

CN	LARGE	HUMANOID	EARTH	GIANT
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**Perception** +19; low light vision

**Languages** Common, Jotun

**Skills** Athletics +25, Intimidation +17, Stealth +17, Survival +19

**Str** +8, **Dex** +0, **Con** +7, **Int** +0, **Wis** +1, **Cha** -3

**Items** Bag with 5 rocks, Greatclub, Hide armor.

**AC** 29; **Fort** +22, **Ref** +19, **Will** +18

**HP** 195

**Catch Rock** ➤ **Requirements** Razmus must have a free hand but can Release anything he is holding as part of this reaction. **Trigger:** Razmus is targeted with a thrown rock Strike or a rock would fall on him. **Effect:** Razmus gains a +4 circumstance bonus to his AC against the triggering attack or to any defense against the falling rock. If the attack misses or he successfully defends against the falling rock, he catches the rock, takes no damage, and is now holding the rock.

**Speed** 35ft

**Melee** ➤ greatclub +25 (backswing, reach 10 feet, shove), **Damage** 2d12+13 bludgeoning + flurry

**Melee** ➤ fist +25 (agile, reach 10 feet), **Damage** 1d6+10 bludgeoning + flurry

**Ranged** ➤ rock +25 (brutal, range increment 120 feet\*), **Damage** 2d6+10 bludgeoning + flurry

**Throw Rock** ➤ Razmus picks up a rock within reach or retrieves a stowed rock and throws it, making a ranged Strike

**Wide Swing** ➤ Razmus makes a single greatclub Strike and compares the attack roll result to the ACs of up to two foes within its reach. This counts as two attacks for Razmus multiple attack penalty

**Hunt Prey** ➤ Razmus designates as his prey a single creature that he can see and hear or that he is Tracking. He gains a +2 circumstance bonus to Perception checks when he Seeks his prey and a +2 circumstance bonus to Survival checks when he Tracks his prey. Razmus also ignores the penalty for making ranged attacks within his second range increment against his prey.

Lastly, Razmus gains a +2 circumstance bonus to Deception checks, Intimidation checks, and Stealth checks against his prey and to any check to Recall Knowledge about his prey, as well as a +1 circumstance bonus to AC against his prey's attacks. Razmus can have only one prey designated at a time.

**Flurry** (Hunted Prey) Razmus has trained to unleash a devastating flurry of attacks upon his prey. His multiple attack penalty for attacks against his hunted prey is -3 (-2 with an agile weapon / fist) on his second attack of the turn instead of -5, and -6 (-4 with an agile weapon / fist) on his third or subsequent attack of the turn, instead of -10.

**Backswing** After missing with this weapon on your turn, you gain a +1 circumstance bonus to your next attack with this weapon before the end of your turn.

**Hunted Shot** ➤ (Flourish, Ranger); **Frequency** once per round

**Requirements** You are wielding a ranged weapon with reload 0.

You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.