

BARBARIAN TOTEM OPTION

TOTEM OF THE PENGUIN

Barbarians from more arctic environments have many animals from which to take inspiration - the mighty polar bear, the vicious arctic wolf, and the speedy birds-of-prey. Some, however, follow a different path. Some embrace the cold seas and bitter winds, as well as the warmth of camaraderie and the bonds of family. Those few are known as Penguin Warriors.

These powerful barbarians thrive in the cold wastes and the icy seas, gliding through the water like a ghost and enduring the most bitter winds. A Penguin Warrior typically is dedicated to protecting their friends and allies, keeping them warm in the wintery weather. They also have a talent for entertainment, having learned from the happy feet and smiling gestures of their animal inspiration.

PENGUIN'S SPIRIT

At 3rd level, you may select the following option for your Totem Spirit feature.

Penguin. While raging, you have immunity to cold damage, and any ally within 10ft of you gains resistance to cold damage. Additionally, whenever you are raging, you may use the Disengage action as a bonus action. Any ally within 5ft of you may also use the Disengage action as a bonus action, so long as you are free to use your reaction to shove them.

ASPECT OF THE SEA

At 6th level, you may select the following option for your Aspect of the Beast feature.

Penguin. While raging, you have a swim speed equal to your movement speed. Additionally, if you move at least 15ft before diving into water, your swim speed is doubled until the end of your next turn. You are a master of the icy depths.

CUTE AND CUDDLY

At your DM's option, you can substitute the following in place of the Spirit Walker feature:

SMILE AND WAVE

At 10th level, you learn how to wave disarmingly to put your opponents off-guard. You gain proficiency in the Performance skill. You may also use a bonus action to target a creature you can see within 30ft and make a Performance check contested by the creature's Insight check. If you succeed, that creature has disadvantage its next attack against you until the end of its next turn.

Created by /u/Anthemys for a stupid April Fools Day joke that people actually liked for god knows why.

Art by some clipart thing online.

TOTEMIC EMPEROR

At 14th level, you may select the following option for your Totemic Attunement feature.

Penguin. If you move at least 10ft while raging, you may drop prone and slide for the remainder of your movement speed. You may only move in a straight line, and the path behind you is covered with ice and is difficult terrain until the end of your next turn. If you would strike a creature, you can make a grapple attempt on that creature to knock it prone and drag it with you, ending your slide if you fail.

