

Shayla Ghostwing (Alpha & Beta)

Mistress Lucidique's Minions

Formed from a captured servant of Chaos, Ghostwing was an aspiring cult leader and powerfully willed individual. Upon meeting Chaos, she thought she was dead. Now she wishes she was. They took her physical body, divided in half and replaced the respective halves with a chaotic melding of droid parts. This formed Ghostwing Alpha and Beta.

Chaos minions serve the Chaos Warrior masters, but aren't nearly as powerful. They take many forms, and serve many purposes. They are closely tied to the "will" of Chaos as dictated by its representatives. However, their existence is temporary. They are imbued with Chaotic Force power by their makers, which fuel their existence. However, the power only lasts so long. It can be replenished, but requires a lot of effort from a Warrior to do so and the Warrior is then very vulnerable.

Chaos Construct-Minion: Fringer 2/Chaos Force Adept 3/Chaos Force Minion 5

Init: +5 (+1 Dex, +4 Improved Init)

Def: 18 (+1 Dex, +7 Class)

VP/WP: 84 / 17

Spd: 10m

SZ: Medium

Ability Scores

STR: 16 (+3) **INT:** 12(+1)

DEX: 17(+3) **WIS:** 13(+1)

CON: 14 (+2) **CHA:** 12(+1)

Attacks

+13/+8 melee

- 2d10+1, vibro-ax arm attachment (+3 STR) (Alpha)
- 3d6+1 Vibro-sword attachment (+3 STR) (Beta)
- 1d8 Cutter Torch (both)
- 1d6 Droid gripper tentacle (both)
- 1d8 pike/spear/claw attachment (both)
- 1d8 Energy Discharge at close range

+13/+8 ranged

- 4d8 Chaos Blast (both)
- 3d8 Blaster attachment (both)

Skills: Swim +4, Intimidate +5, Survival +4, Climb +2, Jump +2, Tumble +4, Listen +3, Spot +2, Handle Animal +4 Read/Write Basic

Force Skills: Force Strike +3, Force Grip +9, Move Object +6, Affect Mind +3, Heal Self +5, Fear +6, Drain Knowledge +6, Telepathy +3, Enhance Ability +5, See Force +2, Enhance Senses +2, Battlemind +5, Force Lightning +6

Feats: Force-Sensitive, Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (primitive weapons), Weapon Group Proficiency (vibro weapons), Power Attack, Armor Proficiency (light), Acrobatic, Skill Emphasis (Battlemind), Skill Emphasis (Enhance Ability), Weapon Focus (vibro-ax or vibro-sword), Cleave, Improved Initiative

Saves

Fortitude: +11

Reflex: +9

Will: +9

(Anti)Force Points: 4

Force Feats: Alter, Control, Sense, Rage

Special Abilities/Qualities:

(Fringer Abilities)

Droid Abilities/Weapons:

- Can lose a limb without problems on the droid side.
- Droid weapons and attachments listed above.
- S-Comp connection cybernetic ally infused with her neuro-system.
- Darkvision
- Low-Level Sensors (+8 to Spot), never flat-footed
- Language Translator
- Enhanced Grip in the Droid Arm - +8 to STR in that arm for gripping.

Split Attack: Required both to be involved. A victim caught between them can fall prey to their split attack, a devastating attack that attempts to tear the victim in half.

Chaos Link: Agon has a link to all his creations allowing him to see everything and transfer energies to them.

Twin Link: Both halves are still aware of the other. It is still on consciousness, split between two independent bodies.