

Threat

Hard
Complex

Bounty

2000 Crowns

Armor

10

INT	2
REF	8
DEX	6
BODY	18
SPD	5
EMP	1
CRA	6
WILL	4
LUCK	0

STUN	10
RUN	15
LEAP	3
STA	110
ENC	180
REC	11
HP	110
VIGOR	0



Height	About 5 meters
Weight	About 1600kg
Environment	Isolated mountains
Intelligence	About as intelligent as a dumb human
Organization	Solitary

Illustration by Bartłomiej Gawel

Giants and Ice Giants

Commoner Superstition (Education DC:10)

Giants are much like humans, but very tall. But they are as dumb and violent as any human. They can build traps and hunt people and cattle to eat them. Not many of them left though.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:15)

Giants are enormous ogroids that hate humans. They hunt with traps, but when they are hungry, they can come close to human settlements and capture humans and cows. Despite being aggressive and dangerous, not many of them are left and they live in distant and isolated mountains.

Long range weapons are the most secure against giants, but they can easily shorten the distance between you. Any blow that they are able to perform is very destructive. Giants can use trees to attack and ice giants usually use anchors and rest of wrecked ships.

Weapons			
Name	DMG	Effect	ROF
Punch	11d6+4	Long Reach (2m)	1
Tree/Anchor	11d6	Long Reach (4m), Stun(-2)	1

Skills
Athletics +3
Awareness +8
Brawling +6
Courage +7
Dodge/Escape +4
Endurance +10
Melee +7
Physique +10
Resist Coercion +7
Resist Magic +8
Trap Crafting +6
Wilderness Survival +7

Loot
Giant Brain
Random Items (2d10)
Random Runes (2)

Vulnerabilities

Ogroid Oil

Abilities

Resistances

Giants take half damage from **piercing**, **bludgeoning** and **slashing**.

Sweeps

Due to the giant's sheer size, any attacks it makes can target multiple enemies at once, provided they're within striking distance and in its forward-facing arc. If a giant attacks multiple creatures this way, it costs 10 STA.

Crushing Force

Due to the incredible force with which they strike, a giant cannot be parried and does double ablation damage to weapons, shields or armor.

Thrown Boulders

When more than 6m from their target, giants prefer to throw boulders or others bits or rubble that do 5d6 damage. These boulders have a range of 16m.

Massive Bulk

Giants are immune to Aard, becoming **staggered**, or any effects that would knock them off their feet.

Tool Users

Though particularly stupid, giants are nonetheless able to fashion surprisingly sophisticated traps. They'll often use these skills to protect their lairs.