

[Finally, with a bit of help from the Complete Humanoid Handbook and White Dwarf #17, here are the rules for playing a giant as a player character. --DC]

Giants as PCs

First off, giants fall into two categories: true giants (hill, stone, desert, jungle, frost, fire, fog, cloud, reef, mountain, and storm) and giant-kin (cyclops, ettin, firbolg, fomorian, and verbeeg). Each type has distinct advantages and defects and thus must be discussed separately.

All giant PCs start out as two hit die "youngsters". Why? Well, a full-grown giant is tremendously powerful, thus an unfair advantage to other starting characters. Simply limiting a giant's hit points and/or hit dice is insufficient to fix the problem. Giants have a tremendous THAC0, do massive amounts of damage, can hurl boulders at will, have good armor class, and often possess a wide variety of other abilities. So, much like dragon PCs, a giant PC begins as an early-adolescent monster, gaining hit dice and other abilities as a function of experience and level.

Young giants roll attributes as regular PCs and many giant sub-species have own attribute modifiers, as well as unique attribute minimums and maximums. All giants have a +2 bonus to strength with a maximum starting score of 18/00 and a minimum score of 14. Each category of exceptional percentile strength is treated as a full point difference, thus moving from 18/50 to 18/90 is two full points of strength higher. All giants suffer a -2 to their dexterity score with a maximum score of 15 and a minimum score of 3. Nearly all true giants and most giant-kin do not have a character class and almost always match the standard alignment of their sub-species. Thus these giants all roll d8s for hit dice, gain hit point bonuses for high constitution scores as a non-fighter, may not use fighter-only magical items, may not specialize in weapon use, and usually do not use unusual weapons or armor. Those rare giants which do follow a specific character class must earn many more experience points to advance in level, but otherwise are allowed to use the hit dice, saving throws, and special abilities of their chosen profession (see below). When a giant's native hit dice or THAC0 is better, then those may be used instead (giant mages still roll d8s and low level giants will usually find the HD-based combat tables superior, for instance).

In general, first level giants have no innate abilities and TWO Hit Dice as well as a base AC of 7, 6" movement, are capable of using a weapon to inflict UP TO 1d6 damage, but incapable of hurling or catching boulders, although this and other capabilities are gained as the giant grows in prowess, strength, and body mass. All giants begin able to speak their own dialect of giant-speech, learning additional languages based on intelligence and sub-species. Giants without character classes suffer a -2 non-proficiency penalty, begin with three weapon and one non-weapon skill. Such giants gain one weapon every three additional levels (4th, 7th, 10th, etc) and a non-weapon on all other levels. Giants capable of hurling and catching boulders need to expend a proficiency to do so, although specialization is not allowed (see below).

Giants with a character class use the same combat table as other members of that class use. Giants without a class use the combat table for 1+ Hd monsters at first level, followed by the appropriate HD table for each level thereafter. Saving throws for giants are based on the giant's level.

First level giants are roughly five feet tall and gain another foot of height for each level, up to their normal racial height. Upon achieving 4th level, all giants are considered size large (8' tall). In addition, true giants gain a point to their strength due to their increasing size and weight every level, although they may not exceed 18/00 until 4th level. Giant-kin only gain a point every three levels, until 13th level, from which point they gain one point per level, like true-giants. This additional strength CANNOT be used to raise a giant's strength above the normal maximum for its sub-species.

Giants with classes must earn the normal amount of experience for a giant of their type to advance as well as an additional amount equal to what that class needs in order to level. For instance, normally, firbolg and stone giants use the same experience table as fighters. Were a firbolg to become a druid, then that character would have to earn 4000xp to reach second level (2000xps for a 2nd level fighter AND 2000xps for a 2nd level druid). The one exception to this are fighting-classes; in order to level in these classes, the giant need only earn ½ what is normally needed to level, as much of the giant's general training also overlaps the abilities of fighting classes. Thus a stone giant fighter would require 3000xps to reach 2nd level (2000xp for all stone giants to reach 2nd + half of 2nd level for a regular fighter, or 1000xps).

Gaints go up in Hit Dice as they amass eeps. Each different sub-species of giant has different powers and abilities and therefore uses a different table for level advancement, as indicated below:

Giant Type	Experience Table	Normal Strength	Attribute Adjustments	Special Abilities
Hill	cleric	19	-1 Int & Wis (max 14 each) -1 Chr (max 16)	none
Stone	fighter	20	Int, Wis, & Chr max 16	extra dmg die w/ boulders +4 to base AC
Frost	fighter	21	Int, Wis, & Chr max 16	immune to cold
Fire	cavalier	22	Int, Wis, & Chr max 16	immune to fire often use weapons/armor
Cloud	fighter	23		alertness keen sense of smell levitation power
Storm	paladin	24	+1 Int & Wis (13 to 18 range)	immune to electricity breathe water and swim at normal movement levitation NO boulders but gain storm powers
Fog	fighter	23		blend into fog maximum boulder catch 45% maximum dmg as frost giant
Mountain	fighter	20	Chr max 16	maximum strength as fire giant maximum boulder as hill giant 4d10 dmg at full size summoning and controlling powers
Desert	bushi	19	Int & Wis max 16	maximum damage 3d6 can't catch or throw boulders +1 base AC summoning and camouflage abilities
Jungle	bushi	21	Int & Wis max 16	can't catch or throw boulders +3" base movement climb at ½ normal movement surprise
Reef	fighter	22		immune to water and ice can't catch boulders no penalty to fight underwater swim at -3" normal movement create whirlpool
Firbolg	fighter	max 19		can't throw boulders but can catch them magic abilities every odd level
Fomorian	bushi	max 20		can't catch or throw boulders maximum move 9" maximum AC 3 alertness damage of 4d8 at 11th level
Verbeeg	bushi	max 18/00	-1 Chr (max 16)	x2 move (18" max) may use armor/weapons

This table is a WORK IN PROGRESS and accordingly only those giant sub-species in **BOLD** should be considered firmly defined.

Although giant go up in Hit Dice as they amass eeps, the character needs time to grow into its new power. In any event, a giant DEFINITELY will not advance without the necessary experience (no more *hasting* a giant into a juggernaut of death!). As a general rule, a young giant should wait about six months in between each experience level to accommodate the giant growing into his new size, although in some cases two levels in rapid succession followed by a year of inactivity might also be reasonable.

Giants may roll for ambi-dexterity, but must get double 6s. Giants may not possess psionics.

All giants may use potions of strength up to their racial maximum. Half a potion of growth acts as a potion of heroism and a full potion of growth acts as a potion of super-heroism.

LVL	AC	MV	maximum damage	boulder damage	boulder range	boulder catch	typical giant type
1	7	6"	d6				
2	6	7"	d8				
3	6	8"	d10	d4	4"		
4	5	9"	d10	d6	6"	5%	ogre
5	5	10"	d12	d8	8"	10%	verbeeg
6	4	11"	d12	2d4	12"	15%	
7	4	12"	2d6	2d6	16"	20%	
8	4	12"	2d8	2d8	20"	30%	hill giant
9	4	12"	3d6	2d10	20"	30%	stone giant
10	4	12"	4d6	2d10	20"	40%	frost giant
11	3	13"	5d6	2d10	20"	50%	fire or jungle giant
12	2	14"	6d6	2d12	24"	60%	cloud giant
13	2	15"	6d6	2d12	24"	75%	firbolg
14	1	15"	6d6	2d12	24"		
15	1	15"	7d6	3d8	28"		storm giant
16	1	15"		3d8	28"		
17	0	15"		3d8	32"		
18	0	15"		3d10	35"		reef giant

A note about the table above; not all columns are equally applicable to all giant races. For instance, storm giants do not throw boulders at all and fire giants only have a maximum move of 12". Therefore, if an ability is outside the scope of a regular giant from the monster manual, please understand it does NOT apply to a PC giant either.

Sub-species Specifics:

Cloud Giants -- begin at first level with keen sense of smell, alertness, and levitate body mass plus 200lbs/lvl once per day. Third level, levitate twice per day. Twelfth level, gain animal followers. Thirteenth level, fog cloud once per day (at one third level, round up). Fourteenth level, fog cloud twice per day. Fifteenth level, wall of fog once per day and fog cloud three times. Sixteenth level, create cloud castle. Level limit: 12th with 23 strength. Live to be up to 400 years old.

Jungle Giants -- begin at first level with climb at ½ base movement, +2" land movement, -2 penalty to others' surprise rolls, and ambush ability (30% chance of success, raising 10% per level to a maximum of 60%). Jungle giants are strict carnivores and will only keep what treasure they can personally carry. Use of bows and their damage is a function of the giant's size/age, although jungle giants with the bowyer proficiency can craft their own bows as an archer of the same level. Level limit: 11th with 21 strength. Live to be up to 200 years old.

Reef Giants -- begin with immunity to water- and ice-based attacks, swim movement equal to land move -3", and free movement in water. Fourth level, create whirlpool. Reef giants may catch boulders and may target individual opponents with them. Reef giants cannot breathe water although they may learn the language of other marine mammals, such as whales, dolphins, seals, otters, and the like as a sea elf. Level limit: 18th with 22 strength. Live to be up to 600 years old.

Stone Giants -- begin with a bonus of +4 to base AC. Stone giants may also hurl boulders 50% farther than other giants and do an additional die of damage with such boulders. Finally, stone giants have triple the normal chances to catch hurled boulders (or catapult stones from a siege engine). Ninth level, befriend cave bears. Tenth level, gain stone shape, stone tell, and transmute rock to mud (cast at half the giant's level, round down). Twelfth level, gain spell casting abilities of ¼ level wizard (round down). Level limit: 9th with 20 strength. Live to be up to 800 years old.

Storm Giants -- begin with immunity to electricity, water breathing, free movement in water, and levitate body mass plus 200lbs/lvl once per day. Third level, predict weather and control weather each with 25% chance success, doubling each level (failure means roll again or something unexpected happens to match the storm giant's mood) and levitate twice per day. Fifth level, call lightning ONCE per day (level in d6 but no wait time). Seventh level, control winds and call lightning TWICE per day. Ninth level, weather summoning and call lightning thrice per day. Eleventh level, hurl lightning bolt (half level in d8s, round up). Fifteenth level, gain animal followers. Storm giants can't hurl or catch boulders. Level limit: 15th with 24 strength. Live to be up to 600 years old.

Firbolg -- begin with swat/catch missiles ability, requiring a saving throw vs breath weapon at -1 penalty. May swat/catch boulders beginning at 4th level. Third level, detect magic once per day. Fifth level, diminuation. Seventh level, fool's gold. Ninth level, forget. Eleventh level, alter self. Firbolg damage tops out at double a standard weapon (usually 2d10 maximum). Level limit: 13th with 19 strength. Live to be up to 300 years old.