

The Four Warriors of Chaos

The Nature of Chaos

All Chaos Warriors have these **Special Qualities**:

Chaotic Presence: The presence of Chaos in the normal “orderly” world is a strain on ones will. Every time one first sees a being of Chaos, a Will save must be made DC 10 + beings Chaos level (DC 22). If a failure, the target loses a round and is flat-footed round. If successful, nothing.

Weakness to Psi: Chaos creatures have a weakness to Psi, because it is contained within a living being and extremely “orderly”. Psi affects them in extreme ways. Psi get +5 bonus to all attempts to attack a Chaos creature with Psi, and the Chaos creature gets a –5 to his attempt to resist. Also, any damage has a chance of doing critical – roll d20 and on a 20, the damage does critical.

Not of this World: Chaos ties to this universe are relatively weak. However, the longer they exist in this world and absorb life energies from it, the stronger that tie becomes. This strength is relative to the time since their “summoning”:

0 to ½ standard year since summoning	All Force Power used against them +5 All Force power-caused damage +2 die All Regular damage +1d6
½ to 1 standard year since summoning	All Force Power used against them +3 All Force power-caused damage +1 die All Regular damage +1d4
1 to 2 standard year since summoning	All Force Power used against them +1 All Force power-caused damage +2 All Regular damage +1
2+ standard year since summoning	All Force Power used against them +1 All Force power-caused damage +1

Destroy Force: Chaos warriors can destroy items that are imbued with the Force. The Warrior must see it, or sense it with Force Sense, and make a Will save vs. DC 10 + Force Level of barer.

High Recuperation: Chaos warriors regain VP at three times the normal rate, and Wounds twice the normal rate.

Chaos Weapons

All Chaos weapons, when used by a Chaos creature, cause extra damage to and are more accurate against Force Users. +1 damage die against Force Users and +4 to attack.

The Four Warriors of Chaos

Master Agon

Master of Un-Creation and De-Construction. The Chaos Corruptor. Leader of the Four.

- Agon is the creator of the warriors, direct servant to Chaos. Born of Chaos's hatred of the Force and Order, he is the embodiment of the Chaos Dragon Way.
- His origins are unknown.
- He has the ability to create beasts of chaos – servitor mindless creatures formed from corrupted flesh of living creatures. Through his power, the creature remains alive during the “construction” process even though they would normally die, and go insane from the pain and agony. Through this “living death-agony” is born the “inner Chaos strength all beings have”. Agon uses this ability for his purposes.
- Agon thrives on the “power of painful death”. He absorbs the power released from painful death, which he or his warriors cause. This can be used in anyway he sees fit.



Chaos Mastermind: Noble 8/Chaos Acolyte 4/Chaos Lord 8

Type: Chaos Creature

- **Chaos Energy Blast:** 4d8

Init: +4

Def: 32 (+4 Dex, +12 Class, +6 feat)

Spd: 15 m

Saves

VP/WP: 125/15

• **Fortitude:** +22

Attacks:

• **Reflex:** +12

+17/+12/+7/+2 melee

• **Will:** +16

- **Mandible-Blades*:** 7d8 (Crit 18-20) (3x)

SZ: Medium

- **Vibro-Spiked Gloves*:** 3d6 (Crit 18-20)

(Anti)Force Points: 10

- **Barded-mono-edged sickle*:** 2d10 (Crit 18-20)

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

* Chaos melee weapon.

DEX: 18(+4) **WIS:** 13(+1)

CON: 17(+3) **CHA:** 12(+1)

+18/+13/+8/+3 ranged

- **Barded-Chains:** 4d6 (up tp 60 meters)

Skills: Knowledge (Jedi Lore) +6, Knowledge (Chaos Lore) +8, Sense Motive +10, Intimidate +9, Diplomacy +7, Gather Information +5, Bluff +10, Listen +7, Jump +5, Move Silently +4, Spot +8, Craft (Torture) +10, Balance +8, Climb +6, Hide +4

(Anti)Force Skills: Illusion +10, Force Defense +6, Transfer Essence +4, Control Mind +6, Fear +4, Enhance Senses +6, Battlemind +5, Move Object +12, Affect Mind +8, Force Stealth: +6, Force Strike +5, Drain Knowledge +7, See Force +3, *Chaos Corruption* +10, Force Grip +6, Enhance Ability +6, Telepathy +7, *Chaos Beast Creation* +10, *Chaos Blast* +6

Feats: (Anti)Force Sensitive, Weapon Group Prof.: Simple, Weapon Group Prof.: blaster pistol, Weapon Group Prof.: blaster rifle, Exotic Weapon Prof.: Chaos melee, Exotic Weapon Prof.: Chaos ranged, Alertness, Combat Reflexes, Improved Initiative, Improved Critical (chaos melee)

Force Feats: Focus, Aware, *Chaos Sorcery*, *Chaos Mind*, *Chaos Weapon Defense*, (Anti)Force Mastery, High (Anti)Force Master, *Destroy Force*, *Force Insanity*

Special Abilities/Qualities:

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Chaos Beast Creation: Agon, once per round, per level of Chaos Lord (8 times), can create a creature of Chaos at a cost of 1 Vitality point per 1 Wound point the creature would have (to a max of the creatures original Wound points). The target of this ability must have recently died. He gets a +5 to the attempt if the target died a painful death. Agon must roll Chaos Beast Creation vs. a DC 10 plus the number of rounds the target has been dead. +4 synergy bonus from Chaos Sorcery.

Chaos Sorcery: Sith Sorcery (?)

Chaos Blast: Chaos version of Force Lightning

Chaos Mind: Force Mind

Force Insanity: Through the twisted use of Affect Mind and Control Mind, Agon can cause Insanity in a Force Sensitive. Roll Affect Mind with +4 synergy bonus from Control Mind vs. target's Will power. If successful, the target must make a Will save again. If the second is successful, the target only suffers a *temporary insanity*. If the second Will save fails, there is permanent damage to the player's Will.

...(Temporary Insanity Table)...

Absorb Life Force Energies: Agon can absorb the energies that which are released upon death. The more violent and painful the death, the more potential these energies have. They have even more if Agon or his warriors themselves can cause that death. Agon can convert that energy to anything he needs including Vitality for himself or his warriors, Wound points for himself or his warriors, or raw energy to imbue weapons.

Agon can absorb d100% of the original creatures Max Vitality. These points can be exchanged in the following ways:

- 1 to 1 Vitality Points for himself
- 5 to 1 Wound Points for himself
- 2 to 1 Vitality Points for his warriors or beasts
- 8 to 1 Wound Points for his warriors or beasts
- Anti-Force Imbued Weapons – 5 points for every +1 to Attack up to Chaos Level
- Anti-Force Imbued Armor – 5 points for every +1 to DR up to Chaos Level

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

The Four Warriors of Chaos

Master Scythe

Master of Death & Assassination, Stealth & Shadow. The Death Sculptor. Assassin for the Four

- Created to kill the most powerful enemies of Chaos, Scythe is a Master of silent death.
- Scythe knows the Force and wants to destroy it and all its users.
- He is a master of Anti-Force and it's uses to Kill.
- Master of disguise, Illusion and deception
- Uses a Chaos Scythe



Chaos Assassin: Soldier 7/Chaos Acolyte 5/Chaos Warrior 6

Init: +6

Def: 26 (+2 Dex, +14 Class)

Spd: 15 m

VP/WP: 105/17

Attacks:

+15/+10/+5 melee

- **Chaos Scythe*:**
- **Barded-mono-edged sickle*:** 2d10 (Crit 18-20)

* Chaos melee weapon.

+15/+10/+5 ranged

- **Hooked/Barded-Chains:** 5d6 (up tp 60 meters)
- **Chaos Energy Blast:** 4d8

Skills: Knowledge (Jedi Lore) +6, Knowledge (Chaos Lore) +4, Sense Motive +4, Intimidate +12, Diplomacy +4, Gather Information +8, Bluff +4, Listen +10, Jump +6, Move Silently +12, Spot +10, Craft (Assassination) +10, Balance +6, Climb +8, Hide +12

(Anti)Force Skills: Illusion +14, Force Defense +8, Control Mind +6, Fear +4, Enhance Senses +4, Battlemind +6, Move Object +8, Affect Mind +4, Force Stealth: +8, Force Strike +4, See Force +3, Force Grip +10, Enhance Ability +8, *Chaos Blast* +10, Force Strike +8

Feats: (Anti)Force Sensitive, Weapon Group Prof.: Simple, Weapon Group Prof.: Blaster pistol, Weapon Group Prof.: Blaster rifle, Exotic Weapon Prof.: Chaos melee, Exotic Weapon Prof.: Chaos ranged, Alertness, Improved Initiative, Improved Critical (chaos melee), Heroic Surge, Skill Emphasis(Force Strike), Skill Emphasis(Enhance Ability)

Force Feats: *Chaos Weapon Defense*, *Destroy Force*, *Force Insanity*, Hatred, Rage, Prolong Force, Chaos Knight Speed

Special Abilities/Qualities:

Chaos Blast: Chaos version of Force Lightning

Chaos Mind: Force Mind

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

Saves:

- **Fortitude:** +9
- **Reflex:** +11
- **Will:** +10

SZ: Medium

(Anti)Force Points: 8

STR: 14(+2) **INT:** 15 (+2)

DEX: 15(+2) **WIS:** 11 (+0)

CON: 14(+2) **CHA:** 16 (+3)

The Four Warriors of Chaos

Master Mechanor

Master of Destruction & War, Weapons & Wounds. The War Conductor. Fighter for the Four.

- Created to destroy everything Force related, Mechanor is a Chaos machine of war.
- Master of Chaos weapons and their use
- Creates Chaos Weapons
- Commands whole Chaos armies
- Master Chaos Dragon Rider
- Master Dragon Slayer
- Does a lot of the leg-work of the Four



Chaos Knight: Soldier 9/Chaos Warrior 5/Chaos Knight 5

Init: +4

Def: 27 (+17 class)

Spd: 15 m

VP/WP: 120/14

Attacks:

+19/+14/+9 melee

- **Chaos Battle Axe***: ??
- **Wrist-Blades***: 2d10 (Crit 18-20)
- **Vibro-Spiked Gloves***: 3d6 (Crit 18-20)
* Chaos melee weapon.

+13/+8/+3 ranged

- **Barded-Chains**: 3d8 (up to 60 meters)
- **Chaos Energy Blast**: 4d8

Skills: Knowledge (Weapon smith) +8, Knowledge (Jedi Lore) +5, Knowledge (Chaos Lore) +7, Sense Motive +8, Intimidate +12, Diplomacy +4, Gather Information +8, Bluff +5, Listen +6, Jump +8, Move Silently +6, Spot +12, Craft (Weapon smith) +10, Craft (Chaos Weapon smith) +8, Balance +8, Climb +6, Hide +4 ...

(Anti)Force Skills: Illusion +11, Force Defense +2, Control Mind +8, Fear +8, Enhance Senses +4, Battlemind +4, Move Object +12, Affect Mind +6, Force Stealth: +8, Force Strike +11, See Force +4, Force Grip +8, Enhance Ability +9, Telepathy +8, *Chaos Blast* +4

Feats: (Anti)Force Sensitive, Weapon Group Prof.: (all), Exotic Weapon Prof.: Chaos melee, Exotic Weapon Prof.: Chaos ranged, Skill Emphasis (Craft-Weapon smith), Improved Initiative, Improved Critical (chaos melee), Martial Artist, Ambidexterity, Improved Two-Weapon Fighting, Blind-Fight, Heroic Surge, Point Blank Shot

Force Feats: *Chaos Weapon Defense*, *Chaos Knight Defense*, *Destroy Force*

Special Abilities/Qualities:

Chaos Battle Rage: +5 to STR, +38 Vitality Points, +3 rage bonus to Fortitude & Will.

Chaos Weapon Creation: ??

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

Saves:

- **Fortitude:** +14
- **Reflex:** +12
- **Will:** +12

SZ: Medium

(Anti)Force Points: 6

STR: 22(+6) **INT:** 11(0)

DEX: 11(0) **WIS:** 8(-1)

CON: 14(+2) **CHA:** 11(0)

The Four Warriors of Chaos

Mistress Lucidique

Mistress of Dark Seduction & Pleasurable Death. The Sensual Torturer. Seductress for the Four.

- Seductress and murder, torturer and information gatherer.
- Information and technology expert.
- Expert information "extractor", interrogator.
- Illusion Disguise Expert

Chaos Witch: Noble 7/Chaos Devotee 6/Chaos Witch 5

Init: +2 (6)

Def: 23 (+2 Dex, +11 class)

Spd: 15 m

VP/WP: 96 / 10

Attacks:

+14/+9/+4 melee

- **Chaos Sickle with Chains** *:
- **Barded-mono-edged sickle***: 2d10 (Crit 18-20)
- **Barded Whip***:

* Chaos melee weapon.

+15/+10/+5 ranged

- **Barded-Chains**: 3d8 (up to 60 meters)
- **Chaos Energy Blast**: 4d8

Saves:

- **Fortitude**: +5
- **Reflex**: +15
- **Will**: +5

SZ: Medium

(Anti)Force Points: 8

STR: 12 (+1) **INT:** 13 (+1)

DEX: 15 (+2) **WIS:** 11 (0)

CON: 10 (0) **CHA:** 15 (+2)

Skills: Survival +7, Intimidate +9, Search +12, Bluff +6, Hide +12, Listen +6, Tumble +9, Move Silently +10, Gather Information +9, Demolitions +6, Escape Artist +9, Sleight of Hand +10, Spot +8, Disable Device +8, Disguise +2, Diplomacy +6

Force Skills: Illusion +8, See Force +4, Telepathy +5, Affect Mind +4, Empathy +7, Move Object +6, Affect Mind +6, Force Stealth +4, Enhance Ability +9, Fear +8, Battlemind +3

Feats: Force-Sensitive, Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (vibro weapons), Alertness, Point Blank Shot, Improved Initiative, Heroic Surge, Skill Emphasis (Diplomacy), Martial Arts, Mind Trick

Force Feats: (Anti)Force Sensitive Alter, Control, Sense

Special Abilities/Qualities:

Enhanced Empathy:

Enhanced Mind Control:

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

