

## Valkyrie

*Valkyries are dragoons that transmute their heavy armors to create wings of shining metal to emulate a valkyrie. They soar over the battlefield aiding fellow soldiers with their abilities to bring about war.*

The valkyrie is an archetype of the dragoon class.

**Class Skills:** A valkyrie adds fly to her list of class skills.

**Limit Break (Su):** At 1st level, the valkyrie receives the Limit Break (Asgardian's Conviction).

*Asgardian's Conviction (Su):* This Limit Break gives the valkyrie strength that could only come from true desperation, filling her with a battle fervor that could only come from the legendary warriors that make up the Einherjar themselves. For a duration of 1 round + an additional round for every four dragoon levels after 1st, the valkyrie gains a sacred bonus to her attack rolls, damage rolls, and Armor Class equal to 1 + an additional +1 for every four dragoon levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Lancet).

**Holy Grace (Su):** At 3rd level, a valkyrie applies her Charisma modifier (if positive) as a bonus on all saving throws. If the character is ever able to add her Charisma modifier to her saves through use of another ability (for example, the dark knight's dark blessing) she may only add her Charisma modifier once to her saves.

This ability replaces steadfast pike.

**Divine-Forged Feathers (Su):** Starting at 4th level the valkyrie gains a +1 deflection bonus to AC while wearing heavy armor. This bonus increases by +1 at 8th level and every 4 levels thereafter (max of +5 at 20th level).

This ability replaces hardy landing.

**Vigilance (Ex):** At 9th level, a valkyrie is always ready to leap into battle, and is far more difficult to get the jump on. She adds her Charisma modifier (if positive) to all initiative rolls. In addition, she may make a Perception check when surprised. The DC of the check is 10 + the highest enemy's CR in the encounter + that enemy's initiative bonus. If the check succeeds, she may act first in the surprise round.

This ability replaces tail sweep.

**Wings of Steel (Su):** Starting at 10th level the valkyrie can cause metallic wings to grow from the back of her armor, granting her a fly speed of 40 feet. The valkyrie may use this ability a number of minutes per day equal to her dragoon level. These minutes need not be consecutive but must be spent in one minute increments. If the valkyrie is wearing heavy armor, she takes no penalty to this fly speed due to wearing heavy armor.

This ability replaces an acrobatic talent gained at 10th level.

**Aura of War Revelry (Su):** Starting at 15th level, the valkyrie begins to emit an aura that bolsters her combat prowess when she receives damage. Whenever the valkyrie receives damage in combat, she gains a +2 morale bonus to attack and damage rolls for one round. This bonus increases to +3 at 17th level, and to +4 at 19th level. Whenever she takes damage in combat, allies within 20 feet of the valkyrie gain a morale bonus equal to half the bonus this ability grants the valkyrie.

This ability replaces piercing lance.