

Baruka

Level	7
Size	Gargantuan
Initiative Bonus	0
Grouping	1
Aggressiveness	8
Movement	135' (27)
Treasure	N/A

AGL	12
CHA	2
CON	20
END	12
INT	2
OBS	10
STR	25
WIS	2

Defense Bonus	Block	15	
	Dodge	14	
	Perry	N/A	
High Pain Threshold		N/A	
Magic Resistance			
AGL	N/A	INT	N/A
CHA	N/A	OBS	N/A
CON	N/A	STR	N/A
END	N/A	WIS	N/A

Territory & Description:

Similar to its smaller cousin, the Migas, the Baruka is a salt-water predator that lurks in coastal territories. They are most often found where rivers and streams enter the open ocean. When they are young they are also found in mangrove swamps.

Barukas eat anything they can catch, but are particularly well adapted at capturing aquatic predators, such as sharks and crocodiles. Like the migas, their major form of attack is to lay in ambush in the mud or sand and then capture the prey with their six tentacles. Surface dwelling creatures are forced underwater and drowned while aquatic creatures are guided to its large mouth and killed with a vicious bite.

Attack skills	Bonus	Damage	Rate	Range	Tech Level
Tentacles	+5	0 (Grapple)	3	25' (5)	1
Bite	+3	3d8+10	1	10' (2)	1

Baruka 1		Current CON	20			
		Current END	12			
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Appendages (6-9)
Body	31	77		80		Roll 1d6 to determine which tentacle is struck.
Hit Points	Tentacle 1	Tentacle 2	Tentacle 3	Tentacle 4	Tentacle 5	Tentacle 6
Appendages	40	40	40	40	40	40

Baruka 2		Current CON	20			
		Current END	12			
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Appendages (6-9)
Body	31	77		80		Roll 1d6 to determine which tentacle is struck.
Hit Points	Tentacle 1	Tentacle 2	Tentacle 3	Tentacle 4	Tentacle 5	Tentacle 6
Appendages	40	40	40	40	40	40

Baruka 3		Current CON	20			
		Current END	12			
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Appendages (6-9)
Body	31	77		80		Roll 1d6 to determine which tentacle is struck.
Hit Points	Tentacle 1	Tentacle 2	Tentacle 3	Tentacle 4	Tentacle 5	Tentacle 6
Appendages	40	40	40	40	40	40

Baruka 4		Current CON	20			
		Current END	12			
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Appendages (6-9)
Body	31	77		80		Roll 1d6 to determine which tentacle is struck.
Hit Points	Tentacle 1	Tentacle 2	Tentacle 3	Tentacle 4	Tentacle 5	Tentacle 6
Appendages	40	40	40	40	40	40

Baruka 5		Current CON	20				
		Current END	12				
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Appendages (6-9)	
Body	31	77		80		Roll 1d6 to determine which tentacle is struck.	
Hit Points	Tentacle 1	Tentacle 2	Tentacle 3	Tentacle 4	Tentacle 5	Tentacle 6	
Appendages	40	40	40	40	40	40	

Baruka 6		Current CON	20				
		Current END	12				
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Appendages (6-9)	
Body	31	77		80		Roll 1d6 to determine which tentacle is struck.	
Hit Points	Tentacle 1	Tentacle 2	Tentacle 3	Tentacle 4	Tentacle 5	Tentacle 6	
Appendages	40	40	40	40	40	40	

Baruka 7		Current CON	20				
		Current END	12				
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Appendages (6-9)	
Body	31	77		80		Roll 1d6 to determine which tentacle is struck.	
Hit Points	Tentacle 1	Tentacle 2	Tentacle 3	Tentacle 4	Tentacle 5	Tentacle 6	
Appendages	40	40	40	40	40	40	

Baruka 8		Current CON	20				
		Current END	12				
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Appendages (6-9)	
Body	31	77		80		Roll 1d6 to determine which tentacle is struck.	
Hit Points	Tentacle 1	Tentacle 2	Tentacle 3	Tentacle 4	Tentacle 5	Tentacle 6	
Appendages	40	40	40	40	40	40	

Baruka 9		Current CON	20				
		Current END	12				
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)		Appendages (6-9)	
Body	31	77		80		Roll 1d6 to determine which tentacle is struck.	
Hit Points	Tentacle 1	Tentacle 2	Tentacle 3	Tentacle 4	Tentacle 5	Tentacle 6	
Appendages	40	40	40	40	40	40	