

2.7 - Goliath

Goliaths carry giant legacies without being bound to one climate or social tradition. Choose a giant Lineage for the supernatural expression of that legacy.

Hiraeth Context

Beccan traditions trace the Goliaths to Beccarack, conqueror of the North, and the Gu-Li-Oth from whom his many children descended. Whether every detail is literal history, political myth, or both is disputed. After Beccarack vanished, his descendants were driven back toward the mountains and later spread into many clans and cities.

Lifecycle and Physical Profile

Field	Typical Range
Maturity	About 17 years
Lifespan	Usually 90 to 120 years
Height	Usually 6 ft 6 in to 8 ft (198 to 244 cm)
Typical Weight	Usually 220 to 380 lb (100 to 172 kg)
Size	Medium

Goliaths are massive humanoids whose giant legacies may show through skin, eyes, temperature, voice, shadow, or stature. These signs do not prescribe clan or temperament.

“ These are setting averages, not restrictions. Within the selected size category, choose the height, build, coloration, sex characteristics, mobility aids, scars, and other features that fit the character.

Ancestry Chassis

Field	Rule
Creature Type	Humanoid
Size	Medium
Speed	30 feet
Typical Lifespan	Usually 90 to 120 years

Chassis trait	Rule
Powerful Build	Count as one size larger when determining carrying capacity and the weight you can push, drag, or lift.
Mountain-Born	You are acclimated to high altitude and ignore nonmagical penalties caused solely by thin air.

Ancestral Details

Choose one Ancestral Detail at character creation. Details preserve the small sensory and physical choices present in earlier HAG systems without adding another power currency. A Detail supplies reliable narrow information or expression; it does not grant blanket advantage unless it explicitly says so. Your lineage recommends one in its Quick Package, but you may choose any Detail on this page.

Detail	Inherited expression
Load Sense	Accurately judge the weight category and obvious leverage risk of a visible mundane load.
Altitude Sense	Recognize ordinary symptoms of thin air and abrupt pressure change.
Weather Bones	Recognize when a major nonmagical temperature or pressure change is approaching within the next hour.
Sure Grip	You can tell whether a visible handhold is obviously too weak, sharp, hot, cold, or slick for your bare hand before committing your weight.
Long Measure	Using only your own reach, stride, or height as reference, accurately estimate the rough height or length of a nearby Large or smaller object.

Lineages

Choose one lineage, or replace this choice with a versatile lineage. A lineage is a physical, inherited, environmental, or supernatural sub-race package; it is not your nationality or profession.

Cloud Giant

Cloud legacy appears through lightness, mist, altitude, or a body that seems slow to fall.

Lineage gift: Once per long rest when you fall, use your reaction to reduce the fall distance by 60 feet and move 10 feet horizontally.

“ Quick package: choose **Load Sense** as your Ancestral Detail and **Giant's Endurance** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Fire Giant

Heat, forge color, and sudden burning force mark this giant legacy.

Lineage gift: Ignore nonmagical extreme heat. Once per long rest when you deal damage, deal extra fire damage equal to your proficiency bonus.

“ Quick package: choose **Altitude Sense** as your Ancestral Detail and **Long Stride** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Frost Giant

Cold follows your breath or skin, and your blows can carry winter's slowing weight.

Lineage gift: Ignore nonmagical extreme cold. Once per long rest when you hit a creature, reduce its Speed by 10 feet until your next turn.

“ Quick package: choose **Weather Bones** as your Ancestral Detail and **Titanic Grip** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Hill Giant

This legacy expresses blunt endurance and immense, straightforward force.

Lineage gift: Once per long rest when you fail a Strength check or saving throw, reroll it.

“ Quick package: choose **Sure Grip** as your Ancestral Detail and **Giant's Endurance** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Stone Giant

Natural stone feels climbable and concealing to a body that shares its tones and stillness.

Lineage gift: Gain a climb Speed of 20 feet on natural stone and proficiency in Stealth while among stone.

Quick package: choose **Long Measure** as your Ancestral Detail and **Long Stride** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Storm Giant

Your body carries a storm's pressure and answers violence with lightning.

Lineage gift: Once per long rest when a creature within 30 feet hits you, use your reaction to deal lightning damage equal to your proficiency bonus.

“ Quick package: choose **Load Sense** as your Ancestral Detail and **Titanic Grip** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Fomorian

A distorted or uncanny giant legacy grants dark sight and an imposing presence without dictating evil.

Lineage gift: Gain proficiency in Intimidation. Once per long rest after a creature you can see within 30 feet makes a d20 roll, subtract 1d4 from the roll before the outcome is declared.

“ Quick package: choose **Long Measure** as your Ancestral Detail and **Titanic Grip** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Rune Giant

Runes, old speech, and minor magic appear as inherited giant resonance.

Lineage gift: Learn one utility cantrip and one additional language.

“ Quick package: choose **Weather Bones** as your Ancestral Detail and **Long Stride** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Death Giant

You carry an awareness of death and the Undead that need not imply worship or corruption.

Lineage gift: You have advantage on saving throws against being frightened by Undead, and always know whether a visible corpse died within the last 24 hours.

“ Quick package: choose **Sure Grip** as your Ancestral Detail and **Titanic Grip** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Sun Giant

Light, desert heat, and courage-bearing radiance mark this giant legacy.

Lineage gift: Learn the light cantrip. Once per long rest, creatures of your choice within 10 feet have advantage on their next save against fear before your next turn.

“ Quick package: choose **Long Measure** as your Ancestral Detail and **Giant's Endurance** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Tide Giant

Your giant inheritance is expressed through water, breath, and powerful swimming.

Lineage gift: Gain a swim Speed equal to your walking Speed and can hold your breath for 30 minutes.

“ Quick package: choose **Load Sense** as your Ancestral Detail and **Long Stride** as your level-1 Ancestral Trait. This is a ready-to-play recommendation, not a restriction; you may replace either choice normally.

Ancestry Talents

Choose one Ancestral Trait at level 1 and another ancestry talent at levels 5, 10, 15, and 20. You may also choose an eligible universal option.

When a later Talent appears, decide how it was discovered: training, crisis, inherited memory, prophecy, supernatural change, or another explanation that belongs to this character.

Level 1 Ancestral Traits

Trait	Rule
-------	------

Giant's Endurance	Once per long rest when you take damage, use your reaction to reduce it by your proficiency bonus plus your Constitution modifier.
Long Stride	Your walking Speed increases by 5 feet.
Titanic Grip	You have advantage on checks made to initiate or escape a grapple. You do not gain this advantage against creatures two or more sizes larger than you.

Level 5 Talents

Talent	Rule
Hurling Arm	Thrown weapons you use have their normal and long ranges increased by 20 feet. Once per turn, drawing a thrown weapon requires no object interaction.
Giant's Reprisal	Once per long rest after a creature within your reach damages you, use your reaction to shove it.

Level 10 Talents

Talent	Rule
Towering Advance	Once per long rest, as a bonus action, become Large for 1 minute if space permits. Your reach does not increase, but Powerful Build counts you as Huge. You can end this early as a bonus action.
Unyielding Footing	You have advantage on saving throws and ability checks against being knocked prone or moved against your will.

Level 15 Talents

Talent	Rule
Earthshaker	Once per long rest, as an action, creatures of your choice on the ground within 10 feet make a Strength save against your Ancestry Save DC or fall prone.
Giant's Recovery	When you use Giant's Endurance, gain temporary Hit Points equal to your proficiency bonus after reducing the damage.

Level 20 Talents

Talent	Rule
Titanic Form	Requires Towering Advance. It lasts 10 minutes, and your reach increases by 5 feet while it is active.
World-Bearer	Once per long rest when you fail a Strength or Constitution saving throw, treat the roll as a success.

Suggested Ancestry-Associated Flaws

These optional prompts recover the ancestry-associated pressures of earlier systems without awarding extra power. Choose one, adapt one, or use a Universal Flaw.

- *Oversized Ego*: Retreating from a smaller or visibly weaker challenger feels like a public humiliation.
- *Heavy Presence*: Furniture, roads, clothing, mounts, and social spaces often fail to accommodate you gracefully.
- *Ancestral Reputation*: Others connect your giant legacy to Beccarack, conquest, or an elemental danger you did not choose.

Roleplaying This Ancestry

- Do you treat the story of Beccarack as ancestry, warning, propaganda, or myth?
- What contest or public challenge does your community use to settle conflict?
- How has your giant legacy shaped how strangers read your body?

Quick Builds

For a defender, choose Stone Giant or Hill Giant with Giant's Endurance. For a mobile striker, choose Cloud Giant with Long Stride.

Revision #4

Created 2026-07-28 21:56:56 UTC by Codex

Updated 2026-07-29 04:03:35 UTC by Codex