



# BOBCAT

**IDENTITY: WADE LAWSON**

**SEX: MALE**

**EXPERIENCE: 90,000**

**TRAINING: AGL**

**SIDE: GOOD**

**AGE: 33**

**LEVEL: 13**

<b>STR</b>	<b>19</b>	<b>1.6</b>
<b>END</b>	<b>19</b>	<b>2.2</b>
<b>AGL</b>	<b>26</b>	<b>2.5</b>
<b>INT</b>	<b>11</b>	<b>1</b>
<b>CHR</b>	<b>13</b>	<b>-</b>

**Weight: 180 lbs.**

**Basic Hits: 4**

**Hit Points: 35**

**Power: 75**

**Carrying Capacity: 788 lbs.**

**Accuracy: +4**

**Detect Hidden: 8%**

**Inventing Points: 10.3**

**Reactions from Good: -1**

**Movement Rates: 64" Ground**

**Agility Mod: -**

**Hit Mods:**

**Healing Rate: 2.0**

**Basic HTH Damage: 1d8**

**Damage Mod.: +3**

**Detect Danger: 60%**

**Inventing: 33%**

**Evil: -1**

## POWERS/TRAINING:

**1. Natural Weaponry Device (Claws):** +3 to hit, +6 HTH damage.

**2. Heightened Senses: Danger Sense:** 5x Detect Danger.

**3. Heightened Defense:** -4 to be hit while conscious and mobile (a combination of his agile reflexes, and Danger Sense).

**4. Willpower A:** PR=1 turn when used as a defense.

**5. Heightened Agility B:** +12.

**6. Weakness Detection:** See rules for full description.

**7. Invention:** Night Vision Lenses.

**8. Invention: Ballistic Fiber/Flame Resistant Mesh Costume:** (acts as Armor B, 1/2 damage from heat/flame); ADR = 60.

**9. Prejudice:** He's the son of two former supervillains Wildcat and her lover, the assassin Die Hard.

**ORIGIN AND BACKGROUND:** He's the Son the villainous Wildcat, and her then lover, the underworld assassin Die Hard. Inheriting some of his parent's abilities, his mother raised him in secret, as she no longer wished to have anything to do with the criminal world after his birth. He left home at 17 in order to find his own way in the world, before eventually joining up with a group of young West Coast based heroes known as the Young Sentinels. He eventually earned a place with the one of the incarnations of the Guardians.

**PERSONALITY/CHARACTER TRAITS:** Bobcat is a tough as nails, take no gruff brawler. Loyal to a fault, he's usually the first one jump into a fight to save someone.