Hill Giants are an average of about 12 feet tall (they range anywhere from 10 to 16 feet tall) and weigh an average of about 1,500 pounds but given enough food can get grotesquely obese (ranging anywhere from 1,000 to 7600 pounds). More than anything Hill Giants resemble huge hairy inbred humans/neandrathals (think of generic Saxon scum meeting "Quest for Fire" meets "Grizzly Adams" meets "Deliverance" -- shudder!).

**COMBAT STATISTIC SUMMARY****ATTACK:**

- **SPD:** 2,
- **Initiative:** 8,
- **OCV:** 3,
- **STR Damage:** 7d6,
- **Combat Skill Levels:** +4 with All Combat+1 with Club,
- **PRE Attack:** 7d6,
- **ECV:** 2,

**DEFENCE:**

- **DCV:** 0,
- **PD/rPD:** 10/3,
- **ED/rED:** 10/3,
- **BODY:** 21,
- **STUN:** 73,
- **CON Stunned:** 35.
- **ECV:** 2,
- **Mental Defence:** 0,
- **Power Defence:** 0,

<b>Genre:</b>	Fantasy
<b>Campaign:</b>	Grey Hero
<b>GM:</b>	Jason "Hierax" Verbitsky
<b>Player:</b>	Monster
<b>Updated:</b>	Thu, 12 Feb 2004 20:50:57
<b>Updated (Saved):</b>	Thu, 12 Feb 2004 20:49:55