

VALKYRIE

I SAW HER STANDING GUARD, AT THE BACK OF THE CROWD. *I dared not stare for too long as I sat there shackled next to my companions. Her stature was imposing; her tall, unyielding form covered in armour of white and gold, spear and shield in hand. Even her brilliantly white wings were armoured from back to feather tip, interlocking plates allowing for their free movement. There was no doubt about it. She's a valkyrie. I suppose there's no way around it then. We'll just have to face Ichirai's judgement.*

—Idrex Rivaan, *Reservations*

The valkyrie are a purely female race, born from the union of two celestials, though such a union is not always guaranteed to produce one. The pairing of two celestial aasimar from the material plane has, on occasion, been known to birth a valkyrie. Because of this, though very rare, it isn't entirely unheard of to see one on the material plane.

Within the celestial planes valkyrie are trained from birth to fight for and defend to the death the virtues of their plane. This sometimes requires a valkyrie to undertake malicious actions for the greater good. It is for this reason that they have earned a certain level of caution and distrust even among the common denizens of their home plane.

CELESTIAL JUDGE

Often times the mere presence of a valkyrie is enough to keep other celestials in line, but this is not always the case. Sometimes a heavier hand is needed, and for that reason a valkyrie that has proven her loyalty is given free reign; to do whatever they believe necessary to accomplish the goal that is given to them.

It is not unheard of for a valkyrie to be executed for taking measures deemed too extreme to fulfill her task. Though the sentence of death can be given well beforehand; it is never carried out until after the valkyrie's task has been completed and they return to the celestial court.

MATERIAL TEMPTATIONS

A valkyrie born in the material plane is no less susceptible to its temptations than any other race. Though their innate drive to defend the good and the righteous never leaves them, the call of greed

and selfishness can overshadow even the best of intentions. Such valkyrie tend to shift in physical appearance. The feathers of their wings may have greyed or even blackened. Their magical aura turned from a holy light to a sickly red. No matter their chosen path, it is almost always stained with the blood of the good or evil.

ARCANE WARRIOR

When trained on their home plane the valkyrie become skilled in augmenting their physical strength with divine or arcane magic. Even those that have chosen to focus their training on magic are still driven to face their opponents head on. This drive has been ingrained in the valkyrie over centuries, and is not easily ignored even for those born to the material plane.



CHOICES MADE VISIBLE TO THE WORLD

The valkyrie have a difficult time hiding their choices from the world around them. One who walks the line between good and evil may see their feathers turn from white to grey. Their halo of light shimmer white instead of brilliant gold. One who chooses a darker path may see more drastic changes. Their feathers becoming ashy and ragged, their iris being consumed by black, their halo pulsing a deep red. When playing a valkyrie be conscious of your characters appearance, how their choices may impact that, and how the world may perceive them based on that appearance.

VALKYRIE NAMES

In the celestial planes a valkyrie is given a name by their parents at birth. This name is used throughout childhood and training. When a valkyrie's training is complete they are given a title, often based on their strengths, purpose, or personality, and are referred to only by that title for the remainder of their lives. Many valkyrie may be referred to by the same title.

On the material plane a valkyrie's name tends to align with the naming conventions of their parents' native culture.

Birth Names: Amriel, Asariel, Dabriel, Duma, Eae, Eiael, Esme, Felice, Gezrel, Kalmiya, Karael, Mahanaim, Muriel, Rhamiel, Sansavi, Saraqael, Savia

Title Names: Absolution, Affinity, Ardor, Condemn, Enrapture, Fairness, Fearless, Fidelity, Forgiveness, Grace, Mercy, Punishment, Seraphim, Temper, Valiance, Valor

VALKYRIE TRAITS

A valkyrie character has the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Dexterity score increases by 1.

Age. Valkyrie mature at the same rate as humans, and tend to live no longer than 320 years.

Alignment. All valkyrie living in the celestial planes are lawful good. Outcast and abandoned valkyrie, as well as those born in the material plane, can fall anywhere on the alignment scale.

Size. Fully grown valkyrie tend to be similar in height to humans, though it is not uncommon to see a valkyrie several inches taller than a typical human. Valkyrie are natural athletes, and their weight and musculature often reflects this. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Celestial Resistance. You have resistance to radiant damage.

Outmaneuver. While in bright light, you can use a bonus action to magically teleport to a place you can see within 30 feet of you. After teleporting in this way you emit bright light out to 10 feet and dim light an additional 15 feet for 1 minute. You

THE MARK OF A CELESTIAL

Valkyries tend to have certain visual traits that set them apart from their relatives. Short pointed ears. White and black eyes. As well as less subtle features, such as a halo of light forming around them in times of heightened emotion. The feature they are most proud of is their wings. Not all valkyrie share the same wing pattern, and the pattern may change over the course of a valkyrie's life. Some have a pair of wings. Others, a pair of larger and a pair of smaller. Others still, and most often seen on the imposing, dangerous, and rare valkyrie known as Seraphim, can have 6 to 10 impressive wings.

can use this ability a number of times equal to your proficiency modifier, regaining expended uses when you complete a long rest.

Swift Step. When you are hit by a ranged attack from a target you can see you can use the agile power of your wings to avoid damage. After an attack is made, but before damage is rolled, you can use your reaction to roll an Acrobatics or Athletics check versus the attack roll.

On a success, you move 5 feet to your left or right and avoid damage from the attack. If there is no unoccupied space within range, you cannot use this ability.

You can use this ability a number of times per day equal to your Dexterity modifier, and only if you have use of your wings.

Winged Guardian. You have a set of long agile wings that stretch out from the center of your back. Your wingspan is 2.5x your height and you have a flight speed of 40 feet.

A valkyrie's wings were not meant for sustained flight, but rather as a utility for combat. As such, a valkyrie can not fly for more than 1 minute without risking injury to her wings.

If you are flying for more than 1 minute you must make a DC 14 Constitution saving throw.

The DC increases by 1 for every 6 seconds beyond the initial minute.

On a successful save the valkyrie begins to rapidly descend to the ground at a speed equal to her flight speed.

On a failed save the valkyrie descends at the same rate, but can not utilize her wings for flight or combat until she finishes a long rest.

Languages. You can speak, read, and write Common and Celestial.

SERAPHIM

