Characters D6 / Darth Azard (Quarren Sith Lo



Name: Darth Azard
Died: 138 ABY, Utapau
Species: Quarren
Gender: Male
Eye color: Yellow
Skin color: Red
Affiliation(s): One Sith, Darth Krayt's Galactic Empire
Move: 10

DEXTERITY: 3D+1
- Blaster: 5D
- Brawling Parry: 6D+2
- Dodge: 7D+1
- Lightsaber combat: 7D+1
- Melee Combat: 7D
- Melee Parry: 6D+2

PERCEPTION: 3D
- Bargain: 4D+2
- Command: 5D+1
- Hide: 5D
- Persuasion: 4D
- Search: 5D+1
- Sneak: 5D+1

KNOWLEDGE: 3D+2
- Alien Species: 5D+1
- Cultures: 5D
- Intimidation: 7D
- Languages: 4D+2
- Planetary Systems: 5D+2
- Scholar (Jedi Lore): 4D
- Scholar (Sith Lore): 5D+2
- Streetwise: 4D
- Tactics: 5D+1
- Willpower: 7D

STRENGTH: 3D
- Brawling: 6D+2
- Climbing/Jumping: 5D+1
- Swimming: 7D

MECHANICAL: 2D
- Aquatic Vehicle Piloting: 5D+2
- Beast Riding: 4D+1
- Repulsorlift Operation: 5D+1

TECHNICAL: 2D
- Computer Programming/Repair: 4D+2

Droid Progamming/Repair: 4D+1
Lightsaber Repair: 5D+1
Security: 5D

Equipment: Red Double-bladed Lightsaber (5D damage, +1D to Parry skill rolls), Sith robes, Comlink, Utility Belt

Force Sensitive: Yes
Force Points: 8
Dark Side Points: 6
Character Points: 12

Special Abilities:

Aquatic Survival: At the time of character creation only, characters may place 1D of skill dice in swimming and survival: aquatic and receive 2D in the skill.

Aquatic: Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

Force Skills:

Control: 9D
Sense: 7D+2
Alter: 8D+1

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Hibernation Trance, Rage, Resist Stun, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Dark Side Web, Telekinesis, Force Choke, Lightsaber Combat, Aura of Uneasiness, Force Lightning, Inflict Pain, Affect Mind, Projected Fighting, Telekinetic Kill, Force Shield

Description: Darth Azard was a Quarren Sith Lord of the One Sith, serving under Dark Lord of the Sith Darth Krayt and his Empire. By 137 ABY, he had been selected to oversee the Imperial Outer Rim Third Fleet, which was tasked with capturing commander of the Galactic Alliance Core Fleet Gar Stazi. He executed Kel Dor Admiral Sha Dun, who was commanding the fleet, for failing in his objective, and replaced him with the Human Admiral Dru Valan.

In response to the Mon Calamari aiding Gar Stazi in the capture of the new Imperious-class Star Destroyer Imperious, Darth Krayt traveled to Dac with a number of Sith Lords, including Darth Azard, to exact his revenge. Azard participated in the massacre of the Mon Calamari Council, where he killed many of his fellow Quarren. In the aftermath of the massacre, Azard pursued the escaping members of Rogue Squadron who had been involved in the plan to capture the Imperious. The Rogues were being rescued by Imperial Knights Treis Sinde and Sigel Dare, who were on a mission for Emperor-in-exile Roan Fel. Azard dueled Master Treis Sinde, which distracted the Quarren long enough for the members of Rogue Squadron and Sigel Dare to escape.

Despite his failure to stop the Rogues' escape, Azard was appointed to oversee the extermination of the Mon Calamari people. With the aid of Sith scientist Vul Isen, he awoke a Sea Leviathan in the depths of Dac. A semi-sentient bio-weapon created via Sith alchemy, the Leviathan had been adapted to undersea use. Azard and Isen sent the Leviathan to exterminate the Mon Calamari refugees who were hiding and by doing so draw out the Mon Calamari Rangers led by Treis Sinde, who had been fighting against the Sith. Azard and Isen followed the Leviathan as it led the way to the base of the Mon Calamari Rangers. During the ensuing battle, the Sith's Aquatic Terrain Armored Transport was crippled, and the Leviathan was defeated by hordes of devilsquid, under

Treis Sinde's command.

Darth Wyyrlok, the voice of Darth Krayt, later ordered the execution of the Final Protocol, a plan that saw the oceans of Dac poisoned and all of the inhabitants executed within a week, with Azard and Isen in charge of implementing the plan. The Final Protocol resulted in the death of much of the planet's population, with only twenty percent saved in the Galactic Alliance rescue efforts. Later, Azard and Isen led the First Sith Imperial Strikeforce to Napdu, a moon of the planet Da Soocha, where the Hutt Azzim Anjiliac Atirue was believed to have been harboring Mon Calamari refugees. Azard ordered the same toxin that poisoned Dac be unleashed on Da Soocha, followed by the bombardment of Napdu. After their success at Napdu, Azard and Isen proceeded to the planet Utapau, planning to kill the natives for providing aid to the Galactic Alliance. However, just as Isen perfected his toxin for the planet, the two Sith were attacked by bounty hunter Cade Skywalker and Jedi Master Wolf Sazen. Azard was killed by the Jedi Master when the Sith Lord felt Darth Krayt call out to all Sith across the galaxy, distracting him long enough for Sazen to strike him down.

hey were both part of the One Sith and that it was what Krayt would have wanted him to do. The two Sith then swam through the hole Isen had created, escaping the wreckage. The Leviathan they had unleashed upon the Mon Calamari was defeated by the devilsquid, who dragged the beast into the Devil's Crevasse.

Poisoning Dac
Darth Azard and Isen continued to oversee the Sith Imperial occupation of Dac. The pair were contacted by Lord Wyyrlok, the voice of Darth Krayt, who announced that it was time to finish Krayt's order to exterminate the Mon Calamari species. Wyyrlok ordered Isen to execute the Final Protocol, a plan that saw the oceans of the Mon Calamari homeworld Dac poisoned and all of the inhabitants executed within one week. Azard questioned Wyyrlok on the fate of the Quarren and other species on Dac, however, Wyyrlok ordered them to allow the Quarren to leave, but offer them no aid. Isen released the viral spores he had put in place, beginning the poisoning of the planet. Alliance Admiral Gar Stazi responded to the genocide by launching a rescue operation that succeeded in saving twenty percent of the planet's population.

Napdu
After returning from Dac, Azard and Isen continued their mission of eradicating the Mon Calamari species, leading the First Sith Imperial Strikeforce, which was under the command of Moff Rulf Yage, to Napdu, the fourth moon of Da Soocha. The moon was home to the Hutt crime lord Azzim Anjiliac Atirue, who the Sith suspected was harboring Mon Calamari refugees.

From aboard the Pellaeon-class Star Destroyer War Hammer, Azard and Isen communicated with Atirue via holo, informing him he was charged with giving Mon Calamari refuge on Da Soocha, which the Hutt denied. Cutting the communication, Azard ordered Yage to deploy the strike force's bombers to unleash the same toxin that poisoned Dac upon Da Soocha, before beginning the bombardment of Napdu. The strikeforce began its assault on the moon, destroying most of the moon's population. After the bombardment was completed, stormtroopers were deployed to ensure there were no survivors on the planet. Considering the mission a great victory, the Sith ordered the recall of their forces.

Death
Following up on their success at Napdu, Azard and Isen moved on to the planet Utapau, with Isen establishing a laboratory within one of the worlds many sinkholes. They intended to ensure the native Pau'ans and Utai—who were providing aid to the Alliance and those wounded during the

evacuation of Dac—were completely wiped out. Isen also had an agent ready to assassinate Admiral Stazi, who was on Utapau with part of his Alliance armada in orbit. While Isen prepared his poison for Utapau's population, Jedi–turned–bounty hunter Cade Skywalker, the descendant of Grand Master Luke Skywalker, and his former Master Wolf Sazen arrived on Utapau, planning to eliminate the threat Isen posed to the galaxy.

Just as Isen announced his toxin was ready, Skywalker and Sazen launched their attack on the two Sith. Engaging both Skywalker and Sazen, Azard ordered Isen to release the toxin on the planet's population; however, Sazen was able to hold Azard off to allow Skywalker to pursue Isen. As Azard dueled the Jedi Master, the Sith Lord felt the call of Lord Darth Krayt—whom Azard believed to be in stasis due to serious injuries—through the Force. Using Azard's distraction to his advantage, Sazen killed the Sith Lord with a spinning cut from his lightsaber. Meanwhile, Skywalker was able to stop Isen from unleashing his toxin, killing the Sith scientist in the process.

Personality and traits

As a member of the One Sith, Darth Azard considered himself a Sith first and not one of his own species. He followed Darth Krayt's commands unquestioningly, believing his Lord's commands were all that a true Sith required. When Azard was working with Sith scientist Vul Isen, tension developed between the two as Azard believed Isen's inquisitive nature was contradictory to the ways of a true Sith, and displayed contempt for any member of the One Sith that was not a Darth. As a result of this view, Azard was surprised when Isen saved him in the wreckage of their shuttle. Azard also demonstrated his ignorance of Sith lore and history, having little knowledge of the Leviathan. While on the planet Utapau, Azard realized Isen was now in command of their mission, much to the Sith Lord's disdain.

Azard was a Quarren with yellow eyes, and like most members of the Order, his face and body were fully covered in red and black Sith tattoos. Darth Azard studied the history of Sith Lord Darth Vader, and held many of the same philosophies particularly in his military command style. He was aggressive and short-tempered, executing subordinates instantly for failure. He was feared by those under his command; Admiral Dru Valan chose suicide over facing the Sith Lord following his failure. He was also arrogant, believing the Imperial Knight Treis Sinde to be beneath his abilities.

Powers and abilities

Darth Azard was a skilled wielder of the double-bladed lightsaber in combat, using an unusual curved hilt similar to that of Asajj Ventress. He also showed his skill in using his lightsaber with only a single blade during his duel with Imperial Knight Treis Sinde. Despite Sinde being a Master in the Imperial Knights, he was not able to defeat Azard and was saved by an explosion set off by the Rogues.

Apart from his skill with lightsaber, Azard was a proficient wielder of the Force. He was capable of telekinetic uses of the Force such as Force Choke, and like many of the One Sith, was proficient in the use of Force lightning. Darth Azard was also able to sense disturbances in the Force and track them back to their source, as well as invoking the Force to awaken a Sith Leviathan with the help of Vul Isen. Defensively, Azard was able to protect himself from damage by projecting a shield of Force energy around himself.

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