

**NAME:** Siryn  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
6	Strength	x1	10	-4
18	Dexterity	x3	10	24
13	Constitution	x2	10	6
9	Body	x2	10	-2
13	Intelligence	x1	10	3
13	Ego	x2	10	6
13	Presence	x1	10	3
16	Comeliness	x1/2	10	3
5	Physical Defex	x1	1	4
5	Energy Defens	x1	3	2
4	Speed	x10	2.8	12
4	Recovery	x2	4	0
26	Endurance	x1/2	26	0
19	Stun	x1	19	0
<b>Characteristics Cost:</b>				57

<b>STR Roll:</b> 10-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	1"
<b>EGO Roll:</b> 12-	Flight	23"
<b>PER Roll:</b> 12-		

**Experience:** 30

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Irish accent", easily concealable, minor		5
Distinctive, "Mutant", easily concealable, major		10
Hunted, "Mutant hating groups", as powerful, non-combat influence, harsh, appear 11-		20
Normal Stats		20
Psych Lim, "Alcoholic", uncommon, strong		10
Psych Lim, "Protective of friends", common, strong		15
Psych Lim, "Code vs. killing", common, total		20
Rep, "Mutant hero", occur 8-		5
Secret ID, "Theresa Rourke"		15

**Disadvantages Total :** 120  
**Experience Spent +** 30  
**Total Points =** 250



**HERO 4TH EDITION**

PTS	POWERS	END
12	Sonar, Powers don't work if gaged, in a vacuum or under water. (-1/4)	
24	EC (Sonics) (30), Powers don't work if gaged, in a vacuum or under water. (-1/4)	
21a)	2D6 Flash, Hearing Group, Linked (-1/2), "to 7d6 EB", 1/2 END (+1/4), Area Effect (+1), radius	3
17b)	3D6 Flash, Hearing Group, Linked (-1/2), "to 11D6 EB", 0 END (+1/2)	0
25c)	23" Flight (Sonics), x16 Non-Combat	5
5	Flash Defense, Hearing Group	
9	5/5 Force Field (Sonics), Powers don't work if gaged, in a vacuum or under water. (-1/4), Linked (-1/2), "to Flight.", 0 END (+1/2)	0
47	MP (Sonics) (70), Incantation (-1/4), Powers don't work if gaged, in a vacuum or under water. (-1/4)	
5u	7D6 EB (Sonics), vs physical defense, Area Effect (+1), radius	7
5u	11D6 EB (Sonics), vs physical defense, 1/2 END (+1/4)	3
3	Ultra Hearing (Sonics) ==Skills==	
6	2 Levels: with sonics., tight group	
3	Navigation 11-	
3	Tactics 12-	
	==Equipment==	
8	4/4 Armor, OIF (-1/2)	

193 : **Powers Total**  
57 + **Characteristic Total**  
250 = **Total Cost**

Base OCV: 6      Base DCV: 6  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX:	18	SPD:	4	ECV:	4
Phases	- - 3 - - 6 - - 9 - - 12				
PD/rPD	14/	9	ED/rED	14/	9
END:	26	STUN:	19	BODY:	9

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

**NOTES**  
Last updated October 4th, 2016 by Mathew R. Ignash  
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Name: Theresa Maeve Rourke  
Species: Human mutant  
Gender: Female  
Team: X-Force

