D&D BEYOND

Togann Skullsmasher

CHARACTER NAME

Ranger 4 [Hunter (Colossus Slayer)]		
CLASS & LEVEL		PLAYER NAME
Bugbear	Mercenary Veteran	
RACE	BACKGROUND	EXPERIENCE POINTS

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

⊙	+6	Strength
⊙	+4	Dexterity
○	+2	Constitution
○	+0	Intelligence
○	+1	Wisdom
○	+0	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+2	Acrobatics	DEX
Ⓟ	+3	Animal Handling	WIS
○	+0	Arcana	INT
Ⓟ	+6	Athletics	STR
○	+0	Deception	CHA
○	+0	History	INT
○	+1	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
○	+1	Medicine	WIS
○	+0	Nature	INT
Ⓔ	+5	Perception	WIS
○	+0	Performance	CHA
Ⓟ	+2	Persuasion	CHA
○	+0	Religion	INT
○	+2	Sleight of Hand	DEX
Ⓟ	+4	Stealth	DEX
Ⓟ	+3	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2 INITIATIVE

ARMOR 16 CLASS

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
36		--

HIT POINTS

Total 4d10

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

=== 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.

Favored Foe • 2 / Long Rest
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 1d4.

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Battleaxe	+6	1d8+6 Slashing	Martial, Versatile
Crossbow, Light	+4	1d8+2 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+6	1d4+6 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Morningstar	+6	1d8+6 Piercing	Martial
Warhammer	+6	1d8+6 Bludgeoning	Martial, Versatile
Unarmed Strike	+6	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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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.

* 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 1d4.

| 2 / 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 11, Spell Attack +3).

* 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

=== 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

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	1

WEIGHT CARRIED
112.02 lb.

ENCUMBERED
540 lb.

PUSH/DRAG/LIFT
1080 lb.

NAME	QTY	WEIGHT
Scale Mail	1	45 lb.
Dagger	1	1 lb.
Crossbow, Light	1	5 lb.
Battleaxe	1	4 lb.
Morningstar	1	4 lb.
Warhammer	1	2 lb.
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Potion of Healing	1	0.5 lb.
Rations (1 day)	10	20 lb.
Torch	5	5 lb.

NAME	QTY	WEIGHT
Tinderbox	1	1 lb.
Sprig of Mistletoe	1	--
Soap	1	--
Rope, Silk (50 feet)	1	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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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

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Ranger

SPELLCASTING CLASS

WIS	11	+3
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===	3 Slots OOO							
O	Ensnaring Strike <C>	Ranger	STR 11	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

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