

Stone Giant (350 Points)

VAL	CHAR	COST	ROLL	NOTES
40	STR	30	17-	8d6; [8]
8	DEX	-6	11-	OCV 3+ DCV 0
40	CON	60	17-	
22	BODY	24	13-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
18	PD	10		Total: 18 PD (10 rPD)
18	ED	10		Total: 18 ED (10 rED)
2	SPD	2		Phases: 6, 12
16	REC	0		
80	END	0		
80	STUN	18		
TOTAL CHARACTERISTIC COST: 166				
MOVEMENT:		RUNNING:	7" / 14"	
		LEAPING:	2" / 4"	

COST	POWERS	END
10	Thick Stoney Skin: Damage Resistance (10 PD/10 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; +1/2) (7 Active Points); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)	
43	Hurl Rocks: Killing Attack - Ranged 4d6+1 (65 Active Points); OIF (Focus - Rocks of Opportunity; -1/2)	6
10	Rock Catching: Missile Deflection (Thrown Objects), Missile Reflection (25 Active Points); Limited Power (Only vs. Large Roughly Rock/Boulder Shaped Objects) (-1), Activation Roll 14- (-1/2)	
6	Heavy: Knockback Resistance -3"	
3	Life Support (Longevity 800 Years)	
TOTAL POWERS COST: 136		

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

COST	SKILLS	TOTAL SKILLS COST: 38
16	+2 with All Combat	
15	+3 with Ranged Combat	
2	WF: Common Melee Weapons, Thrown Rocks	
0	Climbing 8-	
0	Concealment 8-	
3	+3 with Concealment (6 Active Points); Self Only (-1/2), Limited Power (Only in Stoney Settings) (-1/2)	
0	KS: Lair and Surrounding Environment 8-	
0	Language: Stone Giant (idiomatic) (4 Active Points)	
0	Language: Hill Giant (fluent conversation)	
0	Language: Cloud Giant (fluent conversation);	
0	Language: Storm Giant (fluent conversation)	
1	Language: Ogre (basic conversation)	
1	Language: Common (Aeridian or other Human Trade Tongue) (basic conversation)	
0	PS: Artist 8-	
0	PS: Warrior 8-	
0	Survival 8-	
TOTAL COST: 350		

250+	DISADVANTAGES
15	Distinctive Features - Stone Giant: Not Concealable, Always Noticed and Causes Major Reaction, Detectable By Commonly-Used Senses, Not Distinctive In Some Cultures
5	Enraged: If Take BODY Damage (Uncommon), go 8-, recover 14-
5	Hunted: Giant Hunters 8- (Less 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 Support: (Infrequently, Slightly Impairing)
15	Reputation - Playful Rock Chuckers or Rock-Throwing Hooligans: , 14-
10	Vulnerability: 2 x STUN Elemental Air (Uncommon)
10	Vulnerability: 2 x BODY Elemental Air (Uncommon)
10	Vulnerability: 2 x STUN Elemental Electricity (Uncommon)
10	Vulnerability: 2 x BODY Elemental Electricity (Uncommon)
0	Experience Points

UNSPENT EXPERIENCE POINTS: 0
TOTAL DISADVANTAGE POINTS: 100
TOTAL COST: 350

COST	EQUIPMENT/OPTIONS
9	Giant-Sized (2x) Club: Hand-To-Hand Attack +8d6, Reduced Endurance (0 END; +1/2) (60 Active Points); Independent (-2), STR Minimum 1-5 (-1), OAF (-1), Hand-To-Hand Attack (-1/2), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (,)
12	Giant-Sized (2x) War Club: Hand-To-Hand Attack +10d6, Reduced Endurance (0 END; +1/2) (75 Active Points); Independent (-2), STR Minimum 1-5 (-1), OAF (-1), Hand-To-Hand Attack (-1/2), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (,)
14	Giant-Sized (2x) Great Club: Hand-To-Hand Attack +12d6, Reduced Endurance (0 END; +1/2) (90 Active Points); Independent (-2), STR Minimum 1-5 (-1), OAF (-1), Hand-To-Hand Attack (-1/2), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (,)

BACKGROUND/HISTORY:

These giants are 14' tall and have gray rocklike skin. They use large stalactites as clubs. They often hurl rocks. They may have cave bears as guards.

With their gray to gray-brown skins, dark gray to blue-gray hair, and metallic-looking eyes (silver to steel), stone giants are both striking in appearance and able to blend easily into stoney settings. The latter effect is enhanced by their choice of rock-colored garments. Stone giants are typically armed with stone weapons.

Stone giants are lean but muscular. Their hard, hairless flesh is smooth and gray, making it easy for them to blend in with their mountainous surroundings. Their guant facial features and deep, sunken black eyes make them seem perpetually grim.

Clan structure ~ 1-10 giants are typical but clans tend to cluster in the same general area in tribes of ~2-8 clans.

Unlike most other giants, stone giants don't have the immense voracious hunger to maintain their large physiques since they have a much slower silicon-based physiology.

PERSONALITY/MOTIVATION:

Playful, artistic, but clannishly protective of their own.

QUOTE/SOURCES:

- (D+D-X.32), (RC.179);
- (AD+D-1e-MM.45);
- (AD+D-2e-MM.145);
- (D+D-3e-MM.98-100);
- (HM-HoB-vIII.58-59);
- (H4e-BFHC.62-63);
- (H5e-MMM.47).

POWERS/TACTICS:

Stone Giants prefer to fight at a distance by hurling large rocks/boulders (from hiding if possible) up to 300 yards/meters with the devastating impact of a Trebuchet! Anyone who survives to close to melee with them will typically be pounded to a bloody pulp with an immense stalactite club. Sometimes they protect the approach to their lairs with deadfall avalanches and similar traps. They are fond of Cave (or Polar) Bears and often have several (~1-8) of them as pets/guards.

Stone Giants are extremely hard to damage but are quite easy to hit (effective DCV=0 due to size). They tend not to bother wear armour since their flesh is already harder than any non-magical armor.

Stone Giants are of a power level intended to face parties of about "9th level" = i.e, 90 Active Point Spells, and +4 to +5 CSLs.

WARNING! Stone Giants are VERY hard to kill due to their immense size (50% Damage Reduction) and stone skin (10rDEF), because of this they often are even harder to kill than some of the bigger giants!

CAMPAIGN USE:

Above write-up is for an adult warrior. Variants children ~ ogres; teen-agers ~ hill giants.

Some ~5% of stone giants, called "elders", have innate magical stone-related abilities (stone shape, stone tell, rock to mud, mud to rock, once per day each) stemming from their close bond to the elemental plane of earth; 10% of these giants have innate arcane (sorcerous) abilities up to 3rd level (30 Active Points). Some stone giants may also learn the ways of their god and can advance to be clerics of 7th level (70 Active Point powers), a significant amount of those who chose the way of the gods are elders already blessed with the innate elemental abilities above.

Fond of playing various rock hurling games -- just imagine a party walking into the middle of a target range or an inter-clan dodge-boulder game!

CONVERSION NOTES

- **HD** - D+D=9, AD+D=9+3, 2e=14+1-3, 3e=14d8+56; avg=+12 BODY.
- **AC** - D+D=4=+6, AD+D=0=+10, 3e=+11 Natural=+11; avg=+9rDEF but +10 is a 'rounder' number.
- **THACO** - D+D=11=+9, AD+D=12=+8, 2e=7=+13, 3e=+17melee/+12ranged=+9/+10 without abilities; avg=+10=+5CSL.
- **Rock Throwing** - D+D=3d6=18 AD+D=3d10=30, 2e=3d10=30, 3e=2d8+8=24; avg=4d6+1K.
- **Stalactite Club** - D+D=3d6=18, AD+D=3d6=18, 2e=2d12+8=32, 3e=2d6+12=24; avg=4d6-1K.
- **Move** - D+D=man, AD+D=man, 2e=man, 3e=40' vs. man of 30'+33%; avg=6.5".

APPEARANCE:

Averaging 14' in height (ranging from 12' to 18' tall).

COMBAT STATISTIC SUMMARY

Perception: 11-

ATTACK:

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

DEFENCE:

- **DCV:** 3,
- **PD/rPD:** 18/10,
- **ED/rED:** 18/10,
- **BODY:** 22,
- **STUN:** 80,
- **CON Stunned:** 40.
- **ECV:** 3,
- **Mental Defence:** 0,
- **Power Defence:** 0,

Genre: Fantasy
Campaign: Grey Hero Hero
GM: Jason "Hierax" Verbitsky
Player: Standard NPC Monster Race Template
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