

BANSHEE

Identity: Sean Cassidy
Group Affiliation: X-Men
Base of Operations: Xavier's School for Gifted Youngsters, New York
Side: Good
Sex: Male
Height: 6'
Hair: Reddish-Blond
Eyes: Blue-Green
Level: 13th
Experience: 90,000
Training: +1 Accuracy with Sonic Abilities

Powers:

- Heightened Endurance A +10**
- Heightened Expertise (Police Training):** +4 to hit with guns, truncheons/clubs and unarmed HTH Combat.
- Mutant Power (Sonic Flight):** Maximum Speed 360" (82 mph), PR 1/hour of flight.
- Heightened Expertise (Martial Arts Training):** +3 to hit (includes Training Bonuses), +5 damage in unarmed HTH Combat (includes Training Bonuses).
- Sonic Abilities:** *Sonic Scream* Range 78", +3 to Hit (includes Training Bonuses), 2d12 + 3 Damage (includes Training Bonuses). 26% Destroy an item, PR 2/shot. He can use a low powered sonic scream to navigate in darkness (costs ¼ movement, echolocation allows him to see in the dark).
- Weakness (Prejudice):** Banshee is a mutant and as such, he is feared and hated by the world around him.



Weight: 170 lbs.

Strength: 14

Agility: 15

Charisma: 26

Hit Mod. (1.2) (2.2) (1.6) (1.2) = 5.0688

Damage Mod.: +2

Accuracy: +2

Carrying Capacity: 403 lbs.

Movement Rates: 48" ground, 360" sonic flight.

Det. Hidden: 12%

Inventing Points: 19.2

Basic Hits: 4

Endurance: 20

Intelligence: 14

Reactions from: Good: +5 (-5) Evil: -5

Hit Points: 21

Healing Rate: 2.0

Power: 63

Basic HTH Damage: 1d6

Det. Danger: 16%

Inventing (45%):

Agility Mod: Nil

Knowledge Areas: Law Enforcement (Interpol) & Research/Technology (Electronics)

Origin and Background: (Irish) Sean is a retired member of Interpol and currently a member of the X-Men.

Training Bonuses: (2) +1 Accuracy with Unarmed HTH Combat, (3) +1 Damage with Unarmed HTH Combat, (4) +1 Intelligence, (5) +1 Accuracy with Sonic Abilities, (6) +1 Damage with Sonic Abilities, (7) +1 Agility, (8) +1 Accuracy with Sonic Abilities, (9) +1 Damage with Sonic Abilities, (10) +1 Accuracy with Armed HTH Combat, (11) +1 Damage with Armed HTH Combat, (12) +1 Accuracy with Sonic Abilities, (13) +1 Damage with Sonic Abilities.

To Hit (Sonic Abilities): +6

To Hit (Unarmed HTH): +7

Damage (Sonic Abilities): 2d12 + 6

Damage (Unarmed HTH): 1d6 + 3

