

# Shamus McDonough

CHARACTER NAME

Barbarian

CLASS

Shipwright

BACKGROUND

PLAYER NAME

Scottish

RACE

50

AGE

Level 2

LEVEL

STRENGTH

16

+3

DEXTERITY

13

+1

CONSTITUTION

16

+3

INTELLIGENCE

11

0

WISDOM

9

-1

CHARISMA

8

-1

INSPIRATION

+2 PROFICIENCY BONUS

- +5 Strength
- +1 Dexterity
- +5 Constitution
- 0 Intelligence
- 1 Wisdom
- 1 Charisma

SAVING THROWS

- +1 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 0 Arcana (Int)
- +5 Athletics (Str)
- 1 Deception (Cha)
- +2 History (Int)
- 1 Insight (Wis)
- 1 Intimidation (Cha)
- 0 Investigation (Int)
- 1 Medicine (Wis)
- 0 Nature (Int)
- +1 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- 0 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +1 Survival (Wis)

SKILLS

13

ARMOR CLASS

+1

INITIATIVE

30 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d12+10

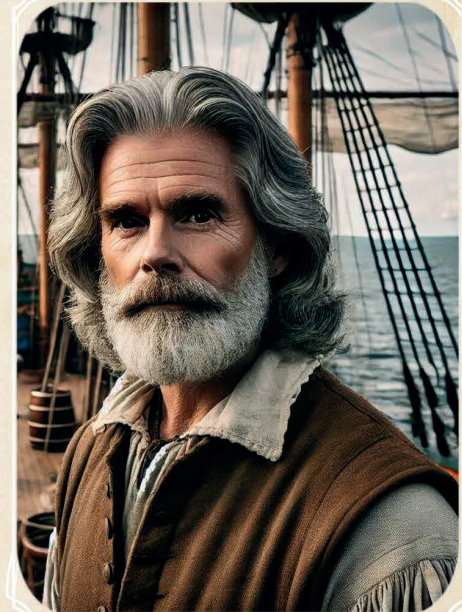
2d12+10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME	ATK BONUS	DAMAGE/TYPE
Blunderbuss 20/60	+3	2d8+1 p
Maul (2-hands)	+5	2d6+3 b
Hammer	+5	1d4+3 b

ATTACKS & SPELLCASTING

**Rage:** In battle you can enter a rage as a bonus action. While raging, gain the following: Advantage on STR checks and saving throws. +2 damage on melee attacks. Resistance to bludgeoning, piercing, and slashing damage. Rage lasts for 1 minute. It ends if knocked unconscious or if you haven't attacked or taken damage. Once you have raged the maximum number of times, you must take a long rest before raging again. Rage 2 times at level 1, 3 at level 3.

**Unarmed Defense:** While you are not wearing armor, AC is 10 + DEX mod + CON mod.

**Danger Sense:** An uncanny sense of when things aren't as they should be. Advantage on DEX saving throws against effects you can see. You can't be blinded, deafened, or incapacitated.

**Reckless Attack:** On first attack on your turn, you can attack recklessly. This gives advantage on melee attacks this turn. Attack rolls against you have advantage until next turn.

**Shipwright:** You have built and repaired sailing ships. Skilled with Carpenter tools.

**Resilient:** Gain 2 hit point for each level.

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

**Languages:** Gaelic, English

**Armor:** Light and Medium

**Weapons:** Simple and Martial weapons

**Tools:** Carpenter tools, vehicle (sailing ship)

**Disadvantages:** Nearsighted and hard of hearing

OTHER PROFICIENCIES, LANGUAGES & SPELLS

Blunderbuss

Maul

Hammer

Backpack

Bedroll

Mess kit

Tinderbox

Waterskin

Rope

Carpenter tools

Flask (rum)

Powder horn & 10 loads of shot

EQUIPMENT

# CHARACTER: SHAMUS McDONOUGH

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## BACKSTORY

Shamus was a Scottish shipwright who worked for many years in English shipyards. One day, while at a tavern drinking, he took a pistol shot to the brain during a brawl. After being unconscious for a week, he awoke with a vastly different personality. He left England for the Caribbean to work as a Ship Carpenter, but his strange manner, poor eyesight, and poor hearing left him with few options.

**Hinderances:** Bad Eyes (nearsighted), Delusional, Hard of Hearing.

**Note:** Disadvantage on Perception checks or range attacks at anything beyond short range.

## LEVEL 3 ADVANCEMENT SUGGESTIONS:

### **Path of the Berserker**

For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your health or well-being.

**Frenzy:** You can go into a frenzy when you rage. For the duration of your rage, you can make a single melee weapon attack as a bonus action for each turn after this one. When your rage ends, you suffer one level of exhaustion.

## LEVEL 4 ADVANCEMENT SUGGESTIONS:

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Recommendation: +2 STR (18) - Adjust Attribute modifier