

GIFF

Physical Description:

The Giff (pronounced "Ghi-FFF") are a race of powerfully muscled, hippopotami humanoids with stocky, flat, cylindrical legs and a humanoid torso, arms and fingers. The chest is broad and supports a neckless head that looks like a hippopotamus's. Giff come in colours ranging from black to grey to a rich gold, but many have colourful tattoos that leave their bodies a patchwork record of past jobs and memories. They average 8 feet 4 inches in height (+1d10 modifier), and weigh around 630 pounds (x1d10 lb). Giff tend to speak with a deep eloquent yet booming voice.

| Race | Adulthood | Variant | Middle Age | Old | Venerable | Max Age |
|------|-----------|---------|---------------|----------|-----------|------------|
| Giff | 14 years | +1d6 | 30 years | 40 years | 60 years | +2d8 years |

Personality:

Giff, as a people are very militaristic and regimented. They pride themselves greatly on their weapon skills and martial abilities and many Giff will collect weapons from their fallen foes as a trophy to add to their collections. Giff are also somewhat renowned for their love of explosives, this is not to say however that Giff are skilled in their use, simply that they love their effect. Giff in general tend to also enjoy any opportunity to prove or display their martial skills, and consider brawling great fun. One should note however that Giff consider it extremely bad form to draw a weapon in such a brawl, and the moment someone does the Giff consider all restrictions off and that the challenge is then to the death, they take such matters very seriously indeed.

It should also be noted that all Giff have a deep rooted suspicion of all things magical, not quite so extreme that they would refuse it's aid when it is prudent for them to accept, but more along the lines that they will have nothing to do with magic if it can be avoided.

History & Relations:

The Giff are organised as a society into many nomadic mercenary groups known as squads, platons, companies, corps and the like depending on the number of Giff involved. They travel from place to place in the employ of whomever meets their price and also as a means for expressing their joy of conflict and to test their skills and prowess on the battlefield.

Giff Lands:

The Giff are something of an enigma in the regards of lands, noone knows if the Giff have a homeworld, indeed many Giff themselves do not even recall, or maybe they choose simply not to



say? But whatever the case the Giff apart from having the odd outpost or boot camp here and there are generally only ever found living wherever they are in employment.

Giff in general are only happiest amongst their own kind, they consider larger races such as giants and titans to be threatening and complain endlessly about the fragility of the smaller races like elves and halflings. This preference for their own kind is not anything extreme merely a preference. When a Giff is found outside his platoon he is generally most at home only when around other military bodies or organisations.

Every Giff, male, female, and giffling has a rank within society, which can only be changed by someone of higher rank. Within this ranking structure are subranks, and within those subranks are colour markings and badges. The highest ranking Giff gives the orders, the others obey. It does not matter if orders are foolish or even suicidal, following them is the purpose of the Giff in the universe. It should also be noted Giff have a golden rule they will never break regardless of orders, employers wishes or the like, no Giff will ever raise arms against another. In situations where two Giff companies in the employ of two opposing employers are put in the position where they would be required to do harm to each other they both retreat refusing to engage.

Giff platoons are often hired by those seeking muscle and firepower and Giff services do not come cheaply and the Father save any employer foolish enough to try and renege on the agreed payment for a Giff company.



Religion:

Giff and religion rarely go hand in hand, they are not a particularly devout people, however they do have a quasi mystical belief that everything in the universe has it's place, and that a Giffs place is to follow orders. Some Giff temples of the Warrior exist and their Battle Priests are occasionally seen in the employ of a particular Giff platoon or the like giving Battle Hymns and Blessings before conflict.

Giff Racial Traits:

+4 STR, -2 INT, -2 WIS As all Giff are strong yet quite slow and lacking in common sense, being prone to recklessly taking risks.

Large size: (As large creatures Giff lose -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks, but they must use larger weapons than humans use, and their lifting and carrying limits are twice those of medium-sized creatures.

Giff base speed is: 30 feet

+2 Inherent Save bonus to: All Saving throws against any magic or magical effect.

Low-light vision: Giff can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Head Butt attack: at 1st level, all Giff are able to make a head butt attack due to their naturally hard heads, which are plated on top with thick chitinous plates, which although flexible enough to permit motion also provide a solid platform with which to launch such an attack. In σder to make a head butt attack the Giff must make a Charge attack which if successful does 2d6 points of Damage (plus any strength modifier).

Natural Armor bonus: All Giff also receive a +4 Natural armor class bonus due to their tough blubbery hides.

Automatic languages: Giff and Common

Favoured Class: Fighter
Effective Character level: +1