

Half Giant Invented by Testament of Darkness

Giants have and always will be feared by many and all except the brave few who can actually call themselves true adventures. Giants are strong, fearless, brave, feared, and some times even worshipped. Sometimes younger, still moderately sized Giants wander into Human villages and between a very un-common fling a child is born. The Half Giant.

Personality:

Half Giants are powerful, not as powerful as actual Giants. Like the Variety of Giants, there can be a Variety of Half Giants. A Half Giant's personality most likely depends on the parent's race of Giant-

- Hill:* Aggressive and Rowdy
Stone: Not as aggressive as Hill Giants, most likely shy around strangers
Frost: Feared and Very Destructive
Fire: Brutal, Ruthless, and Militaristic
Cloud: Artisans and Strategists
Storm: Gentle and Reclusive, Matched with Cloud Giants

d% Father/Mother Was A.

- 42% Hill Giant
18% Stone Giant
15% Frost Giant
15% Fire Giant
05% Cloud Giant
05% Storm Giant

Parent D%

- Dad 81%
Mom 19%

Physical Description:

All Half Giants range from the lowest recorded height of 6.9., to an average of 8. and weigh around 250-500lbs. Female Half Giants are not usually as tall as the men, their height ranging to a highest recorded height of 7.6.. Each Giant has a different look so therefore each Half Giant does-

- *Hill Giant:* Large and brutish. Skin tone ranges from dark tan to ruddy brown; hair color is usually brown or black with eyes the same color.
- *Stone Giant:* Lean and muscular. Their skin is hairless, and rough, always gray, with gaunt facial features and deep-sunken black eyes.
- *Frost Giant:* Beefy and muscular. Their skin tones range from snow white to ivory, with light blue or dirty yellow hair and matching eyes.
- *Fire Giant:* Huge, and squat. Coal black skin with fiery red or bright orange hair with matching eyes.
- *Cloud Giant:* Muscular human builds and handsome facial features. Skin tones range from milky white tinged with blue to light sky blue with silvery white or brass hair and iridescent blue eyes.
- *Storm Giant:* Resemble well-formed humans of enormous proportion. They have pale light green or rarely violet skin. Green skinned Storm Giants have dark green hair and glittering emerald eyes. Violet skinned Storm Giants have deep violet or blue-black hair with silvery gray or purple eyes.

Relations:

Half Giants hardly get along with any race. Half-Hill Giants can cope with Half-Orcs or Half-Ogres. Half-Storm and Cloud giants can manage to get friends out of a few humans. Dwarves, elves, and especially Gnomes and Halflings usually distrust Half Giants, but not as much as Half-Orcs.

Alignment:

Never Lawful Good.

- Hill & Frost:* Often-Chaotic Evil
Stone: Usually Neutral
Fire: Often Lawful Evil
Cloud: Usually Neutral Good or Neutral Evil
Storm: Often Chaotic Good

Half Giant Lands:

None. If taken care of by Giants their raised in their lands, if human raises them, they're raised as farm hands or physical labor slaves.

There have been small forest communities but the different sub-races of Half Giants usually fought too much.

Religion:

Half Giants, who do believe in Deities, will worship Gods and Goddesses related to their Alignment.

Language:

This depends on who raised the Half Giant child. If Humans raised him he will speak Common. If he was raised amongst Giants he will speak Giant. If he was raised with Giants, he will eventually learn common.

Bonus Languages: Abyssal, Aquan, Auran, Dwarven, Draconian, Ignan, Infernal, Terran, and Undercommon.

Names:

Some times Half Giants will use Dwarven names. If they were raised among humans they will be named until old enough to pick their own names. If they were raised among Giants, they must prove themselves on the coming of age, and named for their skill, powerful names such as Thunder Fist or Earth Splitter.

Adventures:

Half Giants adventure either to expand their power, or make themselves closer to humans or just to be in a group where he feels useful. Half Giants, usually fighters or barbarians are the group's backbone.

Half Giant Racial Traits

- +3 Strength, -2 Int, -2Wis, -2 Dex, +1 Con
- Medium Size
- Base speed is 35ft
- +4 Bonus to Climb, +2 to Jump, +2 to Intimidate, Half-Giants cannot have any Knowledge skills, even if it is class necessary
- 1 Bonus Feat at level 1 if Human Parent is male
- If human parent is father, +2 Skill Points
- 500 Experience add-on. E.g. for first level it's 1,500xp, second level is 3,500, etc.

Racial Feats

Advanced HP: The HD type of the class the Half Giant is raised up to the next die type. Example: A Sorcerer's HD is 1d4; a Half Giant Sorcerer would have 1d6 HD. This cannot surpass a d12, for instance; a barbarian's HD does not rise to 1d20, and it remains at 1d12.

Rock Throw: A Half Giant can hurl rocks proficiently that are 30 pounds and less, for every 10 pound over 30 the thrower suffers a .2 penalty. The rocks thrown hit for 2 hp damage per 10lbs on a successful ranged attack and 1 extra point of damage for every 50ft thrown. The rocks can be hurled up to 30-40ft.

Toughness: For a Half-Giant this Feat is different. Any class, which has any HD lower then d6, gains this feat. +3 to Hp, stacks if Toughness is taken as the character feat.

Racial Feats by Sub-race

Hill Half Giant: +5 feet to Rock Throw, -1 to Intelligence (Stacks with the Racial adjustment), -1 to Dexterity

Stone Half Giant: +10 Rock Throw, +2 Hide Bonus against Stony Surfaces, -1 Charisma

Frost Half Giant: +5 feet to Rock Throw, Takes only 3/4th's of Cold damage, Fire deals +10, unless a successful save is made, -1 Dex, -1 Wis

Fire Half Giant: +5 feet to Rock Throw, takes only 3/4th's of Fire damage, Ice deals extra +10 damage, unless a successful save is made, -1 Dex, -1 Wis

Cloud Half Giant: +8 feet to Rock Throw, At 15th level char gets spell like abilities *Levitate* and *Obscuring Mist* 2 times per day

Storm Half Giant: +10 feet to Rock Throw, At 15th level char gets spell like abilities *Call Lightning*, *Chain Lightning*, at 18th level char gets spell like abilities *Control Weather* and *Levitate* 2 times per day, takes only 3/4th's Electrical damage

This was Created Jordan L. Ross

J_L_Ross500@Yahoo.com

Any comments you may e-mail, constructive criticism is always helpful. Down right insults or put downs will be responded back with a bomb or worse and stealing this document and claiming it's yours will be worse than a e-mail bomb