

Early Life

Zagro Fenn was born under the ominous and bleak spires of the industrial wasteland of Raxus Prime. The once booming and prosperous metropolis world was far past its prime millennia ago, and the recent resurgence of the world due to the exploits of Count Dooku and the Confederation of Independent Systems had given way to near lawlessness under lax control by the nascent Tion Hegemony and the Imperial overlords.

In 6 ABY Fenn was born to Commander Calus Fenn and a local female named Talindra Djo. The senior Fenn had come to Raxus Prime nearly a lifetime prior as a young soldier of the Umbarana militia forces that had gallantly defended Umbara from the Republic and her clone armies. Thankful for the assistance the CIS provided to Umbara, the normally xenophobic and highly stratified society allowed several forces to depart for the greater war. The ruling caste, the Rootai, specified that if victory was achieved the families of those soldiers embarked would be elevated to amongst their ranks. Failure was to be relegation to the lowest castes of the Umbaran society.

By the time of Zagro's birth, Calus had gained command of the nascent and growing community of ex-patriot Umbarans who could never return to their beloved home. Clandestine communications had been established from within the backwater of the Tion Hegemony to the Mid-Rim world of Umbara, but the people on Raxus Prime were a broken and exploited people. Fenn's mother left for parts unknown and a brighter future in 12 ABY. This abandonment of the loving and caring woman, so different from the manipulative and sardonic Umbarans to which Zagro grew around was a devastating blow. He had once been teased and shunned for acting more like a human than his own kind, Fenn learned to hate his people and pity them while also scorning the human frailty of his mother.

Calus Fenn, by 16 ABY, had all but neglected his son with the dual misery of holding together the factious Umbarans on Raxus Prime and the personal tragedy of losing his one and only love. It was in this year that the senior Fenn decided to gamble his people on a return to Umbara. Allying his few remaining aged veterans and the cream of the next generation of soldiers with local pirates and Black Sun operatives, Calus prepared for war.

Zagro's solitary and neglected upbringing had a deep impact on the inquisitive and naturally outgoing Umbaran. Without an outlet for his budding social needs or companionship, he turned to reading and study of all the trash heaps of history that is Raxus Prime. During this period, the men under Calus Fenn and local criminal elements boarded transports and readied makeshift warships and prepared to raid Umbara itself. Zagro did not wish his father goodbye, and no words passed between the two men. Only a sad look crossed both their brows. In later years Fenn would understand his father lost the ability to care for anyone once his mother left and the

deep feeling of powerless to protect his son forced the commander's hand to risk all to return to Umbara and make his mark.

Word finally came two years later in 18 ABY, the mission had been a spectacular defeat. The pirates and Umbaran veterans had been betrayed by Black Sun and turned over to the Rootai ruling council. Recordings of the executions and heads were transported back to Raxus Prime as a grim reminder of the social stigma and intransience of the Rootai for the descendants of her most gallant and patriotic sons and daughters.

The loss of both parents drastically altered the budding Umbaran. With all hope for the future stolen for the remaining women, elderly, and children of the Umbaran diaspora on Raxus Prime, Zagro became extroverted to a degree. He talked to the original Umbarans who came with the expedition and learned their secrets and as much of the past as possible. He also learned to be highly manipulative and cunning as well. Publically he acted as a caring and ponderous youth who fostered a sense of community. Secretly, he sent younger children and his peers on dangerous scavenger hunts and pick pocketing missions to gather more intelligence and data on a myriad of subjects that Zagro could find.

Late in 18 ABY a culminating point was reached. With all love and feelings of betrayal and loss all but shunted inside, Fenn garnered what would be his defining drive for the future. Scouring Count Dooku's former headquarters a small cache of documents were discovered, as well as a holocron belonging to a long dead Sith adherent from Korriban. None of Fenn's band of urchins could activate the device, yet when Zagro held it the holocron activated, calling to him while scaring the Umbaran children away.

Selto Gant, the holocron's creator, had programed a highly suggestive protocol into the histories and arcane secrets held within. Now, Zagro had the confidant and friend he never had before. Gant told Fenn about the multiple rise and falls of the Sith Empire, the mysteries of the Sith, information on lost technology, and above all else grooming Zagro for exploration and a thirst for power.

The potent mixture of the final loss of all familial ties, a crumbling community on a long dead and poisonous world forgotten by all, Zagro found a purpose. Selto Gand inculcated an urge for retribution for the Umbarans thrust to the galaxy by the Rootai and left to wallow. Outright military intervention and a coup had already failed and cost the life of his father. No, Fenn had his own path that would take decades to put into fruition.

At age 12, Fenn knew he must learn as much information as he could, and turn that information to ultimate power in order to return to Umbara not as the head of a host, but as a singular driving force of change. He would find a way to make such a mark on the galaxy or attain such singular power that he could engage the Rootai and enact the change his father had died for. And to do it, he would have to find all

the holocrons and ancient treasure and lure on Raxus Prime, the Tion Hegemony,
and within the Mid-Rim.