

# Svala the Shieldmaiden

Class: Barbarian (level 4)  
 Race: Human  
 Languages: Common, Draconic, Giant  
 Alignment: Chaotic Good  
 Background: Sage

Max HP: 44  
 Hit Dice: 4d12  
 Armor Class: 18 (no armor, shield)  
 Speed: 30 ft.  
 Initiative: +3  
 Passive Perception: 12  
 Passive Investigation: 9  
 Passive Insight: 12

**Proficiencies** (Bonus +2)  
 - Light & Medium Armor, Shields  
 - All weapons  
 - Flute

SKILLS	MODIFIER
Acrobatics (DEX)	+3
Animal Handling (WIS)	+2
Arcana (INT)	-1
<b>Athletics (STR)</b>	<b>+2</b>
Deception (CHA)	+1
History (INT)	-1
Insight (WIS)	+2
<b>Intimidation (CHA)</b>	<b>+3</b>
Investigation (INT)	-1
Medicine (WIS)	+2
<b>Nature (INT)</b>	<b>+1</b>
Perception (WIS)	+2
Performance (CHA)	+1
Persuasion (CHA)	+1
Religion (INT)	-1
Sleight of Hand (DEX)	+3
Stealth (DEX)	+3
<b>Survival (WIS)</b>	<b>+4</b>

STATS	SCORE	MODIFIER	SAVE
<b>Strength</b>	10	+0	<b>+2</b>
Dexterity	16	+3	<b>+3</b>
<b>Constitution</b>	16	+3	<b>+5</b>
Intelligence	9	-1	-1
Wisdom	14	+2	+2
Charisma	12	+1	+1

The bards of Waterdeep claim she's a Valkyrie. The city barkeeps claim she's broke. Either way, she inspires men, and some women, in ways inexplicable to the clerics, perhaps because the clerics keep having to revive her...

ATTACKS	HIT	DAMAGE	NOTES
Shortsword	+5	1d6+3 slashing	Light
Dagger	+5	1d4+3 piercing	Finesse, Light, Thrown (20/60 ft.)
Unarmed	+2	1 bludgeoning	

**Rage:** As a bonus action, enter a rage for up to 1 minute (10 rounds). You gain advantage on Strength checks and saving throws (not attacks), +2 melee damage with Strength weapons (not Dexterity like your shortsword and dagger), resistance to bludgeoning, piercing, and slashing damage. Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage then. You can also end your rage as a bonus action. You may rage 3 times before taking a long rest.

**Divine Fury:** While you're raging, the first creature you hit on each of your turns with a weapon attack takes 1d6+2 necrotic damage.

**Warrior of the Gods:** If a spell to restore your life is cast on you, the caster doesn't need material components for that spell.

**Shield Master:** If you take the attack action on your turn, you can use a bonus action to try and shove a creature within 5 feet of you with a shield. Additionally, if you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against effects that target only you, and if an effect allows half damage on success, you can use your reaction to take no damage.

**Unarmed Defense:** while not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

**Danger Sense:** You have advantage on Dexterity saving throws against effects that you can see while not blinded, deafened, or incapacitated.

**Wanderer:** You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to 5 others each day, provided that the land offers berries, small game, water, and so forth.