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| **Name** | **Type** | **Size** | **XP Rating** |
| Young Deathclaw (Plains) | Mutant | Medium | 2 (35 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 7 | | **Action Points** | 7 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 36 | | **Hit Dice** | 6d8 + 12 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Natural Weapons.** The deathclaw’s unarmed attacks use a d8 for their damage dice instead of a d4.  **Swift.** The deathclaw moves 25 feet when it uses the Move action. |  |

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| **Description** |
| These immature deathclaws are about the size of an adult human, which speaks to their towering stature when fully grown. Their horns are still only small nubs, and their skin is much lighter than adults, making them easy to pick out among regular deathclaws. Although far easier to kill than a mature deathclaw, these younglings can still rip apart prey in mere seconds. |