

FROST WOLF

The blizzard subsides temporarily, letting the citizens gaze in awe, as two men stand the middle of the frozen fields, unbothered. The winds come back howling, everyone is looking for protection from this unyielding frost. Yet, there they remain, their hunt must continue.

Frost wolves are said to herald from the deep north, where freezing temperatures are an everyday occurrence, and nature seems hell-bent on ending all life. They have learned to harness the power of this unending winter, and their fighting style mimics the predatory animals that thrive in this environment. Little else is known about these warriors.

KEEN SENSES

At 3rd level your senses begin to sharpen, you gain proficiency in either survival or perception.

WINTER STEEL

Winter flows in you, allowing you to empower your weapons momentarily. At 3rd level, as a bonus action you can empower one of your melee weapons with frost. Until the end of your turn, melee weapon attacks with that weapon deal an additional 1d4 cold damage.

In addition everytime you wound creatures with this cold damage their movement speed is reduced by 5ft, to a minimum of 0, until the start of your next turn, as ice covers and slows them.

BEASTLY INTUITION

At 7th level, your animalistic instincts sharpen, you can add your proficiency bonus to your initiative checks. In addition you gain resistance to cold damage..

PACK TACTICS

At level 10, you know how to work with your pack. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

FROZEN BLOOD

At 15th level, you are the embodiment of the unending winter. You become immune to cold damage.

In addition the ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you, and doesn't affect allies. You can activate this effect at will (no action required).

BLIZZARD STRIKE

At 18th level you can hurl yourself like the blizzard. As an action you rush forward and strike. Choose a creature within 30ft of you, it must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or be hit by the full force of your strike. On a failure, a creature takes 6d8 bludgeoning damage and 6d8 cold damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. You then appear within 5ft of the creature.

Once you use this feature, you can't use it again until you finish a short or long rest.