



Character Name: **Cateran**
 AKA: Heather McGowrie
 Genre: Superheroic
 Campaign: **TASK FORCE**

CHARACTERISTICS

| Val | Char | Base | Cost | Roll |
|------------------|------|------|------|------|
| 60 | STR | 10 | 50 | 21- |
| 23 | DEX | 10 | 26 | 14- |
| 40 | CON | 10 | 30 | 17- |
| 23 | INT | 10 | 13 | 14- |
| 23 | EGO | 10 | 13 | 14- |
| 30 | PRE | 10 | 20 | 15- |
| 11 | OCV | 3 | 40 | |
| 10 | DCV | 3 | 35 | |
| 3 | OMCV | 3 | 0 | |
| 8 | DMCV | 3 | 15 | |
| 15/30 | PD | 2 | 13 | |
| 15/30 | ED | 2 | 13 | |
| 7 | SPD | 2.0 | 50 | |
| 20 | REC | 4 | 16 | |
| 90 | END | 20 | 14 | |
| 25 | BODY | 10 | 15 | |
| 80 | STUN | 20 | 30 | |
| 23m | Run | 12 | 11 | |
| 8m | Swim | 4 | 2 | |
| 20m | Leap | 4 | 8 | |
| Total 414 | | | | |

Summary
 Lift: 102.4tons
 Initiative: 43
 Stun Threshold: 40
 Perception Roll: 14-
 PRE Attack: 6d6
 STR Dmg: 12d6
 STR END: 6
 15/30 PD • 0/15 Res. PD
 15/30 ED • 0/15 Res. ED
 Phases: 2, 4, 6, 7, 9, 11, 12

CHARACTER IMAGE



EXPERIENCE POINTS

| | |
|------------------------|------------|
| Total earned: | 285 |
| Spent: | 284 |
| Unspent: | 1 |
| Base Points: | 500 |
| Complication Points: | 75 |
| Characteristic Points: | 414 |
| Power Points: | 158 |
| Talent Points: | 26 |
| Martial Art Points: | 21 |
| Skill Points: | 127 |
| Perk Points: | 38 |
| Total Points: | 784 |

MOVEMENT

| Type | Top Speed |
|---------|--------------|
| Run | 23m [46m NC] |
| Swim | 8m [16m NC] |
| H. Leap | 20m [40m NC] |
| V. Leap | 10m [20m NC] |

INFORMATION

Eye Color: green
Height: 1.92 m
Hair Color: Red
Weight: 82.00 kg

Appearance

Cateran looks pretty good for a 350-year-old: red hair cut short so that it frames her face — the face of a beautiful 30 year-old woman — and a trim, muscular, well-built figure. But she's also 6'4" tall, and thus rather imposing. She usually wears a sort of blousy white shirt cut to accentuate her figure, a kilt-like skirt of tartan (no sporrán, though), and black boots. When she carries her claymore, it's in a back sheath.

Background

Heather McGowrie has never found a place or time she could truly call her own. Born in Scotland in 1644, she was a woman trapped in a man's world.

Though she grew up tall and lanky and strong — stronger than any of her brothers or their friends — she was forced into a woman's lifestyle. Sewing and cooking and tending to small children wasn't what she wanted, though. She wanted to ride, and wield a sword, and fight, and have adventures! The only time she truly felt alive was when the old men were telling stories and tales and she could shut her eyes and feel as if she were taken away into another world.

When she got old enough that young men were coming 'round to court her, she'd finally had as much as she was going to take. They were all so weak,

soft-seeming, and close-minded that she just couldn't stand the thought of being with any of them. They weren't truly men, they were boys playing at it, and damned if she'd play along with them. Finally she stole a horse and rode away, thinking to ride to Edinburgh or London or some other city and make her fortune there.

She was stopped by a band of brigands and freebooters, or caterans as they were called then in the Highlands, before she'd ridden half a day. Her pretty horse, and pretty self, were rich prizes indeed for those men. But the pretty girl had fangs, as they found out when she broke the arms of two of them and crushed the skull of another with a blow from her fist. Almost before they knew it, she'd convinced them to let her join them.

She enjoyed the life of a brigand — it offered her a freedom like nothing she'd experienced before. She learned how to fight, ride, kill, and take what she wanted. Soon she led the brigands, and the "Men of the Heather" became a group to be reckoned with. More and more outlaws, hearing of her band's exploits, came to join her. But it was too good to last. The lairds of the clans could no longer stand for her depredations and pillaging, and came against the Men with a small army of Highlanders. Seeing no reason to stay and die, Cateran took to her horse and left her men to their fate.

She spent the next few years roaming around Scotland and the British Isles savoring her freedom. It was during this time she discovered just how strong she was — why, she lifted the Stone of Dunleavy easily with but one hand, that had not been lifted by anyone at all in seventy-five years! The biggest, burliest men were no match for her in contests of strength. And she realized something more — she didn't seem to be growing old. Her face and form showed twenty years, but she'd been on this Earth twoscore or more.

That last thought scared her. Had she been cursed by the Devil somehow to walk the Earth forever like the Wandering Jew? Feeling her mortal soul was in peril, she rode to the nearest abbey and asked to be admitted. Seeing the trouble that lay upon her soul, the Mother Superior took her in as a lay sister.

The religious life lasted about a month for Heather. She soon found she couldn't stand it. Every minute of the day and night was regimented, ordered, and regulated. What a waste! She quickly came around to thinking of her longevity not as a curse from the Devil, but as a gift — from God or from whom, she didn't know, and she didn't really care anymore. She just decided to make the best of it.

She spent the next two centuries wandering the world. She saw the glittering spires of London and visited the king's court in the noble garb of a lady. She explored the Black Forest and wrestled bears in the Russian taiga. She watched Schliemann excavate Troy. In disguise, she crept into Mecca, and later explored the Ottoman Empire in the same guise. She learned how to sail, and traveled the length and breadth of the British Empire, from Africa to India to China. And then, at long last, she came to America.

The Twenties and Thirties found her in New York City. Now here, she thought, here is a country where people know how to live! No centuries-old traditions, no caste system, and rules that let just about everyone do anything he — or she — wanted. She took to it like a fish to water. Whenever she needed money, a little bit of robbery or theft did the trick nicely.

Then came World War II. She'd avoided the First World War by staying in the Orient, but this time she wanted to get involved. She went back to Europe and, in disguise, joined a Scottish regiment. She acquitted herself nobly and well. When the war ended, she decided to return to America. This time she chose the West Coast.

She found San Francisco to her liking. There were a few of these “heroes” out there who sometimes tried to keep her from robbing banks, but she never had much trouble with them — fancy clothes aren’t enough to overcome three hundred years of experience. She decided to join in their fun, and adopted the name “Cateran” for her brigandish exploits.

Since then, Cateran’s been a supervillainess, mostly in California, but drifting from time to time to other cities or first world nations (such as Japan) as suits her mood. Lately she’s been spending a lot of time in Millennium City; it has a new and vibrant air to it unlike anything she’s ever experienced before. She’s not as well known to the public as other, flashier, villains, but she’s having a fine time and doing well for herself, so she doesn’t mind one bit.

Personality

Cateran is very much a free spirit. Not only does she intensely dislike being confined, bound, or restrained in any way, she won’t take orders, do what people expect from “a lady,” or restrict her options at all if she can help it. She’s her own woman, and no one else’s. She’ll do as she pleases, and damn those who don’t like it. She enjoys her freebooting, high-living lifestyle and wouldn’t trade it for anything in the world. Although this attitude has led her to a life of crime, at heart Cateran is an honorable, often rather peaceable, person. She doesn’t fight for no reason, doesn’t inflict needless pain, attacks from surprise only when there’s no other way to win to freedom, and won’t go back on her word once she’s given it. Despite centuries of experience as a warrior, Cateran prefers not to fight, or to kill, if there are other options. Fighting’s stupid if you can grab the swag and run away, after all. And killing doesn’t usually do much but start feuds. Oh, she’s killed before, dozens or hundreds of times, in battle and out of it, but she’d just as soon not slash someone with her sword if a blow from her fist will knock him out of the fight.

Now over 350 years old, Cateran has developed a somewhat fatalistic view of life. People, places, ideas — they all grow old and pass away sooner or later, all but her. For this reason she avoids becoming attached to people or to objects; she knows she’ll lose them eventually, and doesn’t want the pain of loss. As a result, she often comes across as world-weary, cynical, and coldly unsympathetic, even though for the most part she’s none of those things.

Cateran has an annoying habit of calling all men “lad” unless they’re noticeably elderly (e.g., old wizards with long white beards).

Quotes

“You might want to be reconsidering that course of action, lad.”

Cateran

COMBAT MANEUVERS

| Maneuver | Phase | OCV | DCV | Effect |
|------------------|-------|-------|-----|---------------------------------------|
| Block | ½ | +0 | +0 | Block, abort |
| Brace | 0 | +2 | ½ | +2 vs. Range Mod. |
| Disarm | ½ | -2 | +0 | Can disarm |
| Dodge | ½ | -- | +3 | Abort, vs. all attacks |
| Grab | ½ | -1 | -2 | Grab two limbs |
| Grab By | ½ | -3 | -4 | Move and Grab |
| Haymaker | ½* | +0 | -5 | +4 DC attack damage |
| Move By | ½ | -2 | -2 | STR/2 + v/10, you take 1/3 |
| Move Through | ½ | -v/10 | -3 | STR + v/6 |
| Multiple Attack | 1 | var | ½ | Attack multiple times |
| Set | 1 | +1 | +0 | Ranged Attacks only |
| Shove | ½ | -1 | -1 | Push 1m per 5 STR |
| Strike | ½ | +0 | +0 | STR or weapon |
| Throw | ½ | +0 | +0 | Throw w/ STR dmg |
| Trip | ½ | -1 | -2 | Knock target prone |
| Choke | 1/2 | -2 | +0 | Grab One Limb; 2d6 NND |
| Escape | 1/2 | +0 | +0 | 75 STR vs. Grabs |
| Hold | 1/2 | -1 | -1 | Grab Two Limbs, 70 STR for holding on |
| Reversal | var | -1 | -2 | 75 STR to Escape; Grab Two Limbs |
| Slam | 1/2 | +0 | +1 | Weapon +v/10, Target Falls |
| Take Down | 1/2 | +2 | +1 | 12d6 Strike; You Fall, Target Falls |

COMBAT STATS

| Type | Base/Total | Current Vitals |
|---------------------|------------|----------------|
| Stunned Threshold | 40 | STUN: |
| Melee Damage | 12d6 | |
| Physical Defense | 15/30 | /80 |
| Res. Phys. Defense | 0/15 | END: |
| Energy Defense | 15/30 | |
| Res. Energy Defense | 0/15 | /90 |
| Mental Defense | 0 | BODY: |
| Power Defense | 15 | /25 |

COMBAT VALUES

| | |
|-------------------------------------|---|
| OCV: 11 | DCV: 10 |
| OMCV: 3 | DMCV: 8 |
| Combat Skill Levels | |
| +4 with HTH Combat | |
| Initiative and Action Phases | |
| DEX: 43 | Action Phases: 2, 4, 6, 7, 9, 11, 12 |

COMBAT MODIFIERS

| Range | 0-8m | 9-16m | 17-32m | 33-64m | 65-125m | 129-250m |
|-------------|------|-------|--------|--------|---------|----------|
| RMOD | 0 | -2 | -4 | -6 | -8 | -10 |

ATTACK POWERS

| Name | Effect | END |
|-----------------|---|-----|
| Claymore | 2d6 (6d6 w/STR) Killing Attack - Hand-To-Hand | 0 |

DEFENSE POWERS

| Name | Effect | Defense | END |
|------|------------------|---------|-----|
| | Power Defense | 15 | 0 |
| | Damage Reduction | 0 | 0 |
| | Damage Reduction | 0 | 0 |
| | Combat Luck | 5 | |

SENSORY POWERS

| Name | Effect | END |
|------|--------|-----|
|------|--------|-----|

Cateran**POWERS**

| END | Description | Cost |
|-----|--|------------|
| 0 | Claymore: Killing Attack - Hand-To-Hand 2d6 (6d6 w/STR), Reduced Endurance (0 END; +1/2) (45 Active Points); OAF (Sword; -1), No Knockback (-1/4), Real Weapon (-1/4) | 18 |
| 0 | Tireless: Reduced Endurance (1/2 END; +1/4) for up to 60 Active Points of STR (15 Active Points) | 15 |
| | <i>Unchanging, all slots Unified Power (-1/4)</i> | |
| 0 | 1) Regeneration (2 BODY per Hour) (16 Active Points); Unified Power (-1/4) | 13 |
| 0 | 2) Power Defense (15 points) (15 Active Points); Unified Power (-1/4) | 12 |
| 0 | 3) Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal) (15 Active Points); Unified Power (-1/4) | 12 |
| | <i>Ancient Martial Skill, all slots Unified Power (-1/4)</i> | |
| | 1) Defense Maneuver I-IV (10 Active Points); Unified Power (-1/4) | 8 |
| 0 | 2) Energy Damage Reduction, Resistant, 50% (30 Active Points); Unified Power (-1/4) | 24 |
| 0 | 3) Physical Damage Reduction, Resistant, 50% (30 Active Points); Unified Power (-1/4) | 24 |
| | 4) Combat Luck (15 PD/15 ED) (30 Active Points); Unified Power (-1/4) | 24 |
| | 5) Lightning Reflexes (+10 DEX to act first with All Actions) (10 Active Points); Unified Power (-1/4) | 8 |
| | Total Powers Cost | 158 |

TALENTS

| Description | Cost |
|--|-----------|
| Combat Sense (Discriminatory) 14- | 20 |
| Lightsleep | 3 |
| +1/+1d6 Striking Appearance (vs. all characters) | 3 |
| Total Talents Cost | 26 |

MARTIAL ARTS

| Description | Cost |
|--|-----------|
| Wrestling | |
| 1) Choke 1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 2d6 NND | 4 |
| 2) Escape 1/2 Phase, +0 OCV, +0 DCV, 75 STR vs. Grabs | 4 |
| 3) Hold 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 70 STR for holding on | 3 |
| 4) Reversal var Phase, -1 OCV, -2 DCV, 75 STR to Escape; Grab Two Limbs | 4 |
| 5) Slam 1/2 Phase, +0 OCV, +1 DCV, Weapon +v/10, Target Falls | 3 |
| 6) Take Down 1/2 Phase, +2 OCV, +1 DCV, 12d6 Strike; You Fall, Target Falls | 3 |
| Total Martial Arts Cost | 21 |

Cateran**SKILLS**

| Roll | Description | Cost |
|-------------|---|-------------|
| | +4 with HTH Combat | 32 |
| 15- | Acting | 3 |
| 15- | Animal Handler (Bovines, Equines) | 3 |
| 15- | Charm | 3 |
| 14- | Climbing | 3 |
| 14- | Disguise | 3 |
| 14- | Gambling (Card Games) | 2 |
| 15- | High Society | 3 |
| 11- | KS: World History | 2 |
| | Lifespan of Centuries: +4 with World History (8 Active Points); Only for Events since 1650 (-1) | 4 |
| 14- | Mimicry | 3 |
| 14- | Navigation (Land, Marine) | 3 |
| 15- | Oratory | 3 |
| 15- | Persuasion | 3 |
| 14- | Riding | 3 |
| 14- | Stealth | 3 |
| 15- | Streetwise | 3 |
| 15- | Trading | 3 |
| | TF: Common Motorized Ground Vehicles, SCUBA, Skiing (snow), Small Planes, Small Rowed Boats, Small Wind-Powered Boats | 7 |
| | WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Staffs | 7 |
| 14- | Weaponsmith (Muscle-Powered HTH) | 2 |
| | Traveler | 3 |
| 11- | 1) AK: Africa (2 Active Points) | 1 |
| 11- | 2) AK: British Isles (2 Active Points) | 1 |
| 11- | 3) AK: Europe (2 Active Points) | 1 |
| 11- | 4) AK: Japan (2 Active Points) | 1 |
| 11- | 5) AK: Middle East (2 Active Points) | 1 |
| 11- | 6) AK: Russia (2 Active Points) | 1 |
| 14- | 7) AK: Scotland (3 Active Points) | 2 |
| 11- | 8) AK: United States (2 Active Points) | 1 |
| 11- | 9) CK: Edinburgh (2 Active Points) | 1 |
| 11- | 10) CK: London (2 Active Points) | 1 |
| 11- | 11) CK: New York City (2 Active Points) | 1 |
| 11- | 12) CK: Osaka (2 Active Points) | 1 |
| 11- | 13) CK: San Francisco (2 Active Points) | 1 |
| | Linguist | 3 |
| | 1) Language: Arabic (basic conversation) | 1 |
| | 2) Language: English (completely fluent) (3 Active Points) | 2 |
| | 3) Language: French (basic conversation) | 1 |
| | 4) Language: Mandarin (basic conversation) | 1 |
| | 5) Language: Portugese (basic conversation) | 1 |
| | 6) Language: Russian (basic conversation) | 1 |
| | 7) Language: Spanish (basic conversation) | 1 |
| | 8) Language: Turkish (basic conversation) | 1 |

| | | Total Skills Cost | 127 |
|--|--|-----------------------------------|---------------|
| PERKS | | | |
| Description | | | Cost |
| Fringe Benefit: International Driver's License, Passport | | | 2 |
| Money: Wealthy | | | 6 |
| Well-Connected | | | 3 |
| 1) Akiyama Takeshi : Contact: Sensei of the White Plum Temple (Contact has useful Skills or resources, Good relationship with Contact) (3 Active Points) 8- | | | 2 |
| 2) Contact: British Foreign Ministry (Contact has access to major institutions, Contact has useful Skills or resources) (3 Active Points) 8- | | | 2 |
| 3) Contact: Mercenary (Contact has very useful Skills or resources, Very Good relationship with Contact) (5 Active Points) 8- | | | 4 |
| Other contacts of a picturesque and intriguing nature TBD | | | 19 |
| | | Total Perks Cost | 38 |
| COMPLICATIONS | | | |
| Description | | | Points |
| Distinctive Features: Mutant (Not Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Technology Or Major Effort) | | | 10 |
| Hunted: PRIMUS Infrequently (Mo Pow; NCI; Capture) | | | 20 |
| Psychological Complication: Flirtatious (Common; Strong) | | | 15 |
| Psychological Complication: Hates to be confined, restrained, or told what to do (Common; Strong) | | | 15 |
| Social Complication: Secret Identity Frequently, Major | | | 15 |
| | | Total Complications Points | 75 |

Cateran**INFORMATION****Powers/Tactics**

Cateran is a mutant with much greater than normal human strength, resilience, and reflexes. Had she lived millennia ago, she'd probably have come down to us in legend and folklore as some sort of goddess, but in today's world she's had to settle for the life of a supervillainess.

Cateran is a smart and cagy combatant with years of fighting experience. She won't simply wade in and start slugging her foes unless that seems to be the quickest way to end the fight. She'll use her environment, Hold her Actions and react appropriately, and otherwise fight intelligently. Her high SPD gives her a real edge in many battles; she sometimes "plays possum" and fights like a typical slow "brick" (i.e., limits herself to SPD 4) until she can catch her foe off-guard with a Surprise Move.

Cateran carries a two-handed Scottish claymore for use in battle if she need it, but she prefers "roughhousing" and fisticuffs more than cutting people to ribbons — she's not a killer, she's a freebooter. She'll only draw the sword if someone makes her angry, is resistant to her strength, or draws a weapon on her first. She doesn't even bother to bring it along on a lot of missions.

In many ways, Cateran's out of combat skills are more important than her strength. She's been all over the world, speaks several languages, and knows how to do all kinds of things. She's especially adept at disguising herself; she's lived half her life walking in "someone else's shoes."

Campaign Use

Cateran makes a good villain for plots involving robbery and theft. She'll work as straight hired muscle if she must, but prefers to be her own boss as much as possible — and she'll never work for someone who wants her to act dishonorably.

Is good friends with Clan Ishikawa in Japan and will sometimes take jobs for them. One such job spirited Julie Dormyer away to her Japanese grandparents in 1971 following her parents' assassination.

Cateran might serve well as a potential love interest for a male PC. The right influence could appeal to the romantic side of her personality and steer her away from crime and into a life of heroism and adventure.

GM VAULT INFO: She is not actually a mutant. She is the child of the 1000+ year old Trigmesitus Council agent (and child of Norse and Celtic supernatural beings herself) Siobahn 'Valkyrie' Maciver. What should have been an aura of extradimensional magic was altered by friends of her mother to appear instead as a mutation -- and register as such.