

TANE: MALE HALF-GIANT BARBARIAN



NEDEXODUS ICONIC:
TANE

TANE

Male half-giant barbarian 3
 CG Medium humanoid (giant, human)
Homeland Unknown
Deity Not particularly devout, respects all the gods
Init +1; **Senses** Perception +7

DEFENSE

AC 14, touch 9, flat-footed 13 (+4 armor, +1 Dex, +1 natural, -2 rage)
hp 37 (3d12+12)
Fort +7, **Ref** +2, **Will** +2; +2 vs. illusion spells and effects
Defensive Abilities uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft.
Melee Large mwk greatclub +9 (2d8+7) or Large dagger +8 (1d6+5/19-20)
Ranged Large javelin +4 (1d8+5)
Special Attacks powerful build, rage (10 rounds), rage powers (powerful blow [+1])
Spell-Like Abilities (CL 3rd, concentration +4)
 2/day—*sift*

TACTICS

Base Statistics When not raging, Tane's statistics are **AC** 16, touch 11, flat-footed 15; **hp** 31; **Fort** +5; **Melee** Large mwk greatclub +8 (2d8+9) or Large dagger +7 (1d6+6/19-20); **Ranged** Large javelin +4 (1d8+4); **Str** 18, **Con** 14; **CMB** +9; **CMD** 20

Base Statistics When not raging, Tane's statistics are **AC** 16, touch 11, flat-footed 15; **hp** 31; **Fort** +5; **Melee** Large mwk greatclub +7 (2d8+4) or Large dagger +6 (1d6+3/19-20); **Ranged** Large javelin +4 (1d8+3); **Str** 17, **Con** 14; **CMB** +7; **CMD** 18

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +10; **CMD** 21
Feats Alertness, Furious Focus, Power Attack (-1 atk, +2 [+3] dmg)
Skills Handle Animal +5, Intimidate +7, Perception +9, Sense Motive +7, Survival +7
Languages Common; can read half-giant tattoos
SQ fast movement, giant blood, magical perception, weapon familiarity

SPECIAL ABILITIES

Giant Blood: Half-giants count as both human and humanoid (giant) for any effect related to race. Unlike other creatures of the giant subtype, half-giants do not have racial Hit Dice.

Keen Discernment: Half-giants gain Alertness as a bonus feat, and always treat Perception and Sense Motive as class skills.

Magical Perception: Half-giants gain a +2 racial bonus on saving throws against illusion spells and effects.



Half-giants with Wisdom scores of 10 or higher also gain *sift* as a spell-like ability. A half-giant can use this spell-like ability a number of times per day equal to 1 + the half-giant's Wisdom modifier, using the half-giant's character level as the caster level.

Powerful Build: The physical stature of half-giants lets them function in many ways as if they were one size category larger. Whenever a half-giant is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him. A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. A half-giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Weapon Familiarity: Half-giants treat any weapon with the word "half-giant" in its name as a martial weapon.

EQUIPMENT

Combat Gear antitoxin, *potions of cure moderate wounds* (2), troll oil; **Other Gear** Large masterwork greatclub, 6 Large javelins, Large dagger, masterwork

chain shirt, *amulet of natural armor +1*, backpack, belt pouch, bedroll, cooking kit, flint and steel, mess kit, rope, 5 days of trail rations, 5 torches, waterskin, whetstone, 8 gp, 3 sp, 3 cp

HALF-GIANTS: MIGHTY AND PERCEPTIVE IMMIGRANTS FROM AFAR

The race known as half-giants came to Exodus by way of the Nexus Gates, fleeing their home world in a mass migration of tribes. Whether Exodus was their first stop or the final leg of a long journey, they saw something in this world, and decided it would be their new home.

Communities of half-giants organize themselves into semi-nomadic clans, rotating among three or more semi-permanent camps throughout the year. They live primarily as hunter-gatherers, following game and harvesting what they can from the land as they travel.

Half-giants tower over other humanoid races, with some standing at eight feet or more. They tend toward solid, muscular builds, and their females have near the same height and weight as the males. Their skin color ranges from deep tan to dark brown. Their hair is typically black or dark brown, but some half-giants sport heads of auburn hair, bordering on red.

KORYTH

The landlocked region of Koryth is scattered with magical phenomena, remnants of the apocalyptic battles that freed the world from the yoke of the First Ones. Traditionally, the region was split between the Caneus Empire and the Reis Confederacy, but its erratic and often eldritch weather left the land uncolonized and never truly conquered.

Today Koryth is the capital of the Imperial Alliance and home to its ruling body, the Imperial Senate. As neutral ground between the nations comprising the Alliance, Koryth has no standing army of its own, save the mysterious order of psionic monks known as the Janissaries.

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 CG Medium humanoid (giant, human)
Homeland Unknown
Deity Not particularly devout, respects all the gods
Init +1; **Senses** Perception +3

DEFENSE

AC 16, touch 9, flat-footed 15 (+6 armor, +1 Dex, +1 natural, -2 rage)
hp 58 (5d12+20)
Fort +8, **Ref** +2, **Will** +2; +2 vs. illusion spells and effects
Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft.
Melee Large +1 *greatclub* +12 (2d8+10) or Large dagger +11 (1d6+6/19-20)
Ranged Large javelin +6 (1d8+6)
Special Attacks powerful build, rage (14 rounds/day), rage powers (guarded life, powerful blow [+2])
Spell-Like Abilities (CL 5th, concentration +6)
 2/day—*sift*

TACTICS

Base Statistics When not raging, Tane's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 48; **Fort** +6; **Melee** Large +1 *greatclub* +10 (2d8+6) or Large dagger +9 (1d6+4/19-20); **Ranged** Large javelin +6 (1d8+4); **Str** 18, **Con** 14; **CMB** +10; **CMD** 21

STATISTICS

Str 22, **Dex** 12, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +12; **CMD** 20
Feats Alertness, Furious Focus, Intimidating Prowess, Power Attack (-2 atk, +4 [+6] dmg)
Skills Acrobatics +6, Handle Animal +5, Intimidate +15, Perception +11, Sense Motive +8, Survival +9
Languages Common; can read half-giant tattoos
SQ fast movement, giant blood, magical perception, weapon familiarity

SPECIAL ABILITIES

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Weapon Familiarity: Half-giants treat any weapon with the word "half-giant" in its name as a martial weapon.

EQUIPMENT

Combat Gear antiplague, antitoxin, *potions of cure serious wounds* (2); **Other Gear** Large +1 *greatclub*, 6 Large masterwork javelins, Large masterwork dagger, +2 *chain shirt*, *amulet of natural armor* +1, *everburning torch*, backpack, belt pouch, bedroll, cooking kit, mess kit, silk rope, 5 days of trail rations, 5 torches, waterskin, whetstone, 68 gp, 6 sp, 3 cp

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HISTORY OF TANE

Tane was once part of the Dancing Wave tribe of half-giants that ranged along the coasts of Koryth in huge, outrigger sailing canoes. They gathered their food from the sea and carved the faces of their sacred ancestors into driftwood found on the beaches. They kept to their own kind, eschewing contact with the mainland. During a fishing expedition, the tribe was attacked by Khaynite pirates from Unthara. The half-giants fought fiercely, but they were outnumbered and their canoes could not outmaneuver or outrun the pirate's galleys. Young Tane fought bravely, but succumbed to arrow wounds and fell into the sea.

Tane regained consciousness to find himself warm and dry, with his wounds tended and bandaged. He had been found by passing fishermen from the mainland, unconscious but clinging tenaciously to a piece of flotsom from a wrecked canoe, brought aboard the boat, and taken to a nearby village. The villagers were cautiously friendly, and Tane soon warmed to these people, who were much like his now decimated tribe, children of the sea. They too were skillful carvers, not only of driftwood, but scrimshaw made from fish bone and whale ivory. Tane regained his strength, mourning the loss of his people but grateful for his new adopted home.

When raiders attacked the small village a month later, they found the defenses led by an enormous, tattooed warrior, bellowing with rage as he tore into the attackers, breaking their formation and their morale. The villagers celebrated after the successful defense, but Tane was troubled. Vicious, violent people would never stop trying to take from those who were peaceful and productive. He decided that rather than wait for them to attack, he would go out into the world, and take the fight to them. One day he would return to a peaceful life, but first he would make a legacy of destroying those who prey on others.

