

**(**[**http://img.photobucket.com/albums/v85/Suetekh/jpb.png**](http://img.photobucket.com/albums/v85/Suetekh/jpb.png)**)**

**Name:** Fakot Odramord

**Birth:** 2 BBY

**Species:** Devaronian

**Homeworld:** Devaron

**Gender:** Male

**Hair:** None

**Skin:** Rust red tone

**Height:** 2.0 meters

**Mass:** 85 kilograms

**Position**: Leader of Alpha Omega

**Era**: Dark Jedi Brotherhood Era

**Affiliation:** Alpha Omega

**Fakot Odramord** (born 0 ABY) was a professional mercenary and leader of the Alpha Omega mercenary organization. He attained the position by virtue of his relentless work ethic that came from his desire to explore and do more which drove a certain ambition. His arrogance however was seek as reckless by many as head of an organization, often taking jobs that were far too risky just for a chance to see the galaxy. Yet few could question his ability to always find success, and credits, and move onto the next job.

**Biography**

**Taking to the Stars**

Born on Devaron in 2 BBY in the city of Montellian Serat, he quickly found his family moved out by his mother at its destruction shortly after his birth. His father was part of the Devaronian Army and spent his time in battle, only ever sending credits and stories back but never visiting. His mother raised him alone and taught him everything he needed to know about taking care of himself.

From an early age he was an explorer. Spending his free time when not tied up in his studies exploring every last rock of the Blue Mountains. He even started up a small explorer and mapping club with friends and got his first experience with leadership. It was not surprising to anyone that he joined the Devaronian Army himself at the first chance he got.

**Military Life**

Fakot had all the right tools to make a great scout for the Army. Excelling in every mission thrown his way by upper command. However, it was his own personal touches and side quests that got him into early trouble. Constantly taking open interpretation to his orders and taking liberties with his freedoms to do his own thing on top of what was expected of him.

With the recent memory of the butcher of Montellian Serat still fresh in every Devaronian’s mind, it was a trait that was seen as reckless and dangerous. Already frustrated by the rigid structure of the Army, and feeling constrained, these extra complaints caused him to leave the Army for good to follow his own path.

**Mercenary Life**

Still needing to satisfy his desire to explore, as well as provide a steady flow of credits back to his family on Devoron, Fakot joined up with the first mercenary group he encountered in his travels. It was a new lifestyle at a new pace, which sent a spark of vigor in him that he had never experienced before.

Alpha Omega was looking for fresh blood to fill their ranks as they looked to build their influence and resume. A skilled and ambitious Devaronian with military training was just what they needed to finally find success. He immediately became a rising star with his flawless ability to execute on his missions.

Flourishing in his new role as a mercenary where his special antics were approved of and not shunned he quickly got attention of the group leadership. It was only a short year before he found himself closely tied ot the leaders with his own pick of the available missions. He quickly began to understand the political power structure of the group and used it to his advantage to explore areas he wanted most.

Along with this success, came free advertising at word of their results, and recruiting was at an all time high. Higher quality members were joining with greater talents furthering their success. However it wasn’t long before even that wasn’t enough.

**A Leaders Life**

Not satisfied with the available options for him and the risk involved, and recognizing the strength of his own position, Fakot grabbed for more. Forcing the current leader to step aside from political pressures of the membership and his own close allies he found himself at the top.

As a leader his results spoke for themselves. The credits that poured into Alpha Omega were enough to keep any mercenary happy and for them to look the other way as he would pursue his own ambitious agendas regardless of how reckless.

**Personality and Traits**

Fakot is always busy with something and his mind caught in some other world. It gives an impression of being aloof and never really present in the room if you were to meet him. Yet his speech is specific and deliberate showing his attention to detail. It would be hard to deny his cleverness with any amount of time spent with him.

When things get rough his attention becomes locked in. His intensity shows through in his face and actions as he becomes immediately present in the here and now. This switch is carefully learned by his closest allies, as a way to gauge his attitude and feelings.

When combat situations arise, he prefers the use of blaster rifles but is equally skilled with blaster pistols. Having become an incredibly skilled marksman during his time in the Army and even better with the more unorthodox style he picked up during the subsequent mercenary years. With a blaster in his hands he is incredibly deadly. A skill that suited him well and aided in many of his successes on his missions and kept him alive.

**Appearence**

Fakot has a rust colored complexion, and is hairless with the signature Deraonian horns protruding from the top of his head. He has sharp incisor teeth which add to his aggressive appearance that makes many even more uncomfortable in his presence.

He chooses to wear dark heavy mercenary armor protecting most of his body, and moves very comfortably in it, likely attributed to his physical fitness and strength and time spent working with several of his closer bounty hunter allies.