

Giant, Plains (15')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation. Each one these giants contribute something to the whole.

As their name implies, Plains Giants live on plains (grasslands and badlands). These giants build their homes from tree or stone, trading the materials they need for their labor. Of all the giants, the Plains Giants are most able to work together in a common goal. This means that you are much less likely to find evil Plains Giants.

Because Plains giants are willing to work for other types of giants, you will often find them in the most unusual of places, hauling ore for the mountain giants, or stone for the stone giants. You may even find them working on

and building the fortifications used by the Frost and Fire Giants.

Weapon and Armor

The Plains Giant carries a great axe. They do not wear armor.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height.

Multiple Opponents per side (2)

Three characters may attack the giant's front, sides and back (2 on each side). This means that that there must at least 7 characters on a giant before someone is able to attack the giants back (2 on the front, 4 on the sides and bone on the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any

dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Plains giants will form communities with up to 150 giants. You can encounter up to 1d6+6 of these giants at a time (20% chance) although the normal number encountered is 1d6.

Giant, Plains (15')

	2h Axe	Total
Skill	18+20	
Defense Adj.	n/a	
Attack Rank	12 / 2d6	
Damage	2d8	2d8+3d12

Threat: 3
 WR: 1d8
 TKA: 1d12
 Wounds: 30 + 2d20

Soul Points: 0
 Power: 40
 React: 7
 Resolve: 18 + 0

Luck: 0
 Spell Resis: 8
 Relative Size: 6

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: -
 Flying: -
 Free Weight: -

Armor: None
APV: 0
WR: 1d8
TPV: 1d8

Awareness: 12
Desert Craft: 18+5
Plains and Badlands Only
Discernment: 18
Vision Acuity: Double Normal

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. See back of sheet for an example.

Two Handed Axe Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	11	10	7	4	4	9	8	3
2	6	8	5	8	3	7	6	4
3	11	7	7	3	6	12	11	8
4	6	2	11	6	9	8	5	6
5	7	8	4	4	2	5	4	7
6	8	10	8	7	7	8	8	9

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	48	37	48	57	37	54	42	49
2	56	56	56	51	46	35	55	53
3	51	51	43	53	51	60	34	56
4	57	52	70	45	59	55	39	56
5	49	46	43	60	45	51	56	36
6	48	39	43	46	55	48	69	46

(Plains Giant)

No Image Currently Available

Giant, Plains (20')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation. Each one these giants contribute something to the whole.

As their name implies, Plains Giants live on plains (grasslands and badlands). These giants build their homes from tree or stone, trading the materials they need for their labor. Of all the giants, the Plains Giants are most able to work together in a common goal. This means that you are much less likely to find evil Plains Giants.

Because Plains giants are willing to work for other types of giants, you will often find them in the most unusual of places, hauling ore for the mountain giants, or stone for the stone giants. You may even find them working on

and building the fortifications used by the Frost and Fire Giants.

Weapon and Armor

The Plains Giant carries a great axe. They do not wear armor.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side

Three characters may attack the giant's front, sides and back (3 on each side). This means that that there must at least 9 characters on a giant before someone is able to attack the giants back.

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low

roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example (3)

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Plains giants will form communities with up to 150 giants. You can encounter up to 1d6+6 of these giants at a time (20% chance) although the normal number encountered is 1d6.

Giant, Plains (20')

Threat: 4
 WR: 2d8
 TKA: 2d12
 Wounds: 60 + 2d20

Soul Points: 0
 Power: 60
 React: 7
 Resolve: 18 + 0

Luck: 0
 Spell Resis: 10
 Relative Size: 10

Walking: 6
 Charging: 18
 Running: 30
 Broad Jump: -
 Flying: -
 Free Weight: -

	2h Axe	Total
Skill	18+30	
Defense Adj.	n/a	
Attack Rank	12 / 2d6	
Damage	2d8	2d8+2d12

Armor: None
APV: 0
WR: 2d8
TPV: 2d8

Awareness: 18 + 0
Desert Craft: 18 + 10
Plains and Badlands Only
Discernment: 18 + 6
Vision Acuity: Double Normal

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. See back of sheet for an example.

Two Handed Axe Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	6	7	12	3	10	8	2	6
2	8	8	9	7	6	6	5	8
3	2	6	5	5	7	5	7	4
4	5	7	6	3	8	7	10	5
5	7	6	2	3	4	9	6	10
6	6	7	9	11	9	3	11	3

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	68	93	90	91	67	78	81	76
2	87	90	89	69	66	78	79	84
3	73	86	72	85	78	94	78	79
4	87	65	80	94	75	66	89	83
5	81	77	73	69	91	64	82	76
6	81	76	85	67	84	73	97	78

Giant, Plains (25')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation. Each one these giants contribute something to the whole.

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and building the fortifications used by the Frost and Fire Giants.

Weapon and Armor

The Plains Giant carries a great axe. They do not wear armor.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height.

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Great Swing (giant ability)

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roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Plains giants will form communities with up to 150 giants. You can encounter up to 1d6+6 of these giants at a time (20% chance) although the normal number encountered is 1d6.

Giant, Plains (25')

	2h Axe	Total
Skill	18+40	
Defense Adj.	n/a	
Attack Rank	12 / 2d6	
Damage	2d8	2d8+3d12

Threat: 5
 WR: 3d8
 TKA: 3d12
 Wounds: 90 + 2d20

Soul Points: 0
 Power: 80
 React: 14
 Resolve: 18 + 12

Luck: 0
 Spell Resis: 12
 Relative Size: 14

Walking: 7
 Charging: 21
 Running: 35
 Broad Jump: -
 Flying: -
 Free Weight: -

(Plains Giant)

No Image Currently Available

Armor: None
APV: 0
WR: 3d8
TPV: 3d8

Awareness: 18+10
Desert Craft: 18+15
Plains and Badlands Only
Discernment: 18+25
Vision Acuity: Double Normal

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. See back of sheet for an example.

Two Handed Axe Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	10	4	2	9	8	8	9	8
2	9	2	9	12	3	10	8	6
3	3	6	8	7	5	5	6	5
4	9	10	7	6	4	7	11	2
5	7	8	4	5	9	4	9	11
6	9	5	8	9	2	8	7	8

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	105	111	113	126	113	98	104	104
2	121	107	96	123	126	110	110	113
3	113	119	118	124	120	111	123	103
4	109	110	112	113	115	110	114	106
5	111	103	101	99	102	103	101	98
6	109	111	111	105	125	108	155	100

Giant, Hill (15')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation. Each one these giants contribute something to the whole.

As their name implies, Hill Giants live on the Forested Hills of Panjere. These giants build their homes and forts from wood. In addition, the items they create using their trade skills are traded for axe heads and other metal items.

Weapon and Armor

Hill giants normally carry a great axe. However, due to their size and where they live, any hill giant can grab and use a small tree for a weapon. Hill giants do not wear armor.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (2)

Three characters may attack the giant's front, sides and back (2 on each side). This means that that there must at least 7 characters on a giant before someone is able to attack the giants back (2 on the front, 4 on the sides and 1 in the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon

special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Hill giants will form communities with up to 70 to 80 giants. You can encounter up to 3 or 4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 2.

Giant, Hill (15')

Threat: 2
 WR: 1d8
 TKA: 1d12
 Wounds: 30 + 2d20

Soul Points: 0
 Power: 40
 React: 18 + 0
 Resolve: 10

Luck: 0
 Spell Resis: 8
 Relative Size: 6

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: -
 Flying: -
 Free Weight: -

	Tree	Total	2h Axe	Total
Skill	18+10		18+20	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+1d12	2d8	2d8+1d12

Awareness: 18+5
 Bush Craft: 18+10

Armor: None
 APV: 0
 WR: 1d8
 TPV: 1d8

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

Two Handed Axe Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

	Attack Rank (12)					(16)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	6	9	10	3	4	13	11	10	1	58	57	48	49	63	48	62	41
2	8	3	7	2	6	9	5	8	2	53	38	48	53	55	62	39	56
3	10	2	5	2	4	12	7	10	3	48	68	47	52	50	41	35	52
4	8	8	8	9	11	6	9	13	4	54	48	47	59	49	33	48	51
5	5	10	11	10	8	10	8	6	5	53	45	60	50	54	52	38	51
6	3	9	5	7	10	7	11	9	6	57	52	36	61	40	48	52	58

(Hill Giant)

No Image Currently Available

Giant, Hill (20')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation. Each one these giants contribute something to the whole.

As their name implies, Hill Giants live on the Forested Hills of Panjere. These giants build their homes and forts from wood. In addition, the items they create using their trade skills are traded for axe heads and other metal items.

Weapon and Armor

Hill giants normally carry a great axe. However, due to their size and where they live, any hill giant can grab and use a small tree for a weapon. Hill giants do not wear armor.

Size

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Multiple Opponents per side (3)

Three characters may attack the giant's front, sides and back (3 on each side). This means that there must at least 10 characters on a giant before someone is able to attack the giants back (3 on the front, 6 on the sides and 1 on the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon

special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Hill giants will form communities with up to 70 to 80 giants. You can encounter up to 3 or 4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 2.

Giant, Hill (20')

Threat: 4
 WR: 2d8
 TKA: 2d12
 Wounds: 60 + 2d20

Soul Points: 0
 Power: 60
 React: 18 + 6
 Resolve: 12

Luck: 0
 Spell Resis: 10
 Relative Size: 10

Walking: 6
 Charging: 18
 Running: 30
 Broad Jump: -
 Flying: -
 Free Weight: -

	Tree	Total	2h Axe	Total
Skill	18+15		18+30	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+2d12	2d8	2d8+2d12

Awareness: 18+10
 Bush Craft: 18+20

Armor: None
 APV: 0
 WR: 2d8
 TPV: 2d8

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

Two Handed Axe Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

	Attack Rank (12)					(16)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	5	7	8	2	6	15	6	3	1	87	71	85	97	88	91	89	87
2	3	3	10	8	4	10	7	6	2	79	68	91	83	73	76	80	78
3	9	5	6	10	6	8	12	12	3	76	74	79	84	80	81	73	95
4	5	11	7	7	8	9	7	14	4	98	69	72	96	90	69	80	74
5	4	9	9	6	10	11	15	7	5	89	76	79	74	76	81	90	84
6	9	6	5	5	4	4	11	6	6	89	83	66	73	83	84	81	83

(Hill Giant)

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Giant, Hill (25')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

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Settlements and Encounter Numbers

Hill giants will form communities with up to 70 to 80 giants. You can encounter up to 3 or 4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 2.

Giant, Hill (25')

Threat: 6
 WR: 3d8
 TKA: 3d12
 Wounds: 90 + 2d20

Soul Points: 0
 Power: 80
 React: 18 + 12
 Resolve: 14

Luck: 0
 Spell Resis: 12
 Relative Size: 14

Walking: 7
 Charging: 21
 Running: 35
 Broad Jump: -
 Flying: -
 Free Weight: -

	Tree	Total	2h Axe	Total
Skill	18+20		18+40	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+3d12	2d8	2d8+3d12

Awareness: 18+15
 Bush Craft: 18+30

Armor: None
 APV: 0
 WR: 3d8
 TPV: 3d8

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

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Mighty Blow

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(Hill Giant)

No Image Currently Available

	Attack Rank (12)					(16)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	8	8	10	3	5	2	10	6	1	97	107	121	109	116	107	115	106
2	10	11	9	8	8	8	6	10	2	114	93	94	110	111	113	121	106
3	9	4	10	2	7	9	7	11	3	112	129	111	127	111	99	112	102
4	11	3	8	10	6	6	9	8	4	109	117	118	112	105	113	122	105
5	7	7	5	12	5	11	12	9	5	95	112	124	106	117	105	118	117
6	11	10	9	7	9	5	7	9	6	120	115	118	105	110	118	104	102

Giant, Forest (15')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation. Each one these giants contribute something to the whole.

As their name implies, Hill Giants live on the Forested Hills of Panjere. These giants build their homes and forts from wood. In addition, the items they create using their trade skills are traded for axe heads and other metal items.

Weapon and Armor

Hill giants normally carry a great axe. However, due to their size and where they live, any hill giant can grab and use a small tree for a weapon. Hill giants do not wear armor.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (2)

Three characters may attack the giant's front, sides and back (3 on each side). This means that there must at least 7 characters on a giant before someone is able to attack the giants back (2 on the front, 4 on the sides and 1 in the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon

special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Forest giants will form communities with up to 70 to 80 giants. You can encounter up to 3 or 4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 2.

Giant, Forest (15')

Threat: 2
 WR: 1d8
 TKA: 1d12
 Wounds: 30+2d20
 Soul Points: 0
 Power: 40
 React: 12
 Resolve: 10
 Luck: 0
 Spell Resis: 8
 Relative Size: 6

	Tree	Total	2 handed Axe	Total
Skill	18 + 10		18 + 20	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+1d12	2d8	2d8+1d12

Awareness: 18+5
 Bush Craft: 18+10

Armor: None
 APV: 0
 WR: 1d8
 TPV: 1d8

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

Two Handed Axe Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: -
 Flying: -
 Free Weight: -

	Attack Rank (12)					(16)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	10	7	8	6	12	8	11	15	1	40	41	36	50	56	48	51	63
2	3	5	9	8	6	6	7	6	2	54	64	67	54	56	41	42	56
3	7	10	5	7	8	9	16	8	3	46	46	40	52	43	47	46	45
4	8	8	3	5	2	5	8	10	4	49	45	45	55	37	40	64	49
5	6	6	7	4	12	4	12	7	5	48	62	51	52	42	49	49	67
6	2	7	2	6	8	6	10	5	6	55	47	49	41	46	61	58	53

Giant, Forest (20')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation. Each one these giants contribute something to the whole.

As their name implies, Hill Giants live on the Forested Hills of Panjere. These giants build their homes and forts from wood. In addition, the items they create using their trade skills are traded for axe heads and other metal items.

Weapon and Armor

Hill giants normally carry a great axe. However, due to their size and where they live, any hill giant can grab and use a small tree for a weapon. Hill giants do not wear armor.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (3)

Three characters may attack the giant's front, sides and back (3 on each side). This means that there must at least 10 characters on a giant before someone is able to attack the giants back (3 on the front, 6 on the sides and 1 in the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon

special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Forest giants will form communities with up to 70 to 80 giants. You can encounter up to 3 or 4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 2.

Giant, Forest (20')

Threat: 4
 WR: 2d8
 TKA: 2d12
 Wounds: 60+2d20

Soul Points: 0
 Power: 60
 React: 14
 Resolve: 12

Luck: 0
 Spell Resis: 10
 Relative Size: 10

Walking: 6
 Charging: 18
 Running: 30
 Broad Jump: -
 Flying: -
 Free Weight: -

	Tree	Total	2 handed Axe	Total
Skill	18+20		18+40	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+2d12	2d8	2d8+2d12

Awareness: 18+10
 Bush Craft: 18+20
 Armor: None
 APV: 0
 WR: 2d8
 TPV: 2d8

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

Two Handed Axe Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

(Forest Giant)

No Image Currently Available

	Attack Rank (12)					(16)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	9	9	6	4	8	6	15	12	1	67	83	71	95	84	79	85	91
2	6	2	7	3	5	8	6	15	2	74	81	76	77	82	76	87	85
3	7	10	9	6	6	5	8	10	3	74	82	83	84	65	81	77	79
4	7	12	9	7	4	16	4	9	4	66	85	77	81	71	86	82	82
5	2	5	5	11	9	14	3	2	5	89	83	87	89	72	94	99	68
6	5	3	7	8	12	12	8	12	6	75	75	83	91	84	74	76	79

Giant, Forest (25')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation. Each one these giants contribute something to the whole.

As their name implies, Hill Giants live on the Forested Hills of Panjere. These giants build their homes and forts from wood. In addition, the items they create using their trade skills are traded for axe heads and other metal items.

Weapon and Armor

Hill giants normally carry a great axe. However, due to their size and where they live, any hill giant can grab and use a small tree for a weapon. Hill giants do not wear armor.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (3)

Three characters may attack the giant's front, sides and back (3 on each side). This means that that there must at least 10 characters on a giant before someone is able to attack the giants back (3 on the front, 6 on the sides and 1 in the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon

special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Forest giants will form communities with up to 70 to 80 giants. You can encounter up to 3 or 4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 2.

Giant, Forest (25')

Threat: 6
 WR: 3d8
 TKA: 3d12
 Wounds: 90+2d20

Soul Points: 0
 Power: 80
 React: 18 + 0
 Resolve: 14

Luck: 0
 Spell Resis: 12
 Relative Size: 14

Walking: 7
 Charging: 21
 Running: 35
 Broad Jump: -
 Flying: -
 Free Weight: -

	Tree	Total	2 handed Axe	Total
Skill	18+30		18+60	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+3d12	2d8	2d8+3d12

Awareness: 18+15
 Bush Craft: 18+30
 Armor: None
 APV: 0
 WR: 3d8
 TPV: 3d8

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

Two Handed Axe Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

(Forest Giant)

No Image Currently Available

	Attack Rank (12)					(16)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	13	11	10	15	6	5	11	15	1	111	116	111	109	105	120	114	113
2	9	5	8	10	7	4	8	4	2	113	101	118	110	107	105	120	116
3	12	7	8	9	12	16	6	13	3	118	104	112	117	100	112	117	116
4	6	9	13	10	7	15	10	5	4	97	107	100	116	125	110	115	102
5	10	8	6	11	15	8	8	8	5	99	115	109	107	112	103	110	107
6	3	11	9	4	11	10	7	10	6	110	112	122	123	97	107	122	124

Giant, Mountain (15')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Mountain giants live within most (if not all) of Panjere's Mountain Ranges. These giants build their homes in caves and tunnels, hewn out of the solid rock. Mountain giants are miners and trade the ores they find for finished goods. The ores include gold, silver and the metals used in the weapons they wield. Fire Giants work the metal into useable weapons. Although Fire Giants do build foundries within their cavern complexes, their ability to work metal is very crude when compared to what the fire giants can produce

Weapon and Armor

Mountain giants carry a great hammer (same stats as a Great Mall). The hammer doubles as a weapon and as a tool that is used in their mining operations (they

pound huge wedges into the stone to break the rock free). Mountain Giants do not wear armor. Besides using the Great Hammer as a weapon, a Mountain Giant can use a tree as a weapon (assuming one is nearby).

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (2)

Three characters may attack the giant's front, sides and back (2 on each side). This means that that there must at least 7 characters on a giant before someone is able to attack the giants back (2 in the front, 4 on the sides and one in the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's

Mighty Blow special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Mountain giants will form communities with up to 50 to 60 giants. You can encounter up to 1d6+4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 4.

Giant, Mountain (15')

Threat: 2
 WR: 1d8
 TKA: 1d12
 Wounds: 30+2d20
 Soul Points: 0
 Power: 40
 React: 18 + 0
 Resolve: 14
 Luck: 0
 Spell Resis: 12
 Relative Size: 6

Skill	Tree	Total	Great Hammer	Total
Defense Adj.	18+10	n/a	18+20	n/a
Attack Rank	16/2d8	12 / 2d6		
Damage	1d6	1d6+1d12	2d8	2d8+1d12

Armor: None
 APV: 0 Awareness: 18+5
 WR: 1d8 Mountain Craft: 18+10
 TPV: 1d8

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his tree or great hammer. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent.

An example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent) if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Walking: 6
 Charging: 18
 Running: 30
 Broad Jump: -
 Flying: -
 Free Weight: -

	Attack Rank (12)					Attack Rank (16)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	8	4	9	10	8	16	7	9	1	58	64	46	66	57	51	55	57
2	11	6	4	5	4	5	10	5	2	65	45	57	40	63	50	54	61
3	4	4	6	8	9	11	12	12	3	49	59	48	52	45	44	56	40
4	7	8	10	10	5	12	15	11	4	68	57	46	59	48	42	49	56
5	9	10	12	7	2	5	7	7	5	38	34	46	47	35	69	50	33
6	6	7	5	3	7	11	10	6	6	64	40	55	41	61	54	39	39

Giant, Mountain (20')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Mountain giants live within most (if not all) of Panjere's Mountain Ranges. These giants build their homes in caves and tunnels, hewn out of the solid rock. Mountain giants are miners and trade the ores they find for finished goods. The ores include gold, silver and the metals used in the weapons they wield. Fire Giants work the metal into useable weapons. Although Fire Giants do build foundries within their cavern complexes, their ability to work metal is very crude when compared to what the fire giants can produce

Weapon and Armor

Mountain giants carry a great hammer (same stats as a Great Mall). The hammer doubles as a weapon and as a tool that is used in their mining operations (they

pound huge wedges into the stone to break the rock free). Mountain Giants do not wear armor. Besides using the Great Hammer as a weapon, a Mountain Giant can use a tree as a weapon (assuming one is nearby).

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (3)

Three characters may attack the giant's front, sides and back (3 on each side). This means that that there must at least 10 characters on a giant before someone is able to attack the giants back (3 in the front, 6 on the sides and one in the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's

Mighty Blow special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Mountain giants will form communities with up to 50 to 60 giants. You can encounter up to 1d6+4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 4.

Giant, Mountain (20')

Threat: 4
 WR: 2d8
 TKA: 2d12
 Wounds: 60+2d20

Soul Points: 0
 Power: 60
 React: 18 + 6
 Resolve: 16

Luck: 0
 Spell Resis: 14
 Relative Size: 10

Walking: 6
 Charging: 18
 Running: 30
 Broad Jump: -
 Flying: -
 Free Weight: -

	Tree	Total	Great Hammer	Total
Skill	18+20		18+40	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+2d12	2d8	2d8+2d12

Armor: None
APV: 0 **Awareness: 18+10**
WR: 2d8 **Mountain Craft: 18+20**
TPV: 2d8

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his tree or great hammer. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent.

An example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent) if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

(Mountain Giant)

No Image Currently Available

	Attack Rank (12)					Attack Rank (16)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	6	4	8	8	5	11	7	9	1	71	86	92	90	76	83	78	89
2	8	2	6	7	10	12	10	8	2	68	74	93	86	81	67	76	73
3	3	10	9	3	6	3	13	10	3	74	79	73	97	88	77	81	80
4	10	9	10	4	9	13	10	14	4	76	77	71	80	82	82	62	85
5	10	10	4	5	12	5	2	7	5	88	82	88	68	96	78	71	78
6	6	9	8	7	7	7	11	6	6	90	80	75	86	94	90	79	83

Giant, Mountain (25')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Mountain giants live within most (if not all) of Panjere's Mountain Ranges. These giants build their homes in caves and tunnels, hewn out of the solid rock. Mountain giants are miners and trade the ores they find for finished goods. The ores include gold, silver and the metals used in the weapons they wield. Fire Giants work the metal into useable weapons. Although Fire Giants do build foundries within their cavern complexes, their ability to work metal is very crude when compared to what the fire giants can produce

Weapon and Armor

Mountain giants carry a great hammer (same stats as a Great Mall). The hammer doubles as a weapon and as a tool that is used in their mining operations (they

pound huge wedges into the stone to break the rock free). Mountain Giants do not wear armor. Besides using the Great Hammer as a weapon, a Mountain Giant can use a tree as a weapon (assuming one is nearby).

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (3)

Three characters may attack the giant's front, sides and back (3 on each side). This means that that there must at least 10 characters on a giant before someone is able to attack the giants back (3 in the front, 6 on the sides and one in the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's

Mighty Blow special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Mountain giants will form communities with up to 50 to 60 giants. You can encounter up to 1d6+4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 4.

Giant, Mountain (25')

Threat: 6
 WR: 3d8
 TKA: 3d12
 Wounds: 90+2d20
 Soul Points: 0
 Power: 80
 React: 18+12
 Resolve: 18+0
 Luck: 0
 Spell Resis: 16
 Relative Size: 15

	Tree	Total	Great Hammer	Total
Skill	18+30		18+60	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+3d12	2d8	2d8+3d12

Armor: None
APV: 0 **Awareness: 18+15**
WR: 3d8 **Mountain Craft: 18+30**
TPV: 3d8

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his tree or great hammer. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent.

An example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent) if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Walking: 7
 Charging: 21
 Running: 35
 Broad Jump: -
 Flying: -
 Free Weight: -

	Attack Rank (12)					Attack Rank (16)				Pre - Rolled Wounds							
	1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8
1	3	8	7	5	8	7	8	9	1	110	123	121	126	109	105	112	105
2	9	11	5	12	3	11	10	10	2	115	107	113	103	122	102	105	99
3	8	5	11	5	9	6	9	11	3	120	124	98	118	119	114	114	114
4	4	7	9	8	6	14	6	8	4	103	106	93	125	119	105	108	105
5	6	8	6	5	9	6	9	14	5	115	105	121	110	106	123	127	106
6	7	3	8	3	6	7	5	8	6	128	98	118	116	114	115	108	102

Giant, Stone (15')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Stone giants live in the hills and mountains of Panjere. They quarry stone and use it to build their homes and towns. They also trade it with other giants for weapons and gold.

Of all the giants, Stone Giants are the toughest physically (when comparing similar sizes. This is due to their nature; like the dwarf, the stone giants block is made of liquid rock. An evil stone giant can be quite a terror.

Weapon and Armor

Stone giants carry a great hammer (same stats as a Great Mall). The weapon is also used in their stone work (they drive great wedges into the ground to

make stone blocks. Stone Giants do not wear armor. Besides using the Great Hammer as a weapon, a Stone Giant can use a tree as a weapon (assuming one is nearby).

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (2)

Three characters may attack the giant's front, sides and back (2 on each side). This means that that there must at least 7 characters on a giant before someone is able to attack the giants back (2 on the front, 4 on the sides and 1 in the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush.

You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Stone giants will form communities with up to 50 to 60 giants. You can encounter up to 1d6+4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 4.

Giant, Stone (15')

Threat: 4
 WR: 2d8
 TKA: 2d12
 Wounds: 60+2d20

Soul Points: 0
 Power: 60
 React: 14
 Resolve: 18 + 0

Luck: 0
 Spell Resis: 14
 Relative Size: 10

Walking: 7
 Charging: 21
 Running: 35
 Broad Jump: -
 Flying: -
 Free Weight: -

	Tree	Total	Great Hammer	Total
Skill	18+10		18+30	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+2d12	2d8	2d8+2d12

Armor: None
APV: 0 **Awareness: 18+10**
WR: 2d8 **Combat: 18+5**
TPV: 2d8 **Mountain Craft: 18+20**

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his tree or great hammer. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent.

An example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent) if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

(Stone Giant)

No Image Currently Available

	Attack Rank (12)					(16)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	8	11	4	4	9	7	8	9	1	92	68	84	89	81	63	90	84
2	4	8	3	3	7	8	10	5	2	82	76	70	75	75	78	83	92
3	6	6	4	7	6	6	9	12	3	74	93	74	82	81	68	85	93
4	7	7	8	11	8	15	6	4	4	79	99	81	78	74	80	80	75
5	4	6	10	9	5	6	9	7	5	84	77	92	84	82	78	73	96
6	2	4	5	8	6	7	5	8	6	94	70	75	82	74	65	77	74

Giant, Stone (20')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Stone giants live in the hills and mountains of Panjere. They quarry stone and use it to build their homes and towns. They also trade it with other giants for weapons and gold.

Of all the giants, Stone Giants are the toughest physically (when comparing similar sizes. This is due to their nature; like the dwarf, the stone giants block is made of liquid rock. An evil stone giant can be quite a terror.

Weapon and Armor

Stone giants carry a great hammer (same stats as a Great Mall). The weapon is also used in their stone work (they drive great wedges into the ground to

make stone blocks. Stone Giants do not wear armor. Besides using the Great Hammer as a weapon, a Stone Giant can use a tree as a weapon (assuming one is nearby).

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (3)

Three characters may attack the giant's front, sides and back (3 on each side). This means that that there must at least 10 characters on a giant before someone is able to attack the giants back (3 on the front, 6 on the sides and 1 in the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush.

You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Stone giants will form communities with up to 50 to 60 giants. You can encounter up to 1d6+4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 4.

Giant, Stone (20')

Threat: 6
 WR: 3d8
 TKA: 3d12
 Wounds: 90+2d20

Soul Points: 0
 Power: 80
 React: 16
 Resolve: 18 + 6

Luck: 0
 Spell Resis: 16
 Relative Size: 14

Walking: 7
 Charging: 21
 Running: 35
 Broad Jump: -
 Flying: -
 Free Weight: -

	Tree	Total	Great Hammer	Total
Skill	18+20		18+50	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+3d12	2d8	2d8+3d12

Armor: None
APV: 0 **Awareness: 18+20**
WR: 3d8 **Combat: 18+10**
TPV: 3d8 **Mountain Craft: 18+40**

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his tree or great hammer. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent.

An example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent) if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

(Stone Giant)

No Image Currently Available

	Attack Rank (12)					(16)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	9	6	6	2	6	10	9	12	1	125	104	115	110	114	115	108	124
2	4	3	5	10	10	9	5	3	2	102	130	106	120	97	99	111	116
3	10	7	7	12	8	6	10	12	3	107	97	105	112	111	108	105	110
4	4	4	9	2	9	7	3	11	4	124	122	99	114	115	110	123	125
5	5	6	3	4	10	16	7	13	5	116	121	112	102	117	119	108	121
6	7	9	11	8	3	12	6	8	6	112	105	94	111	112	127	115	106

Giant, Stone (25')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Stone giants live in the hills and mountains of Panjere. They quarry stone and use it to build their homes and towns. They also trade it with other giants for weapons and gold.

Of all the giants, Stone Giants are the toughest physically (when comparing similar sizes. This is due to their nature; like the dwarf, the stone giants block is made of liquid rock. An evil stone giant can be quite a terror.

Weapon and Armor

Stone giants carry a great hammer (same stats as a Great Mall). The weapon is also used in their stone work (they drive great wedges into the ground to

make stone blocks. Stone Giants do not wear armor. Besides using the Great Hammer as a weapon, a Stone Giant can use a tree as a weapon (assuming one is nearby).

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (3)

Three characters may attack the giant's front, sides and back (3 on each side). This means that that there must at least 10 characters on a giant before someone is able to attack the giants back (3 on the front, 6 on the sides and 1 on the back).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush.

You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Stone giants will form communities with up to 50 to 60 giants. You can encounter up to 1d6+4 of these giants at a time (20% chance) although the normal number encountered usually 1 to 4.

Giant, Stone (25')

Threat: 8
 WR: 4d8
 TKA: 4d12
 Wounds: 120+2d20

Soul Points: 0
 Power: 100
 React: 18 + 0
 Resolve: 18 + 12

Luck: 0
 Spell Resis: 18+0
 Relative Size: 18

Walking: 7
 Charging: 21
 Running: 35
 Broad Jump: -
 Flying: -
 Free Weight: -

	Tree	Total	Great Hammer	Total
Skill	18+30		18+70	
Defense Adj.	n/a		n/a	
Attack Rank	16/2d8		12 / 2d6	
Damage	1d6	1d6+4d12	2d8	2d8+4d12

Armor: None
APV: 0 **Awareness: 18+30**
WR: 4d8 **Combat: 18+15**
TPV: 4d8 **Mountain Craft: 18+60**

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his tree or great hammer. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent.

An example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent) if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

(Stone Giant)

No Image Currently Available

	Attack Rank (12)					(16)				Pre - Rolled Wounds							
	1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8
1	6	7	4	8	6	15	12	8	1	134	142	152	154	140	144	146	131
2	8	12	9	11	8	6	11	3	2	135	156	140	143	137	134	137	147
3	7	6	7	7	9	12	14	7	3	133	139	141	146	130	141	138	133
4	9	7	12	9	5	8	8	12	4	139	131	139	145	132	127	157	139
5	7	6	5	12	3	10	6	2	5	128	148	151	143	136	147	133	132
6	4	2	6	8	10	8	4	15	6	125	135	144	124	140	137	131	139

Giant, Frost (15')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Frost giants live in the highest of mountain, near the peaks where it is perpetually cold. They also live in the northern reaches of Tactac, the frigid areas found in the extreme northern reaches of the Trocks homelands. Frost Giants build their homes in natural caves or in castles and fortifications of pure ice. They are masters of cold based magic and can enchant items with cold based spells should they take a notion to.

Frost giants will not deal directly with fire giants. Both Frost and Fire Giants will always use a Plains Giant as a go between for any dealing that take place between the two groups.

Weapon and Armor

Frost giants carry an Ice Sword. The Ice Swords are magical weapons. They are sized for the frost giants and are too large for smaller creatures to wield (if the smaller creatures could pick them up without taking cold damage). Frost Giants do not wear armor but all have the ability to cast a **Coat of Armor** spell that protects them. See column three for more details.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (2)

Three characters may attack the giant's front, sides and back (2 on each side). This means that that there must at least 7 characters on a giant before someone is able to attack the giants back (2 on the front, 4 on the sides and 1 behind).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Fire giants will form communities with up to 50 to 60 giants. You can encounter up to 1d6+4 of these giants at a time (20%

chance) although the normal number encountered usually 1 to 4.

Immune to Cold

Frost Giants are immune to all cold and cold-based damage.

Radiate Cold

Frost Giants radiate cold. The damage done by the cold they radiate is equal to their TKA dice roll. Damage is taken each round by all melee opponents except for other frost giants (as you can imagine, even Plains Giants that work for Frost Giants will keep their distance).

Fire Damage

The Frost Giant does not make its WR dice roll versus fire damage.

Coat of Ice Spell

May cast once per day. Encases the giant in sheets of ice that absorbs fire damage. Casting time is 24/2d12. Duration is 4d6 combat rounds. Will absorb 40+2d20 points worth of fire damage.

Giant, Frost (15')

Threat: 4
 WR: 1d12
 TKA: 2d8
 Wounds: 30+2d20

Soul Points: 0
 Power: 50
 React: 18 + 6
 Resolve: 18 + 6

Luck: 0
 Spell Resis: 14
 Relative Size: 8

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: -
 Flying: -
 Free Weight: -

	Ice (2h) Sword	Total
Skill	18+30	
Defense Adj.	n/a	
Attack Rank	12 / 2d6	
Damage	2d8	4d8

(Frost Giant)

No Image Currently Available

Awareness: 18+20
Combat: 18+15
Winter Craft: 18+25
Armor: None
APV: 0
WR: 1d12
TPV: 1d12

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

Two Handed Sword Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	9	4	4	7	5	6	6	3
2	7	7	6	11	7	8	7	5
3	8	5	11	4	3	11	7	8
4	4	9	4	7	9	6	5	5
5	11	5	7	7	12	7	3	6
6	3	6	11	10	6	10	9	8

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	60	58	48	45	38	56	43	57
2	49	66	53	35	47	47	60	48
3	57	50	68	44	52	64	48	58
4	67	55	59	51	57	46	51	57
5	51	52	41	42	65	45	55	46
6	60	46	46	60	49	53	58	46

Giant, Frost (20')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Frost giants live in the highest of mountain, near the peaks where it is perpetually cold. They also live in the northern reaches of Tactac, the frigid areas found in the extreme northern reaches of the Trocks homelands. Frost Giants build their homes in natural caves or in castles and fortifications of pure ice. They are masters of cold based magic and can enchant items with cold based spells should they take a notion to.

Frost giants will not deal directly with fire giants. Both Frost and Fire Giants will always use a Plains Giant as a go between for any dealing that take place between the two groups.

Weapon and Armor

Frost giants carry an Ice Sword. The Ice Swords are magical weapons. They are sized for the frost giants and are too large for smaller creatures to wield (if the smaller creatures could pick them up without taking cold damage). Frost Giants do not wear armor but all have the ability to cast a **Coat of Armor** spell that protects them. See column three for more details.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (2)

Three characters may attack the giant's front, sides and back (2 on each side). This means that that there must at least 7 characters on a giant before someone is able to attack the giants back (2 on the front, 4 on the sides and 1 behind).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Fire giants will form communities with up to 50 to 60 giants. You can encounter up to 1d6+4 of these giants at a time (20%

chance) although the normal number encountered usually 1 to 4.

Immune to Cold

Frost Giants are immune to all cold and cold-based damage.

Radiate Cold

Frost Giants radiate cold. The damage done by the cold they radiate is equal to their TKA dice roll. Damage is taken each round by all melee opponents except for other frost giants (as you can imagine, even Plains Giants that work for Frost Giants will keep their distance).

Fire Damage

The Frost Giant does not make its WR dice roll versus fire damage.

Coat of Ice Spell

May cast once per day. Encases the giant in sheets of ice that absorbs fire damage. Casting time is 24/2d12. Duration is 4d6 combat rounds. Will absorb 40+2d20 points worth of fire damage.

Giant, Frost (20')

Threat: 6
 WR: 2d10
 TKA: 3d10
 Wounds: 60+2d20

Soul Points: 0
 Power: 70
 React: 18 + 12
 Resolve: 18 + 12

Luck: 0
 Spell Resis: 16
 Relative Size: 12

Walking: 6
 Charging: 18
 Running: 30
 Broad Jump: -
 Flying: -
 Free Weight: -

	Ice (2h) Sword	Total
Skill	18+60	
Defense Adj.	n/a	
Attack Rank	12 / 2d6	
Damage	2d8	2d8+3d10

(Frost Giant)

No Image Currently Available

Awareness: 18+30
 Combat: 18+20
 Winter Craft: 18+50
 Armor: None
 APV: 0
 WR: 2d10
 TPV: 2d10

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

Two Handed Sword Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	7	9	10	7	12	5	7	4
2	6	3	9	7	9	7	8	2
3	10	10	7	9	7	2	11	8
4	4	7	8	8	5	11	11	3
5	7	8	12	3	10	7	7	7
6	8	7	7	10	6	9	4	3

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	81	78	72	68	86	87	81	78
2	76	82	63	82	96	72	81	85
3	83	94	77	79	70	85	78	80
4	80	77	83	70	82	84	83	84
5	71	69	74	83	69	77	82	89
6	97	73	69	79	65	93	87	94

Giant, Frost (25')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Frost giants live in the highest of mountain, near the peaks where it is perpetually cold. They also live in the northern reaches of Tactac, the frigid areas found in the extreme northern reaches of the Trocks homelands. Frost Giants build their homes in natural caves or in castles and fortifications of pure ice. They are masters of cold based magic and can enchant items with cold based spells should they take a notion to.

Frost giants will not deal directly with fire giants. Both Frost and Fire Giants will always use a Plains Giant as a go between for any dealing that take place between the two groups.

Weapon and Armor

Frost giants carry an Ice Sword. The Ice Swords are magical weapons. They are sized for the frost giants and are too large for smaller creatures to wield (if the smaller creatures could pick them up without taking cold damage). Frost Giants do not wear armor but all have the ability to cast a **Coat of Armor** spell that protects them. See column three for more details.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (2)

Three characters may attack the giant's front, sides and back (2 on each side). This means that that there must at least 7 characters on a giant before someone is able to attack the giants back (2 on the front, 4 on the sides and 1 behind).

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Settlements and Encounter Numbers

Fire giants will form communities with up to 50 to 60 giants. You can encounter up to 1d6+4 of these giants at a time (20%

chance) although the normal number encountered usually 1 to 4.

Immune to Cold

Frost Giants are immune to all cold and cold-based damage.

Radiate Cold

Frost Giants radiate cold. The damage done by the cold they radiate is equal to their TKA dice roll. Damage is taken each round by all melee opponents except for other frost giants (as you can imagine, even Plains Giants that work for Frost Giants will keep their distance).

Fire Damage

The Frost Giant does not make its WR dice roll versus fire damage.

Coat of Ice Spell

May cast once per day. Encases the giant in sheets of ice that absorbs fire damage. Casting time is 24/2d12. Duration is 4d6 combat rounds. Will absorb 40+2d20 points worth of fire damage.

Giant, Frost (25')

Threat: 8
 WR: 3d10
 TKA: 4d10
 Wounds: 90+2d20
 Soul Points: 0
 Power: 90
 React: 18 + 24
 Resolve: 18 + 24
 Luck: 0
 Spell Resis: 18 + 0
 Relative Size: 16

Walking: 7
 Charging: 21
 Running: 35
 Broad Jump: -
 Flying: -
 Free Weight: -

	Ice (2h) Sword	Total
Skill	18+90	
Defense Adj.	n/a	
Attack Rank	12 / 2d6	
Damage	2d8	2d8+4d10

(Frost Giant)

No Image Currently Available

Awareness: 18+40
Combat: 18+25
Winter Craft: 18+75
Armor: None
APV: 0
WR: 3d10
TPV: 3d10

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

Two Handed Sword Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	11	2	7	10	9	6	10	5
2	6	4	6	6	7	8	9	8
3	7	10	9	9	3	9	4	3
4	5	9	7	6	7	6	7	7
5	3	10	5	10	8	3	10	6
6	12	4	8	12	6	4	8	7

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	113	113	109	117	111	102	95	126
2	106	123	117	126	103	118	126	111
3	111	108	111	110	120	119	112	112
4	113	112	121	106	113	109	113	111
5	105	96	127	120	115	119	103	114
6	121	113	116	125	128	120	105	109

Giant, Fire (15')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Fire giants live near volcanoes and other areas of great heat. They are able to work metal and their forges produce the purest metals in the world. They trade their finished products to other giants. They normally live in caves although some trade the metals they smelt for stone and build castles and even houses.

Fire giants will not deal directly with frost giants. Both Frost and Fire Giants will always use a Plains Giant as a go between for any dealing that take place between the two groups.

Weapon and Armor

Fire giants carry a 2 handed sword. The giants do make magic swords, however, these are normally only carried by giants that are at least 30 feet tall (read only the biggest get them). Fire Giants do not wear armor.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (2)

Three characters may attack the giant's front, sides and back (2 on each side). This means that that there must at least 7 characters on a giant before someone is able to attack the giants back (2 on the front, 4 on the sides and 1 on the back)

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 2 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is

12 (cost in synergy), the high roll a 15. This means that the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Immune to Heat

Fire Giants are immune to all heat and fire based damage.

Radiate Heat

Fire Giants radiate heat. Unlike Frost giants that radiate cold all the time, fire giants only radiate heat when they are mad. The damage done by the heat they radiate is equal to their TKA dice roll. Damage is taken each round by all melee opponents except for other fire giants.

Cold Based Damage

The Fire Giant does not make its WR dice roll versus cold based damage.

Giant, Fire (15')

Threat: 4
 WR: 1d12
 TKA: 2d8
 Wounds: 30+2d20

Soul Points: 0
 Power: 50
 React: 18 + 0
 Resolve: 18 + 0

Luck: 0
 Spell Resis: 12
 Relative Size: 8

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: -
 Flying: -
 Free Weight: -

	2h Sword	Total
Skill	18+30	
Defense Adj.	n/a	
Attack Rank	12 / 2d6	
Damage	2d8	4d8

Awareness: 18+10
 Combat: 18+8
 Winter Craft: 18+25

Armor: None
 APV: 0
 WR: 1d12
 TPV: 1d12

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

Two Handed Sword Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	8	5	6	9	4	8	5	7
2	9	3	12	7	8	6	9	5
3	4	7	10	8	9	2	3	9
4	2	12	7	6	7	12	6	8
5	12	4	5	4	4	10	12	6
6	7	7	6	6	2	6	10	4

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	69	60	63	62	44	56	57	56
2	51	69	43	61	36	43	50	65
3	63	45	46	53	43	51	55	51
4	48	60	40	55	55	59	44	47
5	40	53	46	46	48	53	61	60
6	51	45	43	52	51	34	38	49

Giant, Fire (20')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

Although there are many unique types of giants, the following giants are known by the area in which they live: Plains, Hill, Forest, Mountain, Stone, Frost and Fire. These giants interact and form what is loosely considered a nation (even though this nation is spread about the entire world). Each one these giants contribute something to the whole.

Fire giants live near volcanoes and other areas of great heat. They are able to work metal and their forges produce the purest metals in the world. They trade thier finished products to other giants. They normally live in caves although some trade the metals they smelt for stone and build castles and even houses.

Fire giants will not deal directly with frost giants. Both Frost and Fire Giants will always use a Plains Giant as a go between for any dealing that take place between the two groups.

Weapon and Armor

Fire giants carry a 2 handed sword. The giants do make magic swords, however, these are normally only carried by giants that are at least 30 feet tall (read only the biggest get them). Fire Giants do not wear armor.

Size

Giants are a threat due to their huge size and their special resistances and abilities. All of these types of giants reach an average height of about 25 feet. Smaller giants are generally younger and not as deadly as full-grown ones. The largest giants are reported to reach heights between 35 and 40 feet and are much tougher than their smaller brethren. The giant described in this stat sheet is a giant of average height).

Multiple Opponents per side (3)

Three characters may attack the giant's front, sides and back (3 on each side). This means that that there must at least 9 characters on a giant before someone is able to attack the giants back.

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of his weapon. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. You can use this attack or a weapon special attack but not both (i.e., you could use this attack or the 2h axe's *Mighty Blow* special attack in a given combat round, but not both).

Giant Swing Example

The giant has 3 people per side on him for a total of 12 opponents. The giant rolls a d20 twice. The low roll is 12 (cost in synergy), the high roll a 15. This means that

the giant checks one opponent at a time (even his primary opponent); if he can roll 15 or less on a d20, he can make a to-hit roll against that opponent.

Immune to Heat

Fire Giants are immune to all heat and fire based damage.

Radiate Heat

Fire Giants radiate heat. Unlike Frost giants that radiate cold all the time, fire giants only radiate heat when they are mad. The damage done by the heat they radiate is equal to their TKA dice roll. Damage is taken each round by all melee opponents except for other fire giants.

Cold Based Damage

The Fire Giant does not make its WR dice roll versus cold based damage.

Giant, Fire (20')

Threat: 6
 WR: 2d10
 TKA: 3d10
 Wounds: 60+2d20

Soul Points: 0
 Power: 70
 React: 18 + 6
 Resolve: 18 + 6

Luck: 0
 Spell Resis: 16
 Relative Size: 12

Walking: 6
 Charging: 18
 Running: 30
 Broad Jump: -
 Flying: -
 Free Weight: -

	2h Sword	Total
Skill	18+60	
Defense Adj.	n/a	
Attack Rank	12 / 2d6	
Damage	2d8	2d8+3d10

(Fire Giant)

No Image Currently Available

Awareness: 18+25
 Combat: 18+15
 Winter Craft: 18+50
 Armor: None
 APV: 0
 WR: 2d10
 TPV: 2d10

Great Swing (giant ability)

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Pre - Rolled Attack Rank

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1	6	3	9	8	12	8	6	6
2	10	5	10	6	5	5	4	8
3	7	6	5	7	10	7	3	3
4	11	7	7	2	7	9	8	5
5	4	9	3	8	8	4	10	6
6	9	5	8	9	6	11	8	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	87	96	76	72	78	75	96	77
2	87	78	96	70	77	72	74	77
3	68	88	74	80	86	82	80	86
4	83	73	93	68	94	87	87	91
5	84	93	78	78	79	68	98	85
6	82	80	81	83	95	78	76	76

Giant, Fire (25')

Alignment: Any
 Nature: Depends on Alignment
 Type: Giant Humanoid, Humanoid

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Cold Based Damage

The Fire Giant does not make its WR dice roll versus cold based damage.

Giant, Fire (25')

Threat: 8
 WR: 3d10
 TKA: 4d10
 Wounds: 90+2d20

Soul Points: 0
 Power: 90
 React: 18 + 24
 Resolve: 18 + 24

Luck: 0
 Spell Resis: 16
 Relative Size: 16

Walking: 7
 Charging: 21
 Running: 35
 Broad Jump: -
 Flying: -
 Free Weight: -

	2h Sword	Total
Skill	18+90	
Defense Adj.	n/a	
Attack Rank	12 / 2d6	
Damage	2d8	2d8+4d10

(Fire Giant)

No Image Currently Available

Awareness: 18+40
 Combat: 18+25
 Winter Craft: 18+75
 Armor: None
 APV: 0
 WR: 3d10
 TPV: 3d10

Great Swing (giant ability)

The giant may hit all melee opponents in a single swing of tree or axe. The giant rolls any dice between a d4 and a d20 twice. The low roll is the cost in synergy bonus. The high roll is the chance that he can hit any given opponent. This attack can only be made in an open area (i.e., a road or field) not while in the bush. See back of sheet for an example.

Two Handed Sword Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	6	4	3	9	7	8	4	10
2	3	5	6	4	10	4	6	12
3	5	10	9	7	9	2	7	9
4	10	7	7	11	12	9	6	9
5	9	3	6	8	6	11	4	8
6	6	8	5	5	4	6	3	7

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	99	127	120	123	116	121	114	118
2	115	122	122	109	114	114	112	111
3	122	106	108	122	107	112	115	100
4	114	118	110	126	110	114	119	124
5	117	108	118	107	111	101	108	100
6	109	116	105	100	117	127	123	96