

# CANNONBALL



## BIOGRAPHY

**Real Name:** Samuel Zachery Guthrie  
**Height:** 6'0" **Weight:** 181 lbs. **Gender:** Male  
**Eyes:** Blue **Hair:** Blond **Size:** Average  
**Features:** None  
**Base:** Xavier School for the Gifted  
**Occupation:** Adventurer  
**Origin:** Mutant  
**Teams:** New Mutants, X-Force, X-Terminators

## History

To make ends meet for his family, young Sam Guthrie had to take a job working in the same rural coal mine that killed his father. On Guthrie's very first day on the job, the mine collapsed, trapping him inside.

Guthrie and every other worker in the mine that day should have died, but the panic of the collapse triggered something deep inside the boy's genes. He grabbed hold of his friends and blasted his way out of the mine.

This act of heroism drew the attention of Professor Charles Xavier, who correctly deduced that Guthrie was a mutant. At Xavier's request, Guthrie became a founding member of the New Mutants, a super-team consisting entirely of teenage mutants.

## Personality

Guthrie has seen more action than most super heroes could ever hope to. He has fought in intergalactic wars, traversed alternate dimensions and acted as the leader or co-leader of several important super-teams, but he hasn't let any of it faze him.

While the eldest of the New Mutants, Guthrie is still a goofy teenager from Kentucky. He likes drinking beer, grilling burgers and chilling with his teammates. Of all his old colleagues, Guthrie is particularly close with Sunspot who he gets together with regularly on the weekends just to catch up.

### RANK

3

### KARMA

3

### HEALTH

90

### DAMAGE REDUCTION

-2

### FOCUS

90

### DAMAGE REDUCTION

-

### SPEED

**Run:** 5  
**Climb:** 3  
**Swim:** 3  
**Flight:** 15

### INITIATIVE MODIFIER

+2

### REACTIONS

1

## ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+6
2 AGILITY	12	+2
3 RESILIENCE	13	+3
2 VIGILANCE	12	+2
3 EGO	13	+4
1 LOGIC	11	+1

## TRAITS & TAGS

### Traits

- ◆ Battle Ready
- ◆ Connections: Super Heroes
- ◆ Fearless
- ◆ Glibness
- ◆ Signature Attack: Ram

### Tags

- ◆ Black Market Access
- ◆ Heroic
- ◆ Hounded
- ◆ Krakoan
- ◆ Public Identity
- ◆ X-Gene

## POWERS

### BASIC:

- ◆ Discipline 1 \*
- ◆ Flight 2 \*
- ◆ Mighty 2 \*
- ◆ Sturdy 2 \*

## ELEMENTAL CONTROL (ENERGY)

- ◆ Elemental Barrier
- ◆ Elemental Blast
- ◆ Elemental Burst
- ◆ Elemental Protection 2
- ◆ Elemental Reinforcement
- ◆ Elemental Sphere

## DAMAGE

MELEE	MARVEL x 5 dMarvel MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL x 3 dMarvel MULTIPLIER	+	2 ABILITY
EGO	MARVEL x 4 dMarvel MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL x 3 dMarvel MULTIPLIER	+	1 ABILITY

\* Already calculated on sheet.

## TRAITS

### BATTLE READY

The character is always mentally prepared for any sort of trouble to start. Add +30 Focus (Already calculated).

### CONNECTIONS

**Super Heroes:** The character knows someone with access to and knowledge of a particular field. By making an Ego check, the character can call on their contact to provide help in the form of clues, information or resources.

### FEARLESS

Gain an **edge** on any action checks against fear.

### GLIBNESS

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### SIGNATURE ATTACK

**Ram:** Gain an **edge** when making attacks using this ability or power.

## POWERS

### ELEMENTAL BARRIER

5

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.

**Effect:** The character forms a wall (6 spaces across) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection. Attacks against this barrier are against the wielders Ego Defense.

**Success:** Attacker chooses the side of the barrier the target is on.

**Success:** As success + target is **Blinded** for one round.

### ELEMENTAL BLAST

5+

**Action:** Standard | **Duration:** Instant | **Range:** Line of Sight.

**Effect:** Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

**Success:** Affected target suffers total damage.

**Success:** Affected target suffers double total damage + target is **Blinded** for one round.

### ELEMENTAL BURST

0

**Action:** Standard | **Duration:** Instant | **Range:** Line of Sight.

**Effect:** Make a ranged Agility Attack vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + target is **Blinded** for one round.

### ELEMENTAL PROTECTION 2

10

**Action:** Standard/Reaction | **Duration:** Concentration

**Trigger:** The character is attacked/in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 20 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 20 points of damage, it destroys the protection.

### ELEMENTAL REINFORCEMENT

V

**Action:** Reaction | **Duration:** Instant

**Trigger:** Damage gets through an elemental power.

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### ELEMENTAL SPHERE

0+

**Action:** Standard/Reaction | **Duration:** Concentration

**Range:** 15 spaces

**Trigger:** The character is attacked/in danger.

**Cost:** As the character's **Elemental Protection** power

**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.

**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.

**Success:** As success but also suffer damage + target is **Blinded** for one round.