# Races

## Alien

## Intelligent Deathclaw

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|  |  | STR | PE | | EN | CH | IN | | AG | LK |
| Minimum | 6 | 4 | | 1 | 1 | 1 | | 6 | 1 |
| Maximum | 14 | 12 | | 13 | 3 | 6 | | 16 | 10 |
| Resistances | | | Perks | | | | Armour and Weapons | | |
| 0/40 Gas Resistance | | | 1 perk every 4 levels | | | | No weapons and armour, unless specially designed | | |
| 40% Normal, Fire, Explosion Resistance | | |
| Damage Threshold of 4 for Normal, Fire, Explosion | | |
|  | Additional Rules | | | +5 Melee Damage bonus. | | | | | | |
| 2 additional Hit Points per level | | | | | | |
| Deathclaws have natural attack that they can make in addition to using certain tools and weapons, the attacks are listed below. | | | | | | |

Deathclaws are a race of hunchbacked, bipedal reptilian build with long humanoid arms. They have scaly skin ranging from brownish-green to light yellow. Their heads are abnormally large and have horns growing out of them, but Deathclaws get their name from the foot-long bony claws growing from their “fingers.” This means that they always have a built-in melee weapon; it also means they cannot use any other weapons besides their claws, ever. Normally Deathclaws live in tribes of their kind and spend most of their time protecting the egg-laying females and hunting.

Some Deathclaws were experimented on by the Enclave by exposing them to the FEV, rendering them intelligent. Making them the intellectual equivalent of an eight-year-old, with some even being on par with average adult humans. They are able to talk, but do so in a deep growl, often affecting strange accents. These are the only playable Deathclaws as others tend not to work well with outsiders, preferring to tear them apart.

Deathclaws cannot use armour; no one makes protection for giant lizards. Deathclaws are some of the most hated, feared, and misunderstood creatures in the wastes – when walking among humans, an appropriate disguise, such as a loose-fitting robe with a cowl to cover the head, is an absolute necessity. Most people will simply attack a Deathclaw on sight, or attempt to run away as fast as possible. Deathclaws only live for 15 years, and reach maturity (adventuring age) at around 4 years. They stand about 3 meters tall, and 10 weigh up to 400 pounds.

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| Attack | Damage | AP -Single | AP - Targeted | AP - Burst | Special |
| **Claw Swing** | 3d8 + MD | 3 | N/A | N/A | N/A |
| **Claw Stab** | 2d10 + MD | 3 | 4 | N/A | N/A |
| **Gore (Unarmed)** | 2d8 + MD | 4 | 4 | N/A | 75% chance to knockdown |

# Variant Races

## Human Variant – Synth

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## Super Mutant Variant – East Coast Super Mutant

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## Dog Variant – Cyberdog

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## Dog Variant – Mutant Hound

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## Dog Variant – Ghoul Mutt

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# Perks

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| Brutish Hulk | With this perk, you gain double the normal hit points when you go up a level.  Only Deathclaws can choose this perk.  Ranks: 1  Requirements: Strength 7, Endurance 5, Level 8 |
| Death Sense | Your senses are very well developed. You gain a +2 bonus to Perception in the dark, and penalties for light levels are reduced by 50%. You also gain a 25% bonus to detecting enemies who are sneaking around.  Only Deathclaws can choose this perk.  Ranks: 1  Requirements: Intelligence 5, Level 4 |
| Hide of Scars | Your battle-weary flesh has hardened into an armor of its own. You gain +15% to all resistances except for fire.  Only Deathclaws can choose this perk.  Ranks: 2  Requirements: Endurance 6, Level 10 |
| Talon of Fear | Venom has seeped into your claws. All of your unarmed attacks carry a Type B poison. Only Deathclaws can choose this perk.  Ranks: 1  Requirements: Unarmed 60%, Strength 6, Level 12 |