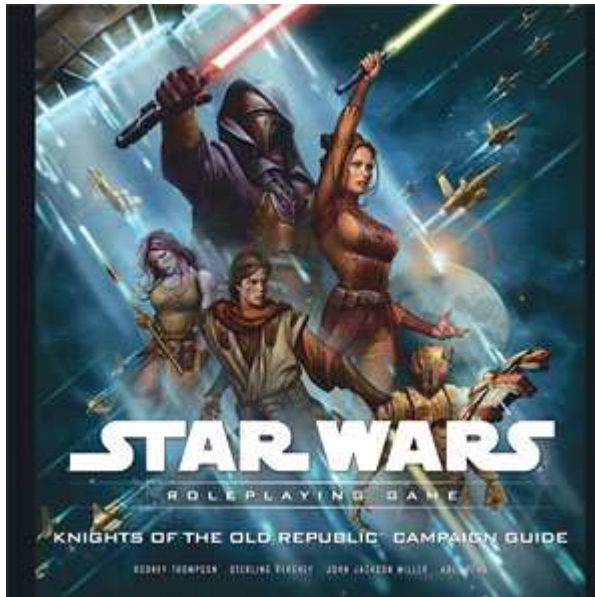


KOTOR Campaign Guide Web Enhancement 2

Captain Dallan Morvis

The new *Knights of the Old Republic Campaign Guide* is crammed with material that Gamemasters and players can use to create an epic *Star Wars* roleplaying game experience during one of the most dangerous periods of galactic history. In fact, the book is so full that we had to leave out a few things that just wouldn't fit. But never fear -- we're bringing those game options to you as a series of exclusive web enhancements!

Today's installment: Captain Dallan Morvis of the Mandalorian Wars!



Captain Dallan Morvis

With a father who founded the Coruscant Financial Exchange and a mother serving as the Senator from Chandrila, Dallan Morvis has been groomed for big things. But unlike the typical upper-cruiser thrust into the Naval Academy at Coruscant, Morvis strives to become an asset to the Admiralty.

Upon graduation, he takes an assignment as a junior liaison between Admiral Sommos's staff and the Vanjervalis design team. That assignment leads to his first bridge posting as a lieutenant on then-Captain Karath's frigate, *Reciprocity*. Seeing in Karath a leader on the rise, Morvis followed him to *Courageous* -- and to war against the Mandalorians.

But on *Courageous*, Morvis finds a rival in the junior officer Carth Onasi. Onasi shares Karath's hardscrabble beginnings and penchant for quick and sometimes reckless decision-making -- neither of which apply to the high-born, calculating Morvis. Morvis delights in making life difficult for Onasi, and when fugitive Padawan Zayne Carrick joins them on their escape from Serroco, Morvis shows no sympathy for Onasi's new friend.

But because of Onasi and Carrick, Morvis barely escapes what might have been a career-ending disaster aboard the *Arkanian Legacy*. There, Morvis urges Karath to bargain for Republic control of the exogorths -- weaponized space slugs capable of decimating star systems -- suggesting the Republic use them to create a firewall of scorched systems between itself and the Mandalorians. Onasi and Carrick bring the affair to a premature end, leaving Morvis to face the music on Coruscant.

This time, Morvis does turn to his political connections, not only escaping punishment but also winning a captaincy aboard Karath's successor vessel, the *Swiftsure*. Morvis, thus, continues to show his talents as a survivor willing to do anything to protect his position -- a hidden element of Karath's character he seeks to imitate and cultivate.

Captain Dallan Morvis

CL 11

Medium Human noble 7/officer 4

Force 2; Dark Side 2

Init +11; Senses Perception +16

Languages Arkanian, Basic, Bocce, Bothese, Duresse, High Galactic, Ithorian, Khilese, Mon Calamarian, Snivvian, Sullustese, Zabrak

Defenses Ref 25 (flat-footed 24), Fort 22, Will 27
hp 43; **Threshold** 22

Speed 6 squares

Melee unarmed +10 (1d4+6)

Ranged blaster pistol +10 (3d6+5)

Base Atk +9; **Grp** +10

Special Actions Coordinate +3, Shift Defenses I

Abilities Str 11, Dex 12, Con 11, Int 16, Wis 12, Cha 14

Special Qualities command cover +2, share talent (Presence, Shift Defenses I)

Talents Coordinate (3), Presence, Shift Defenses I, Wealth

Feats Armor Proficiency (light), Improved Defenses, Linguist (2), Melee Defenses, Republic Military Training, Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +12, Initiative +11, Knowledge (bureaucracy) +18, Knowledge (galactic lore) +13, Knowledge (tactics) +18, Knowledge (technology) +13, Perception +16, Persuasion +12, Pilot +11

Possessions blaster pistol, officer's uniform, comlink (encrypted), code cylinder, credit chip

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