

WHITEMANE

Identity: Cain McKendrick
Age: 34
Level : 14

Side: Good
Sex: Male
Training: Hand to Hand Combat.
+6 to hit, -7 to be hit.

Powers:

1. Heightened Strength B: +27.
 2. Heightened Endurance A: +12.
 3. Body Power: Supercharged Musculature: Superstrength: Carry Capacity is doubled.
 4. Heightened Speed: +27 initiative, +810" ground movement.
 5. Invulnerability (special): 5 points *per phase*.
 6. Sonic Abilities. Range 88", 1d12 damage, 44% chance to shatter, 1 PR per shot.
 7. Willpower A. PR = 1 per turn.
- Skills: Law Enforcement, Horse rancher

Weight:200	Basic Hits: 4
Agility Mod: -	Strength: 44
Endurance: 28	Agility: 28
Intelligence: 17	Charisma: 15
Reactions from Good: -2	Evil: +2
Hit Mod: 33.5568	Hit Points: 147
Damage Mod. : +10	Healing Rate: 1.2
Accuracy: +4	Power: 117
Carrying Capacity: 17597 lbs.	Basic HTH Damage: 3d10
Movement Rates: 910" ground	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 4	Inventing: 51%

Origin & Background: Cain McKendrick grew up on a ranch in Wyoming with his father. Over the early years of his life he began manifesting superhuman strength and speed. Eventually he began managing the herds on foot. Although he didn't keep his early life much of a secret, there weren't a lot of people around to see the unusual display of his powers.

He became interested in law enforcement and shortly into his career he became a deputy with the local county sheriff while attending college. Upon graduation, he applied to the federal government and was training to become a U.S. Marshall when the Office of Metahuman Affairs (O.M.A.) began its programs. He and his sister, Debra, who had manifested telepathic and telekinetic abilities were both recruited. The agency codenamed them Whitemane and Goldwing, respectively.

Shortly after the formation of the first Garrison teams, the disaster at Project Helix occurred, accidentally releasing the last few of the captive experimental subjects into the public sphere and triggering a state of emergency in a multi-state area.

During the response by the fledgling Garrison field team, one of the escaped subjects, Adam Wilhite, codename Flashpoint was intercepted in a densely populated suburban area. Upon arrival to the scene, the Garrison team engaged and attempted to talk him into surrendering himself; the primary contact being made through a psychic rapport being maintained by Goldwing.

Adam was virtually unmoved by the overtures. When he was suddenly and needlessly attacked by the teams field leader, Warstar, Adam became unstable and flew into a rage causing a psychic backlash that disabled Goldwing, who fell to the ground and was unmoving and in a convulsive state. In the confusion that ensued, the Garrison failed to capture Adam, caused more bystander deaths and damage to the surrounding area due to the actions of Grav, and the operation was aborted as a global failure.

In the aftermath, Debra never recovered from the damage, fell into a coma and died soon after.

Cain stayed on at the O.M.A., although the organization now saw a distinct need for a containment system designed to react and respond to threats the magnitude of Flashpoint.

Construction of the Lockdown facilities had already begun, but the emphasis was now changed. Whitemane was asked by the Director of the OMA, Giovanna Ravas, to head a special division of the Garrison teams designed specifically to apprehend fugitives at large, with priority on active threats. Cain accepted the post and has been leading and training LRT and its operatives since.

Combat Tactics/M.O.: Whitemane will try to stay moving during a combat and maintain focus on his quarry, trying to establish a quick upper hand and maintain that advantage. He will use his sonic abilities to shape the battlefield and contain his quarry in order to gain an advantageous hand to hand position.

If teammates become compromised or endangered he will move to assist, although he tries to allow the agent to solve their own tactics and develop combat experience on their own.

Character/Personality Traits: Whitemane is a genuinely good person with deep emotional ties to his work. When the OMA's programs were very young, the death of his sister produced a far greater sense of duty.

Gregarious and easy-going with friends, he is completely serious when on duty. He gets along well with Paladin; both have come to a greater understanding of their roles since the Flashpoint debacle.

Quote: "We will have plenty of time to celebrate after the rodeo."

