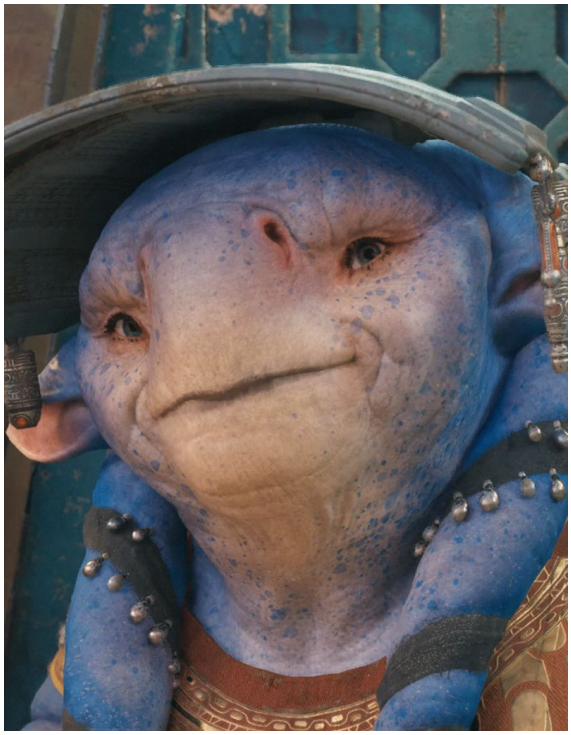
Characters D6 / Doma Dendra (Waluna Antiqu



Name: Doma Dendra
Homeworld: Koboh
Species: Waluna
Gender: Female
Eye color: Blue
Skin color: Beige and blue
Affiliation(s): Dendra's Antiquities
Move: 10

DEXTERITY 2D
- Brawling Parry 5D
- Dodge 4D

KNOWLEDGE 3D
- Bureaucracy 5D+1
- Business 5D+2
- Cultures 6D
- Languages 5D
- Planetary Systems 5D
- Scholar; Antiquities 5D+2
- Streetwise 5D
- Value 6D+1

PERCEPTION 2D+2
- Bargain 6D+2
- Con 4D+1
- Investigation: 5D+1
- Persuasion 5D
- Search 4D+1

STRENGTH 3D
- Brawling: 5D

MECHANICAL 2D
- Communications 3D
- Repulsorlift Operations 4D+2

TECHNICAL 2D
- Computer Programming/Repair 3D+2
- Security 4D

Special Abilities:

Four Legs: With four legs Waluna are a very stable platform, making them hard to throw off balance, giving them a +2D to resist being knocked down.

Lekku: Waluna can use their head-tails to communicate in secret with each other, even if in a room full of others. The complex movement of the tails is, in a sense, a "secret" language that all Waluna are fluent in. This is usually used as a secret trading language.

Story Factors:

Trustworthy: Waluna have an appearance that other species seem to find naturally trustworthy, this along with their nature gives them a +1D to Persuasion, Con and Bargain.

EQUIPMENT
CREDITS - 200
Expensive Clothes, Comlink, Goods

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 0
CHARACTER POINTS 2

Description: Doma Dendra was a Waluna female and the owner of Dendra's Antiquities on the planet Koboh during the Imperial Era. She was considered the founding member and unofficial mayor of Rambler's Reach Outpost.

Biography

Settling on Koboh at some point prior to 9 BBY, she did not arrive on Koboh alone, but the partner she traveled with perished, the only testament to their existence being an unassuming grave that Dendra made in the Untamed Downs outside of the outpost. According to Harr, Dendra established her shop, and the outpost grew around it. Where others saw hooligans, Dendra saw hard workers, a community of dreamers like her. In turn, members of the Koboh community gave her the utmost respect. In particular, Turgle was attached to Doma ever since she saved him from a self-inflicted blunder. She took Turgle in and hid him while he was on the run from a heist that put a significant bounty on his head.

Dendra cared deeply about respect and lawfulness. Particularly in the early days, Rambler's Reach Outpost was a prime target for those looking to pull a quick heist. In one instance, attempting to upheld a modicum of law, Doma killed a dishonest prospector who attempted to flee the scene of their crime. After the rise of the Bedlam Raiders on Koboh, she used her reserved might to slaughter a raider in order to send a message that the outpost was well-defended. Dendra's lead did create grievances, however, as at least one escaped convict wrote a datapad entry in which he claimed that Doma sussing he and his conspirators out while they tried to make a living was unfair.

Beyond maintaining law and order, Dendra also performed some administrative work for the prospectors of Rambler's Reach. She assessed the damage after backup from Dredger Gorge compromised an old water treatment shed, causing pipes to burst and beams to collapse.

Upon Greez Dritus' settling on Koboh prior to 9 BBY, Dendra initially thought he was another priorite vulture simply after a few credits. But when she saw the levels of care he put into setting up and maintaining Pyloon's Saloon, she knew they were both cut from the same cloth. In 9 BBY, she told Jedi Knight Cal Kestis that Greez was "one of the good ones", but asked Cal that he keep that to himself. She also harbored suspicions when Merrin was brought to the Outpost by Kestis. Having not encountered a Nightsister before, she did not fully believe Cal's claims that Merrin could raise the dead but warned Cal he would be in trouble if she did.

Dendra was pleased that Kestis had the Raiders on the back foot at it was great for her business. The Outpost was meant for trade, and, though, there was a bad egg or two when she arrived, she believed there was no place for gangs like the Raiders.

Personality and traits

Describing Dendra's Antiquities, she claimed it was home to the finest components and sundries this side of the outer rim, adding her shop was one built on trust and quality. Despite being fond of Kestis and telling him he was becoming a local, she would not offer him a discount on his goods in the name of fairness.

Alongside caring deeply about respect and lawfulness, Dendra believed in consistency and reliability, believing them to be more advantageous compared to new and exciting ideas. She preferred people who didn't request her to step in to solve their disputes, instead preferring they resolve them without her aid. As such, Dendra liked to solve her own problems in the best manner that she saw fit. At one point, she ensured a band of marauders went off-world in mysterious fashion, and, after forty years, Harr was still perplexed at how she managed to rid the Outpost of the problem.

Despite her sometimes brash demeanor, Dendra cared about the inhabitants of the Outpost. Upon hearing of Grock's death, she expressed regret, and, whilst describing him as incorrigible, stated that she missed his presence. She also confided in Kestis that she was a big fan of Ashe Javi's music and couldn't get it out of her head, but her tough reputation prevented her doing what she wanted to do: dancing.

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