GIFF

Large Humanoid (Giff)

Hit Dice: 4d8+4 (22 hp)
Initiative: +0
Speed: 20 ft
AC: 19 (-1 size, +2 natural, +8 giff full plate)
Attacks: Halberd +9 melee; or slam +9 melee; or head butt +9 melee; or firearm +2 ranged
Damage: Halberd 1d10+7; or slam 1d3+7; or head butt 1d6+7; or firearm 1d10 pistol/1d12 musket
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: SR 13, darkvision 60 ft
Saves: Fort +5, Ref +0, Will +0
Abilities: Str 24, Dex 10, Con 13, Int 7, Wis 10, Cha 10
Skills: Listen +4, Spot +4
Feats: Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary, pair, or platoon (2–20)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class

The giffs are a race of powerfully muscled, hippopotamus-like humanoid mercenaries. They hire on with various groups throughout the universe as mercenaries, bodyguards, enforcers, and general leg-breakers.

The giff appears as a 9-foot tall hippo-like humanoid. Its legs and arms are short and stocky. Its chest is broad, and its head is flat, and resembles that of a hippopotamus. Giffs range in color from black or gray to gold. Most sport tattoos on various parts of their body.

COMBAT
A giff attacks using any of the various weapons at its disposal. If unarmed, it will charge at an opponent, butting with its head.

Skills: *Giff have a +4 racial modifier to any skill involving the knowledge or creation of weapons and armor.

GIFF CHARACTERS
The favored class of the giff is fighter. Nearly any giff encountered in any situation is a fighter, and even multiclass giffs always tend to include that class. They tend to look down upon those who cannot make the best of any given combat situation. Giffs rarely, if ever, become any kind of spellcaster, but clerics of warrior gods aren’t unknown among them. Giff clerics have access to the Destruction, Law, Strength, and War domains.

GIFF SOCIETY
The giffs pride themselves on their weapon skills, and any giff will have a number of swords, daggers, maces, and similar tools on hand to deal with troublemakers. In giff terms, a troublemaker is any non-giff one’s boss tells him is a troublemaker. Giffs will collect weapons as well, accumulating pole arms from half a hundred worlds and being able to tell the origin and purpose of said arms, and what they killed most recently.
But the giff's true love in weaponry is guns. Their love of explosives serves as a good warning to other races. Any giff will have a 20% chance for a musket (or, rarely, a wheel lock) and sufficient smoke powder for 2-8 shots. A misfiring weapon is of little matter to the giff (occasional fatalities are expected)—the flash, noise, and damage is what most impresses them. See pages 162–163 of the DMG for more information on Renaissance era weapons.

The giffs prize themselves as mercenaries, and to that end have made elaborate suits of armor that improve their Armor Class to 19. These include full helms with other monsters on their crests, and inlaid ivory and bone along the large plates. Armor repair is a major hobby among the giff.

Giffs are deeply suspicious of magic and magical devices, and only accept such items or spells with deep misgivings.

The Giff first appeared in the Spelljammer setting (TSR).