Belligerent Sysadmin
Large natural humanoid
Level 10 Lurker XP 500
Initiative +6 Senses Perception +10; Low-light vision
HP 300; Bloodied 150
AC 30; Fortitude 22, Reflex 20, Will 25
Speed 4

Combat Boot (standard, at-will) Weapon

+16 vs AC; 1d6 + 9 damage

Laptop Smash (standard, encounter) Weapon

+16 vs Reflex; 1d10 + 10 damage, and the target is stunned (save ends).

Berate (minor, recharge [4][5][6])

+10 vs Will; 1d4 damage and the target is dazed until the end of sysadmins next turn.

Shifty (minor, at-will)

A sysadmin can shift 1 square as a minor action.
Equipment: 200 yds cat5 cable, 10mb scsi hard drive