

NAME:

Choose one or two from each, or make up your own:

Names: Kroll, Treble, Tarn, Kronos, Joy, Gwyn, Thursday, Zorn, Sigma, Meredith, Nor, Suika, Ocean, Rage, Leveticus, Goliath, Yugi, Hurricane, Shiva, Lambda, Gigan

Titles: Cloud-Eater, of the Southern Winds, the Unkillable, the Twelfth, the First to Scream, Songbringer, Truthmender, of Morning's Light, From the Dark Places, Three Hands, Between Two Kings, For Another Day, the Last to Awaken



THE GIANT
POWERFUL PLAYBOOK

LOOK

Circle one from each list, or make up your own:

- Wise Eyes, Jolly Eyes, or Vacant Eyes
- Massive Hair, Very Long Hair, or Bald With A Big Beard
- Fancy Robes, Practical Outfit, or Just A Loincloth
- Muscled Body, Very Lanky Body, or Relatively Tiny Body

AGENDA

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

Don't Stop Me Now

Have such a good time. Just have a ball.

Gentle Giant

Do not harm anyone who has not harmed you or your friends.

World of Cardboard

Never go all out until they prove they can take it.

STATS

Your **Grace** stat is -1.
Assign +2, +2, +1, +0 to your other stats.



BLOOD

COURAGE

GRACE

SENSE

WISDOM

When a stat is damaged, mark the small box.
You are in **Despair** when you roll a damaged stat.

WHAT IS A GIANT?

Choose the option that best represents your people:

☐ GIANTS OF THE HILLS

Your kin are commonly called Ogres or Trolls, and you are not rare. The hill giants are quite common, in fact, and your people flourish. You can expect accommodations for Giants in any community you go to, so long as they are friendly to outsiders. Cross off the Move *Natural Hermits* - it doesn't apply to you. You start with 2 extra Bonds.

☐ GIANTS OF THE CLOUDS

Your people live atop the clouds, and you come down from on high in times of need. Many worship you and your kind as gods, and you can grant your strength to another. Add Ambrosia (1 Use, Healing, Giant-Sized) to your Gear.

When someone else eats your Ambrosia, they gain the Moves *Stronger Than Is Reasonable* and *Toss Aside* for the rest of the scene. When you eat your own Ambrosia, you roll with Hope for the rest of the scene.

☐ GIANTS OF MYTH

Your people come from the between-places, where the smaller folk cannot go. You can do the impossible, and may even consider it easy. Add your Weird Reality (2 Uses) to your Gear. You may Use your reality to go somewhere you otherwise could not, fitting into small places or phasing through barriers or otherwise simply *being* somewhere you should not be able to exist.

☐ GIANTS OF SPIRIT

Your people are not physically large, they just have the strength as if they were. Famously known as Oni or Goliaths, your people may even be considered small, but your size hides incredibly strength. Cross off the Move *Larger Than Life* - it doesn't apply to you. Giant-Sized Food and Healing items count you as a little folk.

PLAYING AS THE GIANT

The Giant is huge, in every meaning of the word. Giants are big, primordial, ancient, mythical, powerful. The Giant offers you something that no one else does: unstoppable, unreasonable strength.

Play as The Giant if you want to be the bigger person, if you like solving your problems with strength but not necessarily force, if you want the power of myth on your side, or if you just want to be as huge as you can possibly be.

GIANT CORE

All Giants have these moves.

LARGER THAN LIFE

You are at least twice the size of anyone else in the fellowship. You are too large to fit through small doors or into places made for the little folk. You can never hide or blend into a crowd, and you are easily found anywhere you go.

When you try to use items with the tags Food, Healing, Vigor, or Drunk, it takes 3 uses of that item for it to take effect on you once, unless that item is Giant-Sized. Giant-Sized items you use only affect you, not three people.

This Move cannot be Shared.

STRONGER THAN IS REASONABLE

You are strong enough to uproot trees, smash doors off their hinges, break through wooden walls and supports, and lift just about anything. Your Melee attacks have the Area tag, hitting multiple enemies with ease.

You have significant trouble acting with finesse. **When you pay a price**, you must also cause collateral damage. Something breaks, you damage the environment, an ally is caught in the attack, or you get stuck somehow.

NATURAL HERMITS

The Giants are not a plentiful people, and do not make friends easily. The fact you even joined the fellowship is a surprise to all. Your people's population is in the double digits, and you know them all by name. A Giant community is actually just a single Giant, and earning their Fellowship grants you that Giant's personal assistance.

You can never have more than one Bond with a non-Giant, and non-Giants can never have more than one Bond with you.

This Move cannot be Shared.

TOSS ASIDE (BLOOD)

You are strong enough to lift anyone, and an ally can ride on top of you if you let them. **When you pick someone up and throw them**, roll +Blood. **On a 10+**, choose up to three. **On a 7-9**, choose one:

- They land safely on their feet.
- They go exactly where you want them to.
- They crash through something or into someone.
- You can immediately throw a second person after them.

GIANT'S CUSTOM

Choose one of these moves to further define what it means to be a Giant.

☐ CULTURAL GIANT

You have learned from the little folk. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook. **This Move cannot be Shared.**

☐ FEATS OF LEGEND

You can do the impossible, and may even consider it easy. Add Feats of Legend (1 Use) to your Gear.

You can use a Feat of Legend to perform a completely unreasonable feat of strength or size: drinking a lake, picking up a castle and carrying it on your back, plucking the moon out of the sky, or something similar.

When you destroy them, you may do so using a Feat of Legend without spending a use.

This Move cannot be Shared.

☐ FREE RIDE

You can carry all of the fellowship with you at once, carrying them on your back or under your arms or some such. **When you Get Away and choose to bring someone with you**, you may bring along as many someones as you can reach.

☐ GOD OF WAR

When you fight against them by yourself, you can try to *Keep Them Busy* no matter who they are, how outnumbered you are, or how poor your position is, even if they are a Group, Gang, or Army.

☐ MIGHTY LEAP

When you jump with all your might, you can land anywhere you can see, no matter how far it is.

☐ SPEAK ONLY WHEN YOU MEAN IT

When you Speak Softly while saying little, you may ask an additional question. **When you Talk Sense using +Wisdom**, they will always be willing to listen to you.

☐ STRONG ARM

When you Toss Aside your friends or enemies, you may choose an extra option from the list, even on a 6-.

☐ THIS IS THE PART WHERE YOU RUN AWAY (SENSE)

When you make a show of force to scare them, roll +Sense. **On a 10+**, lesser foes will run away or surrender, and they will never willingly face you again. **On a 7-9**, they still run away, but they will also lay a trap or ambush for you later.

GIANT ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark it. You may only choose each option once.

LEVEL ☐

You begin the game at level 1.

- ☐ Increase one of your stats by 1 (to a maximum of +3). You must be level 5 or higher to take this Advancement.
- ☐ Increase one of your stats by 1 (to a maximum of +2).
- ☐ Take another Giant Custom.
- ☐ Take another Giant Custom.
- ☐ Take another Giant Custom.
- ☐ Take another Giant's Gear option from any list.
- ☐ Choose a player. Share one of your Moves or Gear options with them.
- ☐ Choose a different player. Share one of your Moves or Gear options with them.
- ☐ Choose a player. They Share a Move with you.
- ☐ Choose a player. They Share a Move with you.
- ☐ Take a Custom Move from any Destiny Playbook other than The Little Giant. You must be level 5 or higher to take this Advancement.
- ☐ You have become a **Threat to the World**. You must be level 5 or higher to take this Advancement. **When facing another Threat to the World**, you do not need to pay a price simply to act against them.

SHARED CUSTOMS

Record the Moves you've learned from your allies here:

We giants move carefully and deliberately. Our power is too great to act with recklessness or haste. When we act out of turn, empires fall, lakes are made, mountains are moved. So it is with great consideration and thought that I have come this day.

We have watched this dark being you name Overlord. I have seen their horrors, witnessed their power. This is not a quest for the Giants to stand aside and watch from afar, as we have so many others. If we were to wait, I fear we would be waiting for naught but our own oblivion. And so, I shall join you, little ones.

I am the Giant, and I am mighty.



THE GIANT

POWERFUL PLAYBOOK

BONDS

You start with 2 bonds with the other members of the Fellowship. Use these, or make your own:

_____ kept up with me in a contest of strength or skill, and I am most impressed with them.

I have known _____ for all their life.

I like to let _____ ride upon my shoulders.

_____ is just the perfect shape for tossing about.

_____ knows a secret of the Giants.

_____ has more courage than I.

I once saved _____'s life.

I would not be here today if not for _____.

_____ is destined for greatness, I can tell.

What wonders _____ has shown me!

Record your other bonds here:

GIANT'S GEAR

You have tons of food (Food, Giant-Sized, 3 Uses). ☐☐☐

Choose two of these weapons:

- ☐ Your fists, wild and mighty (Melee)
- ☐ A big club of wood, stone, or iron (Giant-Sized, Melee)
- ☐ A boulder you found (Giant-Sized, Ranged, Dangerous, Reload). You Reload this weapon by finding a new boulder.
- ☐ Your little pet: a large bear, giant crab, mountain lion, or wyvern. You have 1 Bond with it.

Choose one thing you love unreasonably:

- ☐ Alcohol! You carry a full keg with you (2 Uses, Giant-Sized, Vigor: *Blood*, Drunk: *Sense*). ☐☐
- ☐ War! You wear armor (1 Use, Giant-Sized, Armor). ☐
- ☐ Nature! You carry an entire garden with you. You have healing herbs (1 Use, Giant-Sized, Healing). ☐
- ☐ Being worshiped! You have a group of Worshipers, and 1 Bond with them.

The Giants are not so simple as the small folk think.

Choose a supernatural gift innate to your people:

- ☐ Regeneration (2 Uses, Healing). Your limbs grow back and your wounds heal rapidly. You can only use this healing on yourself. ☐☐
- ☐ Skin like iron. Lesser blows simply bounce off you, and you are not harmed by low quality weaponry. You never take damage from combat with weak enemies. *Piercing* attacks can always break through your iron skin.
- ☐ You can throw bolts of lightning (Dangerous, Ranged, 1 Ammo). This weapon sets fires and counts as an Advantage by itself. ☐

GIANT-SIZED

(Item Tag)

Giant-Sized items are made for those much bigger than usual. Giant-Sized weapons and armor can only be used by Giants or those with the strength of Giants, and Giant-Sized items are properly sized for a Giant's needs. One Use of a Giant-Sized item can provide for up to 3 little folk.

GIANT COMPANIONS

Giant companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always return to you, heal, or be replaced by another when you *Recover*.

BEAR

A bear! Deadly and strong, only giants could domesticate a beast so wild. Their claws are sharp enough and their arms strong enough for them to be a danger even to their large owners.

NAME: BEAR HUG ☐ DEADLY CLAWS ☐

GIANT CRAB

These armored crustaceans crush their enemies in their mighty claws. Once they grab you, they won't let go until they fall asleep.

NAME: MEATY CLAWS ☐ ARMORED SHELL ☐

MOUNTAIN LION

A mountain lion is basically a housecat, when you're the mountain.

NAME: POUNCE ☐ STALK FROM THE SHADOWS ☐

OGRE

A simple creature, an ogre is easily confused and easily misled. But just as easily, it can destroy your house or crush your head.

NAME: GIANT'S STRENGTH ☐ HUGE CLUB ☐

A SIMPLE MIND ☐ TOUGH AS NAILS ☐

WORSHIPERS

Giants are very powerful, very large, and very protective of their allies. It only makes sense for the little folk to worship them, right?

NAME: STRENGTH IN NUMBERS ☐ FANATICAL ☐

WYVERN

These winged lizards are aggressive predators. They hunt by diving on top of their prey and grabbing them with their powerful hind legs, either flying away with them or chomping on down as needed.

NAME: DIVE BOMB ☐ GET CARRIED AWAY ☐

EARNED FELLOWSHIP

When you gain Fellowship with a community,
the Overlord chooses three Fellowship moves from the book.
Choose one of those moves and take it, writing it down here.

GIANT NOTES

Use this space to take notes.
Write about the Giants, write about the people you've met,
the places you've been, and the things you've found.
If you think it's important to you or to the Giants,
write it down.