

The Giant

Name

Goliath, Fafner, Fasolt, Cronus, Hephastes, Titus, Gulliver, Mimir, Anaq, Bran, Gidal, Shen, Wada, Gerdr, Grida, Titaia, Gaia, Roald, Gert, Emalia, Olwen, Sammyr, Frig, Yith, Paul, John,

Look

Patient Eyes, Stony Eyes, Suspicious Eyes, Cold eyes
Stern Face, Kind Face, Ugly Face, Frosty Beard
Hulking Body, Stony Body, Twisted Body, Frozen Body
Stony Skin, Bark and leaves, Warty Hide, Ice and Snow

Drive

Peace

Resolve a conflict or defuse a dangerous situation peacefully

Durability

Build or reinforce something, literal or figurative, to last.

Patience

Convince hotter heads to take careful, considered action.

Heritage

You carry a duty as old as your people. Choose the Duty you have inherited from your people:

Treekin - Growth & New Life

You hail from the fertile Hills and Steppes. Your Heritage Magic can make plants grow suddenly and well beyond their normal size.

Mountain Giant - Construction & Protection

You are born of sturdy mountain stone. Your Heritage Magic can help build or reinforce structures out of stone and wood to withstand incredible force.

Bridge Troll - Guarding & Impeding

You are a guardian and protector of places and people. Your Heritage Magic can block the progress of someone or something until they have paid the price or met your demands.

Jotun - Inevitability & Enduring

You are a creature of Ice and Snow. Your Heritage Magic can freeze water and chill even the hottest of fires.

Stats

Your Damage is D10

Your HP is 10+Con

Starting Moves

Larger Than Life

Your large size gives you both advantages and disadvantages. When you **bring your size and strength to bear against a problem**, roll +Str. *On a 10+, you choose 2 Actions and the GM chooses 2 Consequences. *On a 7-9, you choose 1 Action, and the GM chooses 3 consequences:

Actions

- You send someone or something of your choice flying
- You deal your damage
- You crush or smash an item or object of your choice
- You pick up someone or something the size of a human
- You clear an obstacle with a great leap or stride
- You make an opening that was too small just large enough

Consequences

- Your surroundings are damaged by your actions
- Someone you don't want harmed is put in danger
- Something important is knocked out of reach or damaged
- you lose your footing or get stuck
- you are attacked, or suffer damage from the environment
- You draw unwanted attention to yourself or others

Heritage Magic

When you **call on your Heritage Magic to fulfill your people's Duty**, roll +Con. *On a 10+, your magic bolsters your action substantially. On a 7-9, it helps, but choose 2.

- It's effects aren't as powerful as you intended
- It's effects won't last as long as you wanted
- You've had to sacrifice something valuable

Camouflage

It is normally very hard for you to hide due to your size. When you **stay perfectly still in an environment linked to your Heritage**, you blend in and others look right past you.

Unusual Diet

There are stories about your kind grinding bones to bake bread, but that's impractical for every meal! Choose a commonly found resource: Wood, Ice, or Stone. When **there is a plentiful supply of your food source nearby**, you don't need to consume a ration when making camp. When **there isn't a plentiful supply of your preferred food nearby**, you eat one of your rations, and someone else's too!

Choose either Talisman or Enduring Atlas to start with. You may take the other as an advanced move when you level up:

Talisman

You have a talisman that allows you to shrink down to close to the size of one of the smallfolk for a short time, describe it. While you are small, you will fit into human-sized places, though it will be uncomfortable. While you are small, you cannot use any of your moves that take advantage of your Giant size. When you **use your Talisman to shrink down to almost as small as a human**, roll+Wis. *On a 10+, choose 2. *on a 7-9, choose 1:

- Your size is stable, for now...
- Your clothes and items shrink with you.
- The effects of your Talisman seems to be lasting, for now...

Enduring Atlas

When you **push yourself beyond your limits to lift the impossible**, roll+Con. *On a hit, you lift it. *On a 10+, choose 1. *On a 7-9, choose 2:

- The strain harms you, take D4 damage
- You are vulnerable to attack
- You can't hold it for long...

Advanced Moves

When you gain a level from 2-5, choose a move from this list:

Dutiful

When you **call on your Heritage Magic to fulfill your people's Duty**, only choose 1 on a 7-9.

Intimidating Size

When you **use your great size to loom over the smallfolk**, you always have leverage to Parlay.

Hurl

When you **pick up and throw something or someone**, roll+Str. *On a 10+, it lands where you intended. *On a 7-9, the GM chooses 1:

- It lands awkwardly
- You or an ally is vulnerable
- You threw it too soft, or too hard!

Enduring Wisdom

You have endured a long life with many challenges. When you **Discern Realities using experience you earned through suffering**, you may roll +Con instead of +Wis.

Thick Skin

When you **stand in defense in line with your duty**, you take +1 Armor.

Careful

When the GM **chooses from the list of consequences for Larger than life**, they choose 1 less than they would normally.

Mighty Strength

When you **bring your size and mighty strength to bear against a problem and roll Larger than Life**, add the following to the list of Actions you can take in Larger than Life:

- You lift something as big as a horse cart
- You crush or smash a building or structure of your choice

Colossus

When you **bring your size and mighty strength to bear against a problem and roll Larger than Life**, choose 1 extra from the list of Actions.

Fluffy

You have a giant pet. Give it an inappropriate name and choose its appearance: A giant version of an animal, a great beast spirit made of living wood, stone, or ice, an insect of giant proportions. When you **call your pet to action**, roll+Str. *On a 10+, hold 2. *On a 7-9, hold 1. Spend hold, 1 for one, on the following:

- One or more allies may ride it
- Its attacks make an enemy vulnerable
- It obeys a command you give it

Suffering Prometheus

When you have **suffered while helping or protecting others**, you may recover D6 HP when you have a little time to recover.

When you gain a level from 6-10, choose a move from this list or the 2-5 list:

Steadfast

Requires: Dutiful

When you **call on your Heritage Magic to fulfill your people's Duty**, on a 10+ you may also choose 1 from the list of actions in Larger than Life.

Hardskin

Replaces: Thick Skin

When you **stand in defense in line with your duty**, you take +2 Armor.

Gentle

Replaces: Careful

When the GM **chooses from the list of consequences for Larger than life**, they choose 2 less than they would normally.

Dependable Talisman

Requires: Talisman

When you **use your Talisman to shrink down to almost as small as a human**, *On a hit, choose 1 more option.

Hulking Rage

When your **anger is finally roused and you bring your size and mighty strength to bear against a problem and roll Larger than Life**, you may take an extra consequence and add the following Actions to the list of Actions and choose 1 extra from the list of Actions:

- You scatter their forces
- You strike terror into their hearts at your ferocity

Heel!

Requires: Fluffy

When you **call your pet to action**, you may take 1 consequence from Larger than Life in order to gain 1 extra hold with your pet, even on a miss.

Good Boy!

Replaces: Heel!

When you **call your pet to action**, you may take 1 consequence from Larger than Life in order to gain 2 extra hold with your pet, even on a miss.

Mighty Atlas

Replaces: Enduring Atlas

When you **push yourself beyond your limits to lift the impossible**, roll+Con. *On a hit, you lift it. *On a 10+, it's tough, but you can take it. *On a 7-9, choose 1:

- The strain harms you, take D4 damage
- You are vulnerable to attack
- You can't hold it for long...

Dutiful Atlas

Requires: Mighty Atlas

When you **push yourself beyond your limits to lift the impossible**, you are always considered to be fulfilling your Duty in regard to other moves.

Including a Giant in your game

The Giant is a big departure from many playbooks in that it can more apparently change a lot of the scale, scope, and themes of the game due to it's size.

While all playbooks do this to a degree, The Giant is far more obvious in this. this page includes some things for both the players and GM to consider, and some questions to ask to see how your giant fits into the world.

Giant Strength

For most classes, Strength describes pure muscle power or physical prowess. This may bring you to question why the Giant still has the same strength stat opportunities as everyone else.

That's because the stat describe how good you are at leveraging your strength conscientiously. Sure, a huge giant may be able to pick up a wagon, but without control of their strength, they're likely to drop the unwieldy thing.

Fitting in, and just plain Fitting.

If you have a Giant in your game, that says something about what the player wants to be doing. They want places their giant will fit most of the time. When you intend to use cities, indoor locations, or caves keep this in mind.

There should be times when the Giant's size is a hindrance, (GM move: Show a downside to their class, race, or equipment) but still give them opportunity to move about without too much complication most of the time (GM Principle: Be a fan of the characters)

Combat Balance

The Giant's moves, namely Larger Than Life are about describing how the Giant interacts with the world and others. So how does a group of Goblins challenge a Giant as much as it does the rest of the party?

Consider that perhaps Goblins and other monsters have experience with fighting a Giant, and consider what anti-Giant weaponry they would carry. Javelins, bows, flaming arrows, Giant-poison, etc.

The Giant doesn't have any more HP or armor than a Fighter, making it equally vulnerable. It still has the same spread of ability stats that the other classes do.

Drawing Board

(These are prototype moves that are no longer used)

Jotun, Colossus, Behemoth, Goliath, Stone, Earth, Club, Messy, Forceful, Hulk, Troll?

Larger than Life

You are much larger than other races. This gives you many advantages, but there are also disadvantages to your size when interacting with the smallfolk. Choose how big you are at character creation:

☐ Big (Size 1)

You are roughly twice as tall as a human. You can fit in human-sized abodes and settlements with little or rare difficulty. Add the following tags to your attacks: *Reach, Forceful*

☐ Large (Size 2)

You are around 3 times taller than a human. You can fit in human-sized settlements but an average sized building is just too small. You can easily pick up something human-sized and Hurl it. Add the following tags to your attacks: *Reach, Forceful, Messy*

☐ Huge (Size 3)

You stand 4 times taller than a human. You may uncomfortably fit in some larger settlements, but most human-sized spaces and doorways are far too small. You can easily pick up something horse-sized and Hurl it. Add the following tags to your attacks: *Reach, Near Forceful, Messy*,

Spatial Awareness

When you take **violent or sudden action involving people, places, or objects not designed to accommodate your size**, Roll whatever move is triggered as normal. In addition to the move's rules, *On a 10+, choose your size number -1 consequences. *On a 7-9, choose your size number consequences. *On a miss, choose your size +1 consequences:

- Your surroundings are damaged by your actions

- Someone you don't want harmed is put in danger
- Something important is knocked out of reach or damaged
- You lose your footing or get stuck
- You are attacked or suffer damage from the environment
- You are swarmed or cornered