

Name: Darth Wredd
 Homeworld: Mala
 Died: 139 ABY, Mala
 Species: Near-Human
 Gender: Male
 Hair color: White
 Eye color: Gray; yellow (dark side)
 Skin color: Light
 Affiliation(s): One Sith
 Masters: Darth Wredd's master



DEXTERITY: 3D

Blaster: 5D+1
 Brawling Parry: 5D
 Dodge: 8D+2
 Lightsaber: 9D
 Melee Combat: 8D+2
 Melee Parry: 8D
 Missile Weapons: 7D+1

PERCEPTION: 3D+2

Bargain: 4D+1
 Command: 8D+2
 Con: 9D
 Disguise: 6D
 Search: 5D
 Sneak: 7D

KNOWLEDGE: 3D

Intimidation: 6D
 Languages: 4D+2
 Scholar (Jedi Lore): 4D+1
 Scholar (Sith Lore): 6D
 Survival: 6D+1
 Tactics: 5D

STRENGTH: 3D

Brawling: 6D
 Climbing/Jumping: 5D+2

MECHANICAL: 2D

Astrogation: 8D
 RepulsorLift Operation: 7D
 Space Transports: 6D+2

Starship Gunnery: 5D

Starship Shields: 5D+1

TECHNICAL: 3D

Computer Programming/Repair: 4D+2

Lightsaber Repair: 4D+2

Security: 6D

Equipment: Red Lightsaber (5D), Black Sith Outfit, Helmet, Comlink, Utility Belt, Starship, Shard of Broken Sword

SPECIAL ABILITIES

Force Skills:

Control: 8D+1

Sense: 9D

Alter: 8D+1

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Contort/Escapes, Control Pain, Emptiness, Enhance Attribute, Hibernation Trance, Rage, Resist Stun, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Sense Force, Telekinesis, Force Lighting, Lightsaber Combat, Aura of Uneasiness, Inflict Pain, Affect Mind, Projected Fighting, Telekinetic Kill, Lesser Force Shield

FORCE SENSITIVE Y

FORCE POINTS 6

DARK SIDE POINTS 7

CHARACTER POINTS 12

Description: Darth Wredd was a male Human Sith who served the One Sith during the Second Imperial Civil War. The man who became Darth Wredd had once been a good-natured Force-sensitive warrior from the remote, primitive planet Mala. Towards the end of the Second Imperial Civil War, the One Sith had tested a bioweapon which destroyed all life on his homeworld. However, the Sith spared the warrior's life and he was apprenticed to a Sith Lord, who stripped him of his identity and forced him to wear a helmet which enhanced his dark side powers. Embracing the dark side, Darth Wredd developed a homicidal hatred towards the Sith and sought to bring about their downfall. Following the death of Dark Lord of the Sith Darth Krayt, which ended his Galactic Empire, Darth Wredd and his master went underground as part of the Sith strategy of infiltrating governments and corporations across the galaxy to restore their "golden age."

In 138 ABY, Darth Wredd found an opportunity to move against the One Sith during the Carreras Incident. After trapping an Imperial Knight named Yalta Val in the Surd Nebula, Darth Wredd killed his master and stole Val's identity and armor. He then took control of the Carreras G51 communications array and used it to announce his presence to the wider galaxy. Wredd also attempted to kill Master Val before a live galactic audience but was thwarted by Ania Solo, a local junk dealer who was a descendant of the smuggler Han Solo. Despite failing to kill Master Val, Darth Wredd managed to escape the Carreras system in a getaway transport and initiated an insurgency against the One Sith. Darth Wredd

began hunting down and killing Sith infiltrators across the galaxy. The rogue Sith was motivated by a desire for vengeance against those who had destroyed his homeworld and also wanted to establish a new Sith Order based on the Rule of Two.

Following the Carreras Incident, the Imperial Knight Jao Assam experienced a Force vision of Darth Wredd attacking Empress Marasiah Fel, the daughter of Roan Fel and one of three triumvirs of the new Galactic Triumvirate. Jao and his new ally Ania Solo embarked on a quest to hunt down the rogue Sith. Darth Wredd planted a series of false clues which led Jao and Ania to the Calamari system, where another Sith named Darth Luft had established a slaving operation using Mon Calamari and Quarren refugees. Despite liberating the enslaved refugees and killing Darth Luft, Jao and Ania quickly learned from Darth Wredd himself that they had merely helped him to advance his goal of destroying the One Sith. Sensing Jao's potential, Darth Wredd attempted to tempt the Knight with an offer of becoming his apprentice in a reconstituted Sith Order.

Later, Jao Assam returned to the galactic capital Coruscant to clear Ania's name when she was framed for the murder of the Imperial Knight Teemen Alton. Despite his role in securing Ania's exoneration, Jao was imprisoned for deserting the Imperial Knights, a crime which carried the death penalty. Exploiting Jao's predicament, Darth Wredd visited Jao in prison and offered to help him escape. Jao accepted the offer, not because he wanted to give himself over to the dark side, but instead because he wanted to foil whatever plot Darth Wredd was hatching against the Empress. However, Darth Wredd quickly deduced that Jao was still loyal to the Empress and tricked him into luring the Imperial Knights and the One Sith onto Mala, where he intended to exact his revenge against the One Sith for the wrongs they had inflicted on his homeworld. Darth Wredd's plan worked, and Mala became the site of a climactic battle between the Imperial Knights and the One Sith.

Concluding he had succeeded with his goal of destroying the One Sith, Darth Wredd came to believe that he had delved too far into the dark side to be redeemed. Realizing that he was the only Sith left, he launched a suicidal attack on Empress Fel, nearly succeeding in killing her. However, he was thwarted by Jao Assam who attacked him with his lightsaber and succeeded in slicing off both his hands. In an attempt to draw Jao to the dark side, Darth Wredd tried to goad the Imperial Knight into killing him. However, Jao saw through his trick and refused to strike him down in anger. Ultimately, Darth Wredd was killed by Ania Solo.

Personality and traits

Darth Wredd was a tall, well-built man with white hair. While he normally had grey eyes, Wredd's eyes turned a luminous, sulfuric yellow when he was employing his dark-side powers. Prior to his Sith apprenticeship, the man who became Darth Wredd had been a Force-sensitive warrior who was committed to the well-being of his people on the primitive planet Mala. This man placed the well-being of his people above himself and sought to emulate the Jedi. Despite his combat prowess and renown, this man did not covet any praise or gifts from his people. He was a good husband and father who was committed to protecting his family. However, the man who became Darth Wredd underestimated the Sith and was beaten by them in combat. As a captive of the Sith, he was forced to watch the destruction of his entire homeworld and family at the hands of a Sith bioweapon. He never fully recovered from the loss of everything he held dear and subsequently gave himself over to the dark side and hatred.

Darth Wredd was then apprenticed to the same Sith Lord that had beaten him in combat. During his Sith apprenticeship, Wredd was forced to wear an uncomfortable helmet which was designed to temper his weakness, teach him hatred, and to ensure his full commitment to the dark side. The helmet succeeded in these objectives but fueled his hatred and ambitions which ultimately drove Wredd to murder his master and to embark on a ruthless insurgency against the One Sith when the opportunity came. As a result of his Sith apprenticeship, Darth Wredd's personality underwent a radical and irreversible transformation. While he had formerly looked out for the welfare of others, Darth Wredd now treated other sentient beings with contempt and disdain. While posing as the Imperial Knight Yalta Val, Wredd used his dark-side powers and vicious personality to intimidate other sentient beings. On one occasion, Wredd even strangled a Shifala communications officer following delays with the construction of the Carreras G51 communications array.

Darth Wredd's hatred towards the One Sith for destroying his family and homeworld led him to embark on a campaign to try to kill all of the other One Sith infiltrators who had secreted themselves into key governmental positions across the galaxy. In combat, he displayed little mercy and was capable of killing without hesitation. Wredd had given himself over to the dark side to the extent that he was willing to kill the captive Imperial Knight Yalta Val for the sole purpose of demonstrating the impotence of the Galactic Federation Triumvirate, the new galactic government. As with many other Sith, Wredd exhibited megalomaniac ambitions of wanting to rule the galaxy and to overthrow the established galactic order. Wredd's plan for galactic domination was to destroy the One Sith and to create a new Sith Order based on the Rule of Two, which had been first instituted by Darth Bane more than 1100 years ago.

Darth Wredd was willing to manipulate other sentient beings into advancing his goals. He manipulated the Imperial Knight Jao Assam into killing Darth Luft, thus fulfilling his agenda of destroying the One Sith and creating a new Sith order based on the Rule of Two. Despite his malevolent tendencies, Wredd was still capable of helping other people if it benefited him. On one occasion, he and Jao Assam joined forces to save Jao's companions from the Sith by pushing a large piece of space-Station wreckage into the path of a rampaging One Sith host. Despite saving Ania and her companions, this action helped save him from the advancing One Sith horde, who were out to kill him. Wredd was also able to recognize potential and talent in other sentient beings. On one occasion, he was sufficiently impressed by Jao Assam's actions during the liberation of the Mon Calamari Shipyards to offer him a place in his Sith Order. Ultimately, Jao rejected this offer due to his loyalty to the light side of the Force and Empress Marasiah Fel.

While Darth Wredd ultimately fulfilled one of his goals of avenging the destruction of his family and homeworld by destroying almost the entire One Sith order, he seemed to feel he had delved too deeply into the dark side to be redeemed. Upon realizing that he was the only Sith left on the planet (and, he wrongly assumed, in the galaxy), he launched a suicide attack on Empress Fel with the intention of provoking a fight with Jao Assam that would lead to his death. Darth Wredd had also intended to goad the young Imperial Knight into striking him down in anger, thus completing Jao's journey to the dark side and creating a new Sith. However, Jao saw through Darth Wredd's trick and refused to kill Darth Wredd, and Ania Solo carried out the deed.

Powers and abilities

In his youth, Darth Wredd had developed a reputation as a skilled sniper and a fearsome swordsman. His hunting and sword-fighting skills were greatly augmented by his Force-sensitivity. Prior to his Sith apprenticeship, this man modeled his life and values after the Jedi Order, which had been driven underground following the Massacre at Ossus. While Darth Wredd's powers were not diminished during his Sith apprenticeship, he came to draw on the dark side of the Force as his main source of power and strength. As with many other Sith, Darth Wredd wielded a red-bladed Sith lightsaber. Darth Wredd was skilled with telekinesis as shown when he snagged Yalta Val's lightsaber from Ania Solo's grip.

In addition, Darth Wredd could use telekinesis to choke his victims, such as when he choked Governor Biala, an unidentified Shifala communications officer, and Ania Solo. Wredd was also a frequent user of Force throw, which he used to impale Jao Assam, entangle Ania Solo with wires, and during his duel with Yalta Val. Darth Wredd also had a keen Force sense as shown when he sensed the presence of Ania Solo during his galactic broadcast. The Sith Lord appeared to be proficient in the use of Force-enhanced movements, such as when he blinded one of his eyes.

Darth Wredd was also skilled in using stealth to ambush his opponents as shown when he stalked a Snivvian Sith infiltrator on Cadomai Prime and Empress Marasiah Fel. Due to his exposure to the One Sith, Darth Wredd knew how to pilot a starship. He was also tech-savvy enough to manipulate communications technologies like communications arrays. Darth Wredd also once worked with a nominal opponent, the Imperial Knight Jao Assam, to use the Force to throw a large piece of space-station wreckage on an advancing horde of One Sith acolytes.

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