D&D BEYOND

Togann Skullsmasher

CHARACTER NAME

Ranger 12 [Hunter (Colossus Slayer)]
CLASS & LEVEL

PLAYER NAME

Bugbear
RACE

Mercenary Veteran
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+4 (18)
DEXTERITY	+3 (16)
CONSTITUTION	+2 (14)
INTELLIGENCE	+0 (10)
WISDOM	+1 (12)
CHARISMA	+0 (10)

⊙	+8	Strength
⊙	+7	Dexterity
○	+2	Constitution
○	+0	Intelligence
○	+1	Wisdom
○	+0	Charisma

Saving Throw Modifiers

Advantage Against plants that are magically created or manipulated to impede movement

SAVING THROWS

○	+3	Acrobatics	DEX
Ⓟ	+5	Animal Handling	WIS
○	+0	Arcana	INT
Ⓟ	+8	Athletics	STR
○	+0	Deception	CHA
○	+0	History	INT
○	+1	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
○	+1	Medicine	WIS
○	+0	Nature	INT
Ⓔ	+9	Perception	WIS
○	+0	Performance	CHA
Ⓟ	+4	Persuasion	CHA
○	+0	Religion	INT
○	+3	Sleight of Hand	DEX
Ⓟ	+7	Stealth	DEX
Ⓟ	+5	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+3
INITIATIVE

ARMOR
18
CLASS

DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking), 50 ft. (Flying), 35 ft. (Climbing), 35 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
100		--

HIT POINTS

Total 12d10
HIT DICE

SUCCESSES ○-○-○
FAILURES ○-○-○
DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Three-Dragon Ante Set, Vehicles (Land)

=== LANGUAGES ===
Common, Goblin, Orc, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Deft Explorer: Tireless • 4 / Long Rest
As an action, you can give yourself 1d8+1 temporary hit points (minimum of 1 temporary hit point). You regain all expended uses when you finish a long rest.

=== BONUS ACTIONS ===
Crossbow Expert Attack
When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

Nature's Veil • 4 / Long Rest
As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

=== SPECIAL ===
Colossus Slayer
Once per turn, when you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its HP maximum.

Deft Explorer: Tireless (exhaustion)
Whenever you finish a short rest, your exhaustion

ACTIONS

19	PASSIVE WISDOM (PERCEPTION)
11	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Hand, +1	+8	1d6+4 Piercing	Martial, Ammunition, Range, Light, Loading, Range (30/120)
Dagger	+8	1d4+6 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Giant Slayer Battleaxe	+9	1d8+7 Slashing	Martial, Versatile
Morningstar, +1	+9	1d8+7 Piercing	Martial
Warhammer, +1	+9	1d8+7 Bludgeoning	Martial, Versatile
Unarmed Strike	+8	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Togann Skullsmasher

CHARACTER NAME

Ranger 12 [Hunter (Colossus Slayer)]		
CLASS & LEVEL		PLAYER NAME
Bugbear	Mercenary Veteran	
RACE	BACKGROUND	EXPERIENCE POINTS

=== RANGER FEATURES ===

* Deft Explorer • TCoE 56
You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels.

| Canny (1st Level) • TCoE 56
Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.
You can also speak, read, and write two additional languages of your choice.

| Roving (6th Level) • TCoE 56
Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

| Tireless (10th Level) • TCoE 56
As an action, you can give yourself 1d8+1 temporary hit points (minimum of 1 temporary hit point). You regain all expended uses when you finish a long rest.
In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

| Deft Explorer: Tireless: 4 / Long Rest • 1 Action

| Deft Explorer: Tireless (exhaustion): Special

* Hit Points • PHB 90

* Favored Foe • TCoE 56
When you hit a creature with an attack roll, you can mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).
The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d6.

| 4 / Long Rest • Special

* Proficiencies • PHB 90

* Fighting Style • PHB 91
You adopt a particular style of fighting as your specialty.

| Dueling • PHB
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

* Spellcasting Focus • TCoE 57
You can use a druidic focus as a spellcasting focus for your ranger spells.

* Spellcasting • PHB 91
You can cast known ranger spells using WIS as your spellcasting modifier (Spell DC 13, Spell Attack +5).

* Primal Awareness • TCoE 57
You learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table.

* Ranger Archetype • PHB 92

| Hunter

* Hunter's Prey • PHB 93
You gain an additional attack feature.

| Colossus Slayer • PHB
Once per turn, when you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its HP maximum.

| Special

* Martial Versatility • TCoE 57
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

* Ability Score Improvement • PHB 92

* Extra Attack • PHB 92
You can attack twice whenever you take the Attack action on your turn.

* Defensive Tactics • PHB 93
You gain an additional defensive feature.

| Multiattack Defense • PHB
When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

* Land's Stride • PHB 92
Moving through nonmagical difficult terrain costs you no extra movement and you can also pass through nonmagical plants without being slowed by them and without taking damage from them. You have advantage on saving throws against plants that are magically created or manipulated to impede movement.

* Nature's Veil • TCoE 57
You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn. You can use this feature 4 times, and you regain all expended uses when you finish a long rest.

| 4 / Long Rest • 1 Bonus Action

* Multiattack • PHB 93

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	5
WEIGHT CARRIED	112.6 lb.
ENCUMBERED	540 lb.
PUSH/DRAG/LIFT	1080 lb.

NAME	QTY	WEIGHT
Mithral Half Plate, +1	1	40 lb.
Giant Slayer Battleaxe	1	4 lb.
Crossbow, Hand, +1	1	3 lb.
Morningstar, +1	1	4 lb.
Warhammer, +1	1	2 lb.
Dagger	1	1 lb.
Broom of Flying	1	3 lb.
Decanter of Endless Water	1	2 lb.
Potion of Healing (Greater)	3	1.5 lb.
Heward's Handy Haversack	1	5 lb.
Pole of Collapsing	1	--
Crossbow Bolts	40	3 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.

NAME	QTY	WEIGHT
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Sprig of Mistletoe	1	--
Three-Dragon Ante Set	1	--
Diamonds (300 gp)	2	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Togann Skullsmasher

CHARACTER NAME

Ranger 12 [Hunter (Colossus Slayer)]

CLASS & LEVEL

PLAYER NAME

Bugbear

RACE

Mercenary Veteran

BACKGROUND

EXPERIENCE POINTS

| Whirlwind Attack • PHB

=== BUGBEAR RACIAL TRAITS ===

* Darkvision • VGtM
You can see in darkness (shades of gray) up to 60 ft.

* Long-Limbed • VGtM
When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

* Powerful Build • VGtM
You count as Large when determining your carrying capacity and the weight you can push, drag, or lift.

* Sneaky • VGtM
You are proficient in the Stealth skill.

* Surprise Attack • VGtM
Once per combat, if you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it.

| 1 / Other • No Action

=== FEATS ===

* Crossbow Expert • PHB 165
You ignore the loading property of crossbows with which you are proficient. Being within 5 ft. of a hostile creature doesn't impose disadvantage on your ranged attack rolls, and when you use the Attack action and with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

| Crossbow Expert Attack: 1 Bonus Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Togann Skullsmasher

CHARACTER NAME

Male	21	Medium	6' 10"	290
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Silvanus	Brown	Yellow	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I can stare down a hell hound without flinching.
I enjoy being strong and like breaking things.

PERSONALITY TRAITS

Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral)

IDEALS

Those who fight beside me are those worth dying for.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Ranger

SPELLCASTING CLASS

WIS	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===	4 Slots OOOO							
O	Ensnaring Strike <C>	Ranger	STR 13	1BA	Self	V	Concentration, up to 1 minute	PHB 237	D: 1m, V
O	Hunter's Mark <C>	Ranger	--	1BA	90 ft.	V	Concentration, up to 1 hour	PHB 251	Ext. D: (See Description)*, D: 1h, V
O	Absorb Elements	Ranger	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
P	Speak with Animals	Primal Awareness (Always Prepared)	--	1A	Self	V,S	10 minutes	PHB 277	1/LR, D: 10m, V/S
	=== 2nd LEVEL ===	3 Slots OOO							
O	Pass without Trace <C>	Ranger	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	D: 1h, V/S/M
O	Silence <C>	Ranger	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S
P	Beast Sense <C>	Primal Awareness (Always Prepared)	--	1A	Touch	S	Concentration, up to 1 hour	PHB 217	1/LR, D: 1h, S
	=== 3rd LEVEL ===	3 Slots OOO							
O	Protection from Energy <C>	Ranger	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
O	Revivify	Ranger	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
P	Speak with Plants	Primal Awareness (Always Prepared)	--	1A	Self	V,S	10 minutes	PHB 277	1/LR, D: 10m, V/S

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.