

# GIFF

Large Monstrous Humanoid

**Hit Dice:** 4d8+16 (34)  
**Initiative:** +0  
**Speed:** 30 ft  
**AC:** 14 (-1 size, +5 Natural Armor)  
**Attacks:** Unarmed +11, by heavy mace +11 or by pistol +4  
**Damage:** Unarmed 1d6+7, large heavy mace 2d6+7, medium pistol 2d6  
**Face/Reach:** 5 ft by 5 ft/10 ft  
**Special Attacks:** Head Butt 2d6+7  
**Special Qualities:** SR 13, Darkvision 60 ft  
**Saves:** Fort +8, Ref +1, Will +6  
**Abilities:** Str 25, Dex 11, Con 18, Int 8, Wis 14, Cha 12  
**Skills:** Craft (Weaponsmithing) +9, Profession (Siege Engineer) +6, Swim +13,  
**Feats:** Point Blank Shot, Large and in Charge\*



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**Climate/Terrain:** Any  
**Organization:** Single or platoon (20-40)  
**Challenge Rating:** 3  
**Treasure:** Double coins; double items (weapons only); no magic items  
**Alignment:** Often Lawful Neutral  
**Advancement:** Giffing 1-3 HD (Medium-sized); By character class

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The Giff are a race of powerfully muscled, hippopotami mercenaries. The basic form of the Giff is a humanoid, 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's coloration varies from black to gray to a rich gold, however many have colorful tattoos that leave their bodies a patchwork record of past jobs and victories.

Giff speak Common and Giffspeak.

## **Combat:**

A Giff will wade into a brawl just for the pure fun of it, tossing various combatants on both sides around to prove itself the victor. Once weapons are bared the Giff consider the fight to be to the death. In serious battle most Giff love the flash and power of firearms, using their Giff sized pistols to hold the line. If the battle comes to melee, most Giff prefer to use bludgeoning weapons.

Giff will never willingly fight other Giff. If forced into such a situation on a battlefield both groups will retire for at least a day of drinking and sorting out ranks. There is a 10% chance that one platoon will join another in this case, but most likely both will quit their current employment and look for work elsewhere.

**Charge (Ex):** If a Giff charges into melee combat with an opponent, they may choose to use the thick bone plates in the top of their skull to accomplish a devastating charge attack. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single slam attack that deals 2d6+7 points of damage.

**Skills:** Thanks to their generous fat deposits Giff gain a +2 on swim checks. Despite their comical appearance, their reputation as fierce fighters is one that every spacer knows, granting them a +2 on all intimidate checks.

### **Giff Society:**

The Giff culture is a mix of fanatical religious theocracy and dedicated racial military. All Giff, male, female and giffing have a rank in society, which can only be changed by someone of higher rank. Within this rank are sub ranks and within those sub ranks are color markings and badges. The highest-ranking Giff gives orders and the others obey. It does not matter if the orders are foolish or even suicidal - following them is the purpose of the Giff in the universe. Their quasi-mystical faith confirms that all things have their place, and the Giff's is to follow orders. This makes the Giff very happy.

The upper echelon of the military is dominated primary by males. This however, is not the case of the rest of their matriarchal culture. Females run almost all of the economic sectors of Giff culture. Most Giff woman take more than one husband.

They are civilized in that they understand the basics of spelljamming, though for the most part they lack mages among their own race. Instead, they hire on with various groups throughout the universe as mercenaries, bodyguards, enforcers, and general leg-breakers.

Giff jobs are usually paid in smoke powder, though they often will accept other weapons and armor. It is purely a barter system, but to hire a Giff for one standard month it requires two pounds of smoke powder (one ounce per day + hazard bonus). In areas where smoke powder is more common the price will rise.

### **Giff Characters:**

A Giff's favored class is fighter and most Giff leaders are fighters. Giff clerics worship Kakwoojei "The Great One" and can choose any two of the following domains: Law, War, Water and Strength. Giff clerics who take War as one of their domains gain Weapon Focus with the Heavy Mace. A Giff character has a level equivalent of its class levels +5.

\*Large and in Charge is a new feat from the guidebook to fighters and monks, Sword and Fist. If these rules are unavailable, then substitute this feat with Power Attack.

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