



BANSHEE

Sean Cassidy

FIGHTING <i>melee</i>	EXCELLENT (20)	HEALTH <i>F+A+S+E</i>	70	MOVEMENT	
AGILITY <i>ranged · dodge</i>	GOOD (10)	KARMA <i>R+I+P</i>	30	GROUND 1 AREA	AIR 30 AREAS MONSTROUS · 450 MPH
STRENGTH <i>damage · grapple</i>	GOOD (10)	RESOURCES <i>afford by rank</i>	EXCELLENT (20)	TALENTS	
ENDURANCE <i>stamina · resist</i>	REMARKABLE (30)	POPULARITY <i>fame</i>	GOOD (10)	LAW-ENFORCEMENT	ELECTRONICS
REASON <i>knowledge · invent</i>	GOOD (10)			PILOTING	MARTIAL ARTS TYPE A AND B
INTUITION <i>senses · initiative</i>	GOOD (10)			MULTI-LINGUAL	TRIVIA
PSYCHE <i>willpower · magic</i>	GOOD (10)				

POWERS	
DAMAGE the number = how much damage this hit deals	ABSORBED the number = how much damage this armor blocks per hit
SENSE the number = how sharp this sense is (intensity it detects through)	INTENSITY the number = how hard for targets to resist (their FEAT difficulty)
MOVEMENT see Movement block above for areas/turn + mph	EN energy attack — roll Agility on the Universal Table

SONIC GENERATION	UNEARTHLY (100) DAMAGE EN	Sean's powers were variations on the sonic effects produced by his voice. His sonic scream could cause up to Unearthly damage to non-living matter, shattering all but the mightiest substances. Sean's sonic scream could be used in one of two ways against live opponents, either to cause up to Monstrous damage to a single target, or to cause up to Incredible damage to all characters either in the area where he is screaming or along his flight route if he is flying. For both attacks all victims must make an Endurance FEAT roll vs Good intensity Stunning or fall unconscious for 1-10 rounds. Sean is unaffected by his own power.
→ HYPNOTISM	AMAZING (50) INTENSITY	Banshee could use his sonics to hypnotize a captive at an Amazing level of effectiveness (Range 1 area).
→ SONAR	AMAZING (50) SENSE EN	He could navigate in darkness by using his sonic scream as a form of sonar at Amazing ability.
→ ILLUSION DETECTION	MONSTROUS (75) SENSE	the vibrations bounce off solids but are not impeded by illusions and holographs at Monstrous ability.
→ ELECTRONIC DISRUPTION	AMAZING (50)	He could also waver his voice and disrupt scanners without destroying them with Amazing skill.
→ SONIC SHIELD	INCREDIBLE (40) ABSORBED	Banshee can tighten sound waves around himself or others near him, making a barrier against outside attack: Incredible for a personal shield, Remarkable for coverage over 1 area.
→ BIOPHYSICAL DISRUPTION OR SLEEP	INCREDIBLE (40)	Banshee has the ability to effect someone's equilibrium or cause unconscious as if striking for an Incredible stunning attack.
→ FLIGHT	MONSTROUS (75) MOVEMENT EN	Banshee could fly using his sonic scream (Air Speed Monstrous). He guided his flight by means of two glider-like membranes built into his costume. The level of sonics he used to fly was not damaging, but he could also use his attack scream at the same time. Sean cannot hear anything above his sonic scream and his Intuition drops to Poor when flying.
SOUND IMMUNITY	SHIFT-X (150) ABSORBED	Banshee has Shift-X resistance to sonic and sound based attacks.

LIMITATIONS	
—	If Sean is rendered mute, his powers won't work.

EQUIPMENT	
X-MEN UNIFORM	The Uniforms are constructed out of unstable molecule fabric of Remarkable Material. The suits come with a standard comlink that has a 250 mile range and a GPS tracking device built into it. The suits are insulated providing Good Protection vs. Heat and Cold as well as being designed to hide the wearer from mutant scanning equipment, with the exception of the Cerebro. Consider this to be Amazing protection vs. Electronic Mutant Detection. The Suits are also lined with a material designed by both Forge and Hank McCoy that provides body armor, Excellent vs. Physical and Energy. The armor is extremely light and is no thicker or heavier then a standard tee-shirt.

CONTACTS

ALL OF THE X-MEN HAVE CONTACTS WITH THEIR TEAMMATES

PAST X-MEN

THE NEW MUTANTS

OTHER X-RELATED GROUPS

PROFESSOR XAVIER

LILANDRA

THE STARJAMMERS