

# Iridia

role-playing games and miniatures, old and new  
by Christian Walker

## On Point

I'm very excited to tell you about a new rpg zine written by Matt Borselli. It's called "One Thousand and One Nights and One Night" and judging by the preview issue, it looks pretty sweet. I really like the personal tone that Matt uses. When it comes to zines, the personality of the author can be just as compelling as the content. Do be sure to check it out at the following URL: <http://1001nightsand1night.110mb.com/>

In other news, I've been tweaking all of the GURPS stat blocks from past issues. I realized that they all lacked a DR component. I also noticed that some of the mental disadvantages didn't have a control number. Oops. As I close in on Iridia 50 and the ensuing compendium, I want to make sure that everything is nice and tight.

Until next time, Christian

## I dream in 25mm.

miniatures and terrain

**M**y wife and I got lost while driving and ended up in the nearby city of Gardenia. We despaired at ever making our way back to civilization until we found Marukai ([marukai.com](http://marukai.com)), which is the equivalent of a Japanese 99¢ store. Hooray for a nifty shopping experience to take our minds off of the unfamiliar surroundings!

Whenever I go into stores I'm always on the hunt for anything that can be used for gaming. While sifting through a bargain bin full of knick knacks used to make a wee zen garden, I hit pay dirt. I managed to find a bunch of thatched roof huts and a well that would make an awesome halfling village. Best of all, each piece was only \$1.50. For just six dollars I now have a nifty battleground!

Just for fun, I wrote a stat block for some halfling commoners. Perhaps the PCs in your campaign could rescue them from marauding humanoids. I imagine that the three huts might house 7 adult halflings (4 male, 3 female). Perhaps there are a few children as well.

**Halfling (7), male and female Com1;** Small humanoid (Halfling); CR 1/4; HD 1d6+1; hp 7; Init +1; Spd 20 ft; AL Neutral Good;

*Armor:* AC 12 (+1 size, +1 dex), touch 12, flat-footed 11.

*Attacks:* Base Atk +0, Grp -5;

*Ranged:* Sling +2 (1d3).

*Special Qualities:* +2 morale bonus on saving throws against fear.

*Saves:* Fort +2, Ref +2, Will +2.

*Abilities:* Str 8 (-1), Dex 13 (+1), Con 12 (+1), Int 11, Wis 12 (+1), Cha 11.

*Languages:* Common, Halfling.

*Skills and Feats:* Climb +2, Hide +6, Jump +2, Listen +4, Move Silently +4, Profession (farmer) +5, Spot +2; Skill Focus (profession).

*Possessions:* Sling, 10 bullets, 5sp.



*Goblins rampage through a peaceful halfling village*

## Giant

gurps 4e

*"I thought I'd seen everything until I saw a man killed with a cow."*

William of Aberdale, after an encounter with a giant

Giants combine great size with great strength, giving them an unparalleled ability to wreak destruction upon anyone or anything that gets in their way.

Giants have a reputation for crudeness and stupidity that is not undeserved. They rely on their tremendous strength to solve problems, reasoning that any difficulty that won't succumb to brute force isn't worth worrying about. Giants usually subsist by hunting and raiding, taking what they like from creatures weaker than themselves.

Giants relish combat. They will often soften up foes with hurled rocks before charging into battle with a club. When fully enraged, they will pick up foes in a crushing grip, then pop them directly into their filthy mouths.

While most giants encountered are solitary wanderers, bands of giants are not unheard of. These bands are usually large, extended families consisting of 4-6 adult males, an equal number of adult females and 3-6 young. These clans will range far and wide in search of food.

A giant occupies a space 3 hexes in diameter.



Matthew Vasey illustration

### Giant (71 points)

SM +4 (25' tall, 2,500 lbs.);  
ST 40 (size, -40%) [180], DX 9 [-20], IQ 8 [-40], HT 12 [20];  
HP 40, Will 8, Per 9 [5], FP 12;  
Basic Lift 320, Damage: Thr 4d+1/Sw 7d-1;  
Basic Speed 4.25 [-20], Basic Move 7 [+15];  
Dodge 7, Parry (see attacks), Block -;  
DR 2 (tough skin).

### Advantages and Perks

Alcohol Tolerance [1], DR 2 (tough skin, -40%) [6], Fearlessness 7 [14], Hard to Kill 2 [4], Hard to Subdue 2 [4].

### Disadvantages and Quirks

Bad Temper (6) [-20], Bully (6) (-2 to reaction rolls) [-20], Frightens Animals [-10], Gluttony (6) [-10], Ham Fisted [-5], Hidebound [-5], Increased Consumption 2 [-10], Low TL 1 [-5], Odious Racial Habit (almost no personal hygiene; -2 to reaction rolls) [-10], Odious Racial Habit (eats sentients; -3 to reaction rolls) [-15], Ugly (-2 to reaction rolls) [-8].

### Skills

Brawling-11 [4], Melee Weapon (broadsword)-10 [4], Survival (mountain)-10 [4], Survival (plains)-10 [4], Survival (woodlands)-10 [4], Throwing-10 [4].

### Attacks

Punch-11, 4d cr, reach 3, parry 8;  
Bite-11, 4d cr, reach C;  
Club-10, 7d cr, reach 4, parry 8;  
Thrown 100lb. rock-10, 4d+1 cr, Acc 0, Rng 40, RoF 1(2).

### Equipment

Club, sack of food, an occasional cow slung over the shoulders. (In a pinch, it could be hurled as an improvised missile weapon. See the quote above.)



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