

Ghor'dha
(Anti-Chaos Warrior)

The Ghor'dha is an icon of the Dragon cults, common to all denominations. He is a warrior that fights that which corrupts, however, it is disputed what exactly corrupts. The Dragon Cults believe in one uniting figure with the power to defeat the corruption that caused the failure of the previous Dragon Wars, and the near-destruction of the universe. This Ghor'dha is a warrior that knows both sides of Order – Light and Dark – and uses that knowledge to fight that which corrupts –Chaos.

Because of his status among the cults, the Ghor'dha is "worshipped" by the throngs of cult-members. He is held in great regard, and given great respect among the Cults.

In order to be anointed a Ghor'dha, one must survive the Ghor'dha trials which involved defeating a nexus of corruption – destroying the Gara'nesh.

Requirements:

Base Attack Bonus: +4

Skills: Battlemind 4 ranks, Knowledge (Chaos Lore) 4 ranks, Illusion 4 ranks, Any one Force Skill 4 ranks

Feats: Force-Sensitive, Alter, Control, Exotic Weapons Proficiency (any Force or Jedi related weapon)

Force Level: Level 4+

Dark Side Point: 2+ Dark Side Points (Must be familiar with the Dark Side)

Special: *Succeed at the Ghor'dha trials and anointed by Cult leader*

Vitality: 1d6 per Level

Class Skills: Computer Use (Int), Craft (Int), Diplomacy (Cha), Jump (Str), Intimidate (Cha), Knowledge (Int), Profession (Wis), Read/Write Language, Sense Motives (Wis), Speak Languages, Swim (Str), Tumble (Dex), Treat Injury (Wis), *All Force Skills that the Ghor'Dha has the required Feat(s) for.*

Skills Points:4 + Int Modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def Bonus	Rep Bonus
1	+1	+2	+2		Preferred Weapon, Power of Faith +1d4	+1	+1
2	+2	+3	+2		Force Training (Sense), Preferred Weapon Focus	+1	+2
3	+3	+4	+3		Sense Chaos Power of Faith +2d4 Imbue Anti-Chaos +2	+2	+3
4	+4	+4	+3		Increased Preferred Weapon Damage +1 die	+2	+4
5	+5	+5	+4		Imbue Anti-Chaos +4	+2	+4
6	+6	+5	+4		Power of Faith +4d4	+3	+4
7	+7	+5	+5		Imbue Anti-Chaos +5	+3	+5
8	+8	+6	+5		Bonus Force Feat	+4	+5
9	+9	+7	+6		Power of Faith +4d6	+4	+5
10	+10	+8	+7		Imbue Anti-Chaos +6	+5	+5

Class Features:

Preferred Weapons: At 1st level, the Ghor'dha chooses and wields a weapons he prefers to fight Chaos with. This can be any melee weapon.

Power of Faith: As long as the Ghor'dha has believers, the Ghor'dha gains strength and power from their faith. The Ghor'Dha's level determines the base bonus. Based on the Ghor'Dha's level, he can patch into that faith to gain a bonus like a Force Point a number of times based on level also:

Level	Bonus	Times per day
Level 1	+1d4	1
Level 3	+2d4	2
Level 6	+4d4	3
Level 9	+4d6	4

The Bonus can be applied to any roll used to fight or counter the efforts of Chaos.

In the presence of the faithful: If the Ghor'dha is in the presence of the faithful, he gains a bonus based on the number of believers.

Number	Bonus
1-10	+1
11-50	+3
51-100	+1d4
101+	+1d10

Faith Affirmed through acts: As an option to the GM, for every "heroic" act in the cause of the Cult the Ghor'dha accomplishes, the group of believers have their faith affirmed and the bonus is increased by +1 for every act the Ghor'dha performs in one scene.

Force Training: If the Ghor'dha doesn't have Sense yet, he gets it at Level 3.

Preferred Weapons Focus: At Level 2, the Ghor'dha gains a +3 to attack on his preferred weapon.

Sense Chaos: At Level 3, the Ghor'dha can use Sense to feel the existence of Chaos or Anti-Force. Use of this ability requires a Wis check vs. the 10 + Chaos beings Hide. It costs 2 Vitality. Range is 10 meters X character's Ghor'dha level.

Increased Preferred Weapon Damage: The Ghor'dha's preferred weapon's damage is increased by 1 die.

Imbue Anti-Chaos: The Ghor'dha can imbue Anti-Chaos power into any melee weapon or armor. The bonus applies to either Weapon Damage or the Armor's Damage Reduction. In the case of Weapons, the damage only applies to Chaos targets. In the case of DR, it only absorbs wound damage caused by Chaos weapons and/or power.

Level	Bonus
Level 3	+2
Level 5	+4
Level 7	+5
Level 10	+6

Bonus Force Feat: At 8th Level, the Ghor'dha gains a single bonus Force Feat (any Force Feat).