***VAL’HJÄLLDÅ -- THE VALKYRIE***

ROLES: Support / Top

|  |  |  |
| --- | --- | --- |
| GENDER | F | |
| HP | 540 | 30 |
| HP REGEN / 5s | 6 | 1 |
| MANA | 470 | 60 |
| MANA REGEN / 5s | 12 | 0.5 |
| ATTACK DAMAGE | 70 | 3.5 |
| ABILITY POWER | 40 | 0 |
| ARMOR | 40 | 0 |
| MAGIC RESIST | 0 | 0 |
| ATTACK SPEED | 0.75 | 0.025 |
| CRIT. CHANCE | 0 | 0 |
| RANGE | 400 | |
| MVMT SPEED | 350 | |

BIO

*“I take great care of the fallen, as well as the living. I will ride evermore into the fray, no matter what redemption the mortals seek.”*

Val’hjälldå is the Aspect of Honor, the overseer of those who have fallen or nearly fallen in battle. For those who fall, she delivers them to her special abode in the far reaches of Mount Targon’s aurora, where they will train themselves for their honorable return to war whenever the mortals need them. For those who are nearly fallen, she inspires them, reinvigorating them with a new sense of strength if necessary.

Though she is an Aspect, she did not become so by climbing the very mountaintop others have tried to seek. Instead, she was made into one by the very Celestial powers themselves, right in the heat of battle.

Though Targonian by citizenship, Val’hjälldå, whose name her parents derived from the hall of the honorable fallen, is the daughter of a Freljordian equestrian and a Demacian knight, both immigrants to Mount Targon eloping the lives they left behind. She did adopt her parents’ skill and prowess, and she learned to master equestrianism, having ridden her first horse without flaw at the age of 5. Her father would tell tales of Freljordian and Targonian myths and legends to her, but the most favorite tales she had heard of was that of the legendary Slepöninnr, a magnificent four-winged eight-legged horse said to be the best among all horses, one only the higher beings can control. The Slepöninnr only appears when aurora flashes at the exact time the death and birth of a star occur simultaneously, and that was what happened right in the heat of war.

When Val’hjälldå had reached the age of seventeen, she had desires to follow in the footsteps of her mother, a chivalrous knight. So, she was sent off to the army to train, and train swiftly she did. Her commanders were impressed at her mastery with the horse, the pike, and the javelin, they gave her the *Froannovan*, a golden mythical javelin which can elongate itself into a pike if the wielder wishes, found stuck at the base of the mountain itself. With the *Froannovan* and her trusty cavalry, Val’hjälldå won many battles for Targon, more than those of Targon’s finest generals, all in the span of a year. Her battle ethic was simple, help Targonians in need, lead them to victory, and honor the dead for their sacrifice, with friend taking priority over foe. Her astounding accomplishments earned the respect even of Those Above; they decided to make not a vessel of an Aspect, but an Aspect herself.

At the base of the mountain was the bloodiest of all skirmishes between Targonians and Noxians to happen. Targonians were falling one by one, including Val’hjälldå’s cavalry. A quick arrow to the horse’s flank rendered her immobile, for in the toppling she broke both her legs. From the ground, she saw her comrades wounded and on the verge of dying, and she knew that she needed to help. To her, these were honorable people, friends of hers ready to die nobly or ready to live victoriously, if the latter were to be true.

Val’hjälldå looked up for a sign from the cosmic heavens to aid her, and it came through an event she had heard of before in her father’s stories. A supernova, which was becoming a black hole, glowed and swirled beside a nebula, which swirled in the opposite direction, as if ready to form a star. The energies they released collided with each other, forming a thin curtain of auroras, which began to glow brightly. A column of celestial light suddenly came down and enveloped her, and within that column, she saw a familiar figure, the Slepöninnr, who neighed once before rushing into her.

When the light dissipated, Targonian and Noxian alike found Val’hjälldå to now become something ethereal. Her hair and eyes glowed, and her lower body was now that of the great Slepöninnr. Laying on the ground, the *Froannovan* also set itself alight with celestial fire. “Honor, young Aspect, you are honor,” a multitude of voices thundered throughout the battlefield before fading. Having witnessed such a sight was enough to make the Noxians retreat, signaling a Targonian victory.

Val’hjälldå had, indeed, found her calling as an Aspect, but she knows she could not return to her kind once more. She bade one final goodbye to her fellow soldiers, and slowly, they departed, until only Val’hjälldå remained. Suddenly, the souls of both Targonian and Noxian fallen suddenly rose from their bodies to greet the new Aspect in reverence. In one voice, they swore honor and loyalty to her. “If so, honorable men and women, we ride to the skies!” Val’hjälldå replied, signalling her approval. Val’hjälldå and her army of Valkyrie and Einherjar had now gone down in history, myth, and legend. The Sixth Aspect would go whenever someone in the fray truly needed her call, and if she finds honor in the caller, she would offer a spot in the Einherjar when they finally fall. When men and women look up to the golden auroras of Mount Targon, they know that Val’hjälldå and her army are watching over them.

SKILLS

*P: Valkyrie’s Duty*

Val’hjälldå’s presence on the battlefield causes fallen allies to leave behind a **Lingering Soul**  for ten seconds. Moving near a Lingering Soul allows Val’hjälldå to collect it. Each Lingering Soul gives her 15 Movement Speed, and she can only carry a maximum of 6 souls.

Once she returns to base, Lingering Souls become **Noble Souls**, which can be consumed once Val’hjälldå casts *Lifthrasir.* A **Noble Soul**  lasts for 45 seconds on her before disappearing

*Q: Flaming Throw*

**Passive:** *Froannovan* is made from the holiest of metals, granting her basic attacks 20/30/40/50/60 (+0.15\*AP) True Damage.

**Active:** Val’hjälldå throws *Froannovan* towards the cursor, dealing 80/90/100/110/120 (+0.65\*AD) damage to the first enemy struck. If the enemy is a champion, the pike explodes, dealing 50/60/70/80/90% of the damage to . The passive bonus is lost while this ability is on cooldown.

If this move is cast while Valkyria’s Flight is active, the explosions deal 100% damage regardless of rank. Casting this on *Valkyria’s Flight* increases the range by 200.

MC: 80/85/90/95/100 mana per cast

CD: 14/13/12/11/10 seconds

Pike Range: 600

Explosive Area: 500

*W: Sleipnir’s Gift*

When active, Val’hjälldå exchanges 15/20/25/30/35% of her Movement Speed to gain 15/20/25/30/35% Attack Speed.

MC: 20/20/20/30/30 mana per second at all ranks.

CD: 3 seconds at all ranks.

*E: Valkyria’s Flight*

Val’hjälldå takes flight with her pike in front of her for 3/4/5/6/7 seconds or until colliding with an enemy champion or casting Flaming Throw, gaining a 100/140/180/220/260 movement speed boost while flying. Allied champions she passes by get a 25/30/35/40/45% Movement Speed Boost for 3/4/5/6/7 seconds. If she collides with an enemy champion, she deals 45/50/55/60/65 (+0.3\*AD) (+0.3\*AP) damage and **Stuns** the champion for 1 second.

MC: 80/85/90/95/100 mana

CD: 19/17/15/13/11 seconds

*R: Rally of Lifthrasir*

**Passive:** Val’hjälldå applies a mark to the two most wounded champions.

**Active:** Val’hjälldå consumes her Noble Souls to summon **Einherjar,** spirit warriors which come along to assist the marked allies. Each **Einheri** has 100/125/150 (+25 \* **Noble Souls consumed**) (+0.4\*AD) (+0.4\*AP) health, and attacks enemies with 20/30/40 (+0.25\*AD) (+0.25\*AP) damage. Each marked ally comes with at most three **Einherjar.** If an Einheri dies, the marked champion closest to it heals for 7.5/10/15% of its health.

MC: 200/275/350 mana

CD: 130/110/90 seconds

APPEARANCE

UPPER HALF: A dark-skinned woman with white hair and cyan eyes.

LOWER HALF: A four-winged, eight-legged pegasus (a.k.a. A winged Sleipnir).

Personality:

* Val’hjälldå speaks with a Swedish accent.
* She is bold and brash, but is usually wise.
* Her favorite weapon is the pike.
* Like fellow Valkyries, she has a distaste for Aspects and Celestials. This is not mentioned in her biography because the author will get fried instantly if he includes it.

VOICE ACTRESS, SAMPLE LINES

Voice Actress: Matilda Smedius (the voice actress for *Overwatch’s* Brigitte Lindholm)

* Selection: “Sooner the trumpet of war calls.”
* Banned: “For another day, I will be there.”
* Upon buying any Armor-scaling item: “It would have served me well… if I had a hammer with it.”
* Meeting Ornn: “Grandfather, is that you?”
* Meeting a Freljordian: “The Frozen North has a lot of heroes worth inviting into my home, my old home.”
* Killing an Aspect or a Celestial:
  + “Not even you are worthy of entering our Domain!”
  + “I’m not carrying your body!”
* Taunting Riven or Aatrox: “Display of three-move combos! Go!”
* Joke: “ALLFATHER GIVE ME --- wait, wrong legends.”