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| **Name** | **Type** | **Size** | **XP Rating** |
| Cyberclaws (Plains) | Mutant | Large | 5 (80 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 18 (Natural) | | **Action Points** | 8 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 80 | | **Hit Dice** | 10d10 + 30 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 6 (+1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 8 (+3) |  | **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 25 feet when it uses the Move action. |  |

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| **Description** |
| Cyberclaws are the result of a secret Enclave weapon’s project to control and employ deathclaws as the battlefield combatants they were intended to be. Officially, the project was a failure after initial prototypes were tested. In reality though, the project progressed with surprising success. Eventually, the deathclaws could understand human language – if not speak it – and were fitted with modified power armor.  With cybernetic implants to boost their intelligence, and training in small-unit tactics, cyberclaws have all the natural advantages of a deathclaw, along with human strategy and critical thinking. |