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| **Name** | **Type** | **Size** | **XP Rating** |
| Brahmin | Mutant | Large | 0 (5 XP) |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 8 (+3) |  | **Armor Class** | 1 | | **Action Points** | 5 |
| **Perception** | 4 (-1) |  | **Avg. Hit Points** | 16 | | **Hit Dice** | 2d10 + 6 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **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 brahmin is considered a Huge animal for the purpose of determining its carrying capacity. |  |

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| **Description** |
| Brahmin are two-headed cattle that mutated after the Great War. They still provide meat, milk, hide and manual labor. This makes them an integral part of any settlement, as well as the caravans that connect them.  Brahmin have the appearance of a pre-War cow but are distinguished by their abnormally large udders and two heads. They also have eight stomachs, but otherwise do not differ significantly from their pre-War ancestors. Additional mutations include the growth of several disfigured horns and coloration of the skin. |

A picture containing dinosaur, indoor

Description automatically generated