



CLAUDIUS 13 (MUTANT HUNTER)

Dressed in a skin-tight plastic suit, Claudius 13 looks like a futuristic sports hero. He actually hails from a deep underground city (known as “Deepcity”) constructed during the height of the Ancients, a *Hedonistic* community that shut itself off from the rest of the world and weathered the Fall without even knowing it happened.

Over the years, the society beneath the earth began to experience the phenomenon of mutation, first in a few pockets of freeborn children, then later throughout the population. To preserve their utopian society from what they perceived to be the awful degeneration of their stock, the people of Deepcity put into place a series of restrictive laws that forbade mutants. A special caste of warriors was established to combat mutation, not only by hunting down and executing the few youths that were born each year, but also members of the slowly growing “mutant underground” that nurtured escaped mutants into adulthood.

Claudius 13 was a member of this super elite cadre of mutant hunters, at least until one particular hunt led him from the underground city’s protected interior to the surface world above. Tracking one unusually elusive and resourceful target, Claudius 13 followed him (or her) up and up through long-forgotten tunnels until they reached the surface.

Having only spent a few weeks on the surface, Claudius 13 is new to the Twisted Earth. His initial shock at finding the world outside has only partially dwindled, and he spends each day silently surveying

his surroundings, wandering speechless through the ruins of ancient cities. Yet he has no desire to return home just yet. Though curious and fascinated by the abundance of new life he’s seen, he is intent on finding the target that led him here, and terminating him for good.

USING CLAUDIUS 13

Claudius 13 represents a very grave threat to mutant PCs, as he will certainly deal with them in the same manner as he plans to deal with his escaped quarry. If the PCs manage to somehow get involved in his pursuit, he may observe them secretly for a time... before his curiosity wanes and he moves in for the kill. A truly relentless pursuer, he will calmly track, tail, and shadow his prey, whoever that might be, until the time is right. He is coldly indifferent to mutants, whom his entire society agrees are a monstrous threat to human life.

Claudius 13’s prey could be anyone from a desperate mutant escapee the PCs stumble across as he tries to get away, to an NPC with far more potential interest to the PCs—a possible love interest, for example, or someone whose very knowledge of Deepcity’s existence might lead the PCs there and help them find some great technology they seek. The identity of Claudius 13’s prey could very well lead to future adventures involving that *Hedonist* community.

With advanced weapons and armor at his disposal, however, Claudius 13 will make for a difficult enemy. And should he discover that his prey has been talking about Deepcity, he will certainly have to eradicate all who know about the city’s existence, to ensure that the “diseased mutants” of the surface never find a way to pollute that “Eden-like” sanctuary.



DESCRIPTION AND TACTICS

Hailing from a vain and racist society, Claudius 13 wears almost transparent plastex armor designed to allow others to gaze upon and appreciate his almost genetically-perfect pureblood physique. Powerful and handsome, he manages to waste his good looks with a totally passionless face, unmoving lips, and eyes as dark, cold, and inhuman as metal. Though he is a serious tracker, at times his attention is distracted by strange mutant flowers, odd plants, or other wonders of the surface world—but never for long.

A true hunter, Claudius 13 prefers to attack from surprise, so that he can line up a powerful shot with his infra-red laser rifle, using *Dead Aim* to increase his chance to hit and *Mutant Slayer* for an instant kill (DC 25). Even if he doesn't get that quick kill, his *Mutant Hunter*, *Smite Mutant*, and *Called Shot* abilities allow him to do extra damage (this comes to a total bonus of 2d6+18). Attacking from hiding (using *Superior Camouflage*), the invisible beam of his rifle means he can often get several attacks in before his prey even locates his position.

Claudius 13 (Post-Apocalyptic Hero 3/Survivalist 7/Mutant Hunter 10): CR 20; Medium-size humanoid; HD 3d8+12 plus 7d10+28 plus 10d10+40; HP 188; Mas 18; Init +8; Spd 30 ft; Defense 34, touch 24, flatfooted 31 (+0 size, +3 Dex, +11 class, +10 equipment); BAB +19; Grap +23; Atk +23 melee (3d6+4 nonlethal, stun baton), or +23 ranged (2d12, infra-red laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Deepcity; SV Fort +15, Ref +15, Will +12; AP 10; Rep +6; Str 18, Dex 18, Con 18, Int 12, Wis 18, Cha 18.

Occupation: Military (DW) (Intimidate).

Background: Hedonist (Computer Use, Knowledge [Mutant Lore], Knowledge [Tactics]).

Skills: Climb +8, Computer Use +9, Escape Artist +8, Gather Information +10, Hide +15, Intimidate +15, Investigate +9, Knowledge (Earth and Life Sciences) +3, Knowledge (Mutant Lore) +19, Knowledge (Tactics) +6, Listen +22, Move Silently +15, Navigate +7, Search +5, Spot +22, Survival +15, Swim +6, Treat Injury +10.

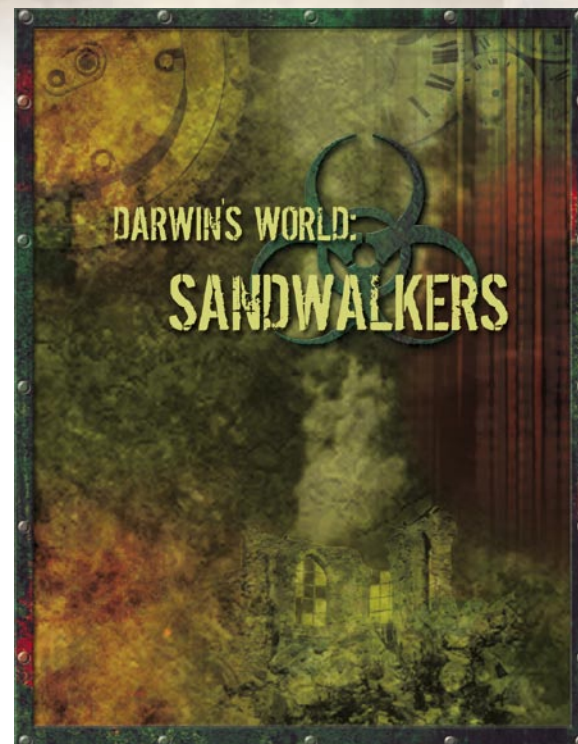
Feats: Advanced Technology, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Dead Aim, Educated (Knowledge [Earth and Life Sciences], Knowledge [Tactics]), Far Shot, Futuristic Firearms Proficiency, Improved Initiative, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Stealthy, Suppressive Fire, Track.

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Necropoli Lore.

Talents (Survivalist): Called Shot +1d6, Way of the Land, Hunter, Called Shot +2d6, Superior Camouflage.

Talents (Mutant Hunter): Smite Mutant, Mutant Hunter +1, Mutant Slayer, Mutant Hunter +2, Mind Tricks, Mutant Hunter +3, Mutant Bane.

Possessions: Infra-red laser rifle, stun baton, plastex armor, energy shield C, two shock grenades, first aid kit, survival kit, Geiger counter, web belt, pocket nurse (loaded with antitox, hemochem, and superegen), gravity boots, IR goggles, power backpack, three power beltbags, power cell.



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