

Name: Leonard	Race: Bugbear	Sex: Male	Lvl: 5
Occupation: Street Warrior (Fighter: Knight)	Shadowkind Status: Native	Ht: 6' 10"	Wt: 310 lbs



### Physical and Mental Fitness



Max HP:

53

Bloodied:

26

Current HP:

Surge Value

13

Surges/Day

11

Current Surges:

Resistances/Vulnerabilities: N/A

### Basic Abilities Assessment

		Score	Check
<b>STR</b>	Strength	19	+6
<b>CON</b>	Constitution	14	+4
<b>DEX</b>	Dexterity	14	+4
<b>INT</b>	Intelligence	10	+2
<b>WIS</b>	Wisdom	10	+2
<b>CHA</b>	Charisma	14	+4

Score

<b>Initiative</b>	6
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<b>Speed</b>	5
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<b>Passive Insight</b>	14
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<b>Passive Perception</b>	14
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Special Senses: Low-light vision

Languages: English, Goblin-English Pidgin

### General Skills Assessment

Skill	Ability	Trained	Score
Acrobatics	Dexterity		2
Arcana	Intelligence		2
Athletics	Strength	Yes	9
Bluff	Charisma		4
Computer Use	Intelligence		2
Diplomacy	Charisma	Yes	11
Driving	Dexterity		2
Endurance	Constitution		22
Heal	Wisdom		2
History/Research	Intelligence		2
Insight	Wisdom		4
Intimidate	Charisma	Yes	11
Nature	Wisdom		2
Perception	Wisdom		2
Religion	Intelligence		2
Stealth	Dexterity		4
Streetwise	Charisma		4
Thievery	Dexterity		2
Urban Awareness	Wisdom		2

# Field Assessment

## Racial Features

- **Predatory Eye (Encounter, Minor Action)**
  - Leonard's usually civil eyes fill with rage as he moves in to tear apart his prey
  - **Effect:** If you have combat advantage against a target, you deal +1d6 damage on the next attack you make against that target. You must apply this bonus before the end of your next turn

## Noteworthy Feats

- **Aggressive Advantage**
  - Gain combat advantage against all enemies during your first turn in an encounter

## Basic Attacks

- **Standard-Issue Pistol (At-Will, Standard Action)**
  - **Ranged Attack**
  - **Target:** One Creature
  - **Attack:** +6 vs. AC
  - **Hit:** 1d6+4 damage
- **25' Long Chain (At-Will, Standard Action)**
  - **Melee Attack**
  - **Target:** One Creature
  - **Attack:** +10 vs. AC
  - **Hit:** 1d4+6 damage, target is Grabbed

## Common Tactics

- **Focus of Attention (Defender Aura)**
  - Any enemy who is adjacent to you takes a -2 penalty to any attacks that do not include you
- **Glowering Threat**
  - **Close Burst 2**
  - **Target:** Each enemy in burst
  - **Effect:** Until the end of your next turn, each target takes a -5 penalty to attack rolls against any creature other than you