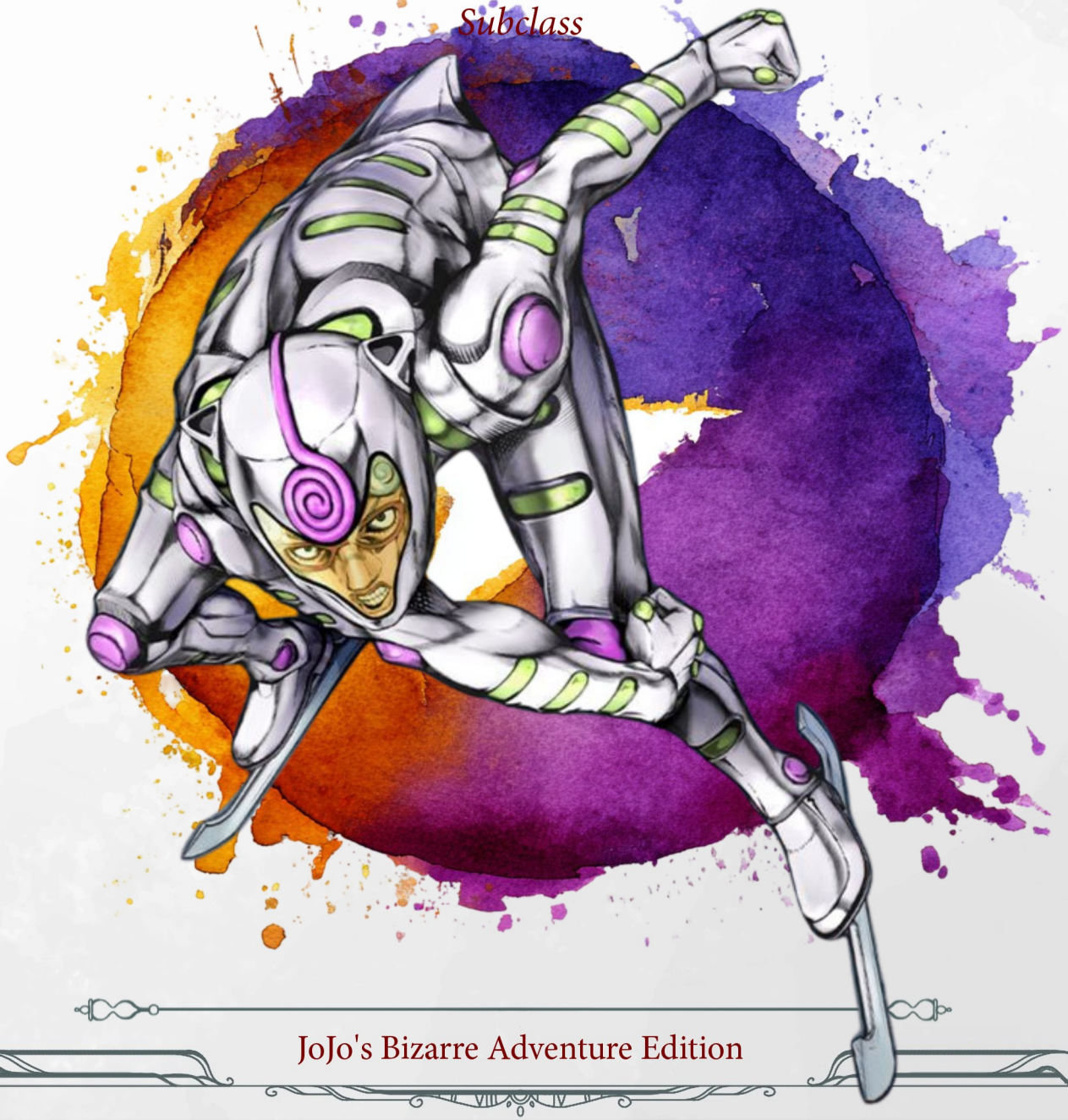
DUALINK

Path of White Album

Subclass



JoJo's Bizarre Adventure Edition

Path of White Album

Barbarian subclass

Your fury manifests as White Album, a supernatural suit of ice that freezes the world around you. Sealed, it is nearly impenetrable; but when you abandon caution, its vents open and the cold pours out to punish anything that dares to strike you.

3rd Level: White Album

When you enter your rage, a magical suit of freezing ice envelops you until the rage ends. The suit isn't armor, so it doesn't prevent you from benefiting from Unarmored Defense. While you wear it, you gain the following benefits:

- You have resistance to cold damage.
- Your unarmed strikes deal bludgeoning damage equal to 1d8 + your Strength modifier instead of their normal damage.

Sealed. You gain a +1 bonus to AC.

Vented. Whenever you use Reckless Attack, the suit's vents open until the start of your next turn. While vented, you lose the Sealed bonus. In addition, once on each creature's turn, when that creature hits you with a melee attack, it takes cold damage equal to your Freezing Touch damage, and its speed is reduced by 10 feet until the start of your next turn. This speed reduction doesn't stack with Freezing Touch's.

White Album Save DC. 8 + your proficiency bonus + your Constitution modifier.

3rd Level: Freezing Touch

Once on each of your turns while raging, when you hit a creature within 5 feet of you with a melee weapon attack using Strength, including an unarmed strike, you can deal an extra 1d6 cold damage to it. If the creature takes any of this cold damage, its speed is reduced by 10 feet until the start of your next turn. This reduction can't reduce a speed below 0 and doesn't stack with itself.

6th Level: Ice Skating

While raging, your walking speed increases by 10 feet, you ignore difficult terrain caused by ice or snow, and you can take the Dash action as a bonus action.

You can also move across water by freezing it beneath your feet. The ice melts immediately behind you and can't support another creature. If you end your turn on water, you sink into it normally.

In addition, your unarmed strikes while raging count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

6th Level: Controlled Freezing

You can use an action to touch and magically freeze one of the following:

- A nonmagical object that isn't being worn or carried, fits within a 5-foot cube, and weighs no more than 100 pounds.
- A section of nonmagical water filling up to a 5-foot cube that

contains no creatures.

The freezing lasts for 1 minute and ends early if you are incapacitated or if you end it (no action required). Frozen water becomes solid ice that supports weight normally.

A frozen object is rigid and brittle. If it is a door, lid, hinge, lock, or other mechanism, it can't be opened or operated until the freezing ends, unless a creature uses an action to force it with a successful Strength (Athletics) check against your White Album save DC. The object also has vulnerability to bludgeoning damage.

You can have only one object or section of water frozen by this feature at a time; freezing another ends the previous effect.

10th Level: Deep Freeze

Your Freezing Touch's extra cold damage increases to 2d6, and your Sealed bonus to AC increases to +2.

In addition, once during each rage, when a creature takes cold damage from your Freezing Touch or your vented suit, you can attempt to encase it in ice. The creature must succeed on a Constitution saving throw against your White Album save DC or be restrained until the end of your next turn. The restrained creature, or another creature within 5 feet of it, can use an action to make a Strength (Athletics) check against your White Album save DC, ending the effect on a success. The effect also ends if your rage ends. A creature immune to cold damage is immune to this effect.

14th Level: Gently Weeps

While raging, you can freeze the air around you into protective sheets. When an attack you can see hits you, you can use your reaction to reduce the damage you take from that attack by 2d10 + your Constitution modifier + your proficiency bonus (minimum reduction of 1). Apply this reduction before resistance or vulnerability.

If this reduces the damage to 0 and the attack was a ranged weapon attack using a physical projectile, you can reflect the projectile as part of the same reaction. Choose one creature you can see within 60 feet of you and make a ranged weapon attack against it, using your Strength modifier and proficiency bonus; you are proficient with this attack, and it requires no weapon, ammunition, or free hand. On a hit, the target takes damage equal to the triggering attack's damage before your reduction, of the same type or types. The reflected attack can't score a critical hit and carries none of the original attack's other effects.