

## **Cloud giant CR 11**

XP 12,800

NG or NE Huge humanoid

**Init** +1; **Senses** low-light vision; **Perception** +20

### **DEFENSE**

**HP** 180 **RP** 5

**EAC** 24; **KAC** 26

**Fort** +13; **Ref** +15; **Will** +10

**Defensive abilities** rock catching (+23)

### **OFFENSE**

**Speed** 50 ft.

**Melee** Ultrathin Doshko +23 (4d12+19 B) or  
slam +23 (2d6+19 B)

**Ranged** rock +19 (3d10+19)

Yellow star plasma rifle +20 (2d10+11 E & F )

**Space** 15 ft.; **Reach** 15 ft.

**Offensive abilities** rock throwing 140 ft, breathe mist.

**Spell-like Abilities** (CL 11th; )

(at will) - Flight (Level 2, self plus 400 bulk), (1/day) Fog Cloud

### **STATISTICS**

**Str** +8; **Dex** +1; **Con** +5; **Int** +1; **Wis** +3; **Cha** +1

**Skills** Athletics +20, Engineering +20, Intimidate +25

**Feats** Improved combat maneuver (bull rush), Cleave, Great cleave

**Languages** Giant, Common

**Gear** Ultrathin doshko (huge), Yellow star plasma Rifle (huge)

**Environment** temperate mountains

**Organization** solitary, gang (2–5)

**Mist Breath (Sp)** As a standard action, at will a cloud giant can exhale a cloud of mist 20' high and in a 20' radius centered on the giant. This is in all other ways identical to a *Fog cloud* spell with a duration of 11 minutes.

**Oversized weaponry (Ex)** A cloud giant can use large and clumsy weaponry with unnatural ease, and may full attack with unwieldy weapons, taking -6 penalty as the penalty on these attacks rather than the -4 penalty. Furthermore, they may use unwieldy weapons to make attacks of opportunity taking an -3 on the attack roll.

**Rock Throwing (Ex)** Cloud giants are accomplished rock throwers, and have learned to throw other objects that are as tough as rocks too. A cloud giant can hurl any bulky, and relatively regularly shaped small-sized object made of any material with hardness 5 or more. These objects count as a “rock” for the purpose of this ability. Rocks are a thrown weapon with a range of **140 ft.** Rocks may or may count as archaic weapons depending on material of the object thrown.

**Rock catching (Ex)** Once per round, when a Cloud giant would normally be hit by a rock (Small, Medium, or Large rocks or projectiles of similar shape) they can, as a reaction make an attack roll with a it's slam attack. If the giant's attack roll is higher than the attack roll that hit the giant, the giant catches the rock and the attack misses. The cloud giant must be aware of the attack in order to make a rock catching attempt.

#### BUILD NOTES

- CR 11 combatant
- Rock throwing is based on low accuracy, high ranged damage, plus Str with a -1 to hit to offset added damage.
- Designed rock catching off deflect projectiles feat
- As several Cloud giant abilities are shared with smaller giants opted to give some feats for attack options.
- As weapon damage is uncoupled from size in starfinder, gave ease of use to unwieldy weapons.
- Adjusted some lower stats modifiers up.
- As obscuring mist no longer exists and the only difference is range/ targeting, designed mist breath