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| **Name** | **Type** | **Size** | **XP Rating** |
| Brahmiluff | Beast | Large | 2 (35 XP) |

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| **Strength** | 9 (+4) |  | **Armor Class** | 1 | | **Action Points** | 5 |
| **Perception** | 4 (-1) |  | **Avg. Hit Points** | 36 | | **Hit Dice** | 4d10 + 16 |
| **Endurance** | 9 (+4) |  |  | |  | | |
| **Charisma** | 2 (-3) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 2 (-3) |  | **Damage Resistances** | |  | | |
| **Agility** | 1 (-4) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Beast of Burden.** The brahmiluff is considered a Huge animal for the purpose of determining its carrying capacity.  **Charge.** If the brahmiluff moves at least 15 feet straight toward a target and then hits it with an unarmed strike on the same turn, the target takes an extra 10 (2d10) ballistic damage and must make a DC 12 Strength saving throw. On a failure, the creature is knocked *prone*.  **Natural Weapons.** The brahmiluff uses a d10 as its damage die for unarmed strikes. |  |

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| **Description** |
| These beasts are mutated buffalo and like their brahmin kin, they have mutated into having two heads. They have large ears, varieties of horns, smooth hide, and two colors of fur. They do not have an udder. |

A picture containing cow, bovine, standing, outdoor

Description automatically generated