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| **Name** | **Type** | **Size** | **XP Rating** |
| Deathclaw (Plains) | Mutant | Large | 4 (65 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 11 (Natural) | | **Action Points** | 8 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 80 | | **Hit Dice** | 10d10 + 30 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 4 (-1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Keen Senses.** The deathclaw has advantage on Perception (Detection) checks.  **Natural Weapons.** The deathclaw’s unarmed attacks use a d12 for their damage dice instead of a d4.  **Swift.** The deathclaw moves 35 feet when it uses the Move action. |  |

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| **Description** |
| Towering over almost everything else in the wastes, deathclaws are the apex pack hunters of any environment they enter. Intelligent and cooperative, they form groups of three or four when they leave the nest. This is enough to perform bait ambushes and encirclements, but not so many as to spend more adults on a given prey than necessary. Even so, these numbers are typically still overkill for all but the most dangerous creatures. |