Characters D6 / Captain Dallan Morvis (Huma



CHARACTER NAME – Captain Dallan Morvis
SPECIES - Human
GENDER - Male
HEIGHT - 1.75m
MOVE - 10

DEXTERITY: 2D+1
- Blaster: 5D+1
- Dodge: 8D+1
- Melee Combat: 3D
- Melee Parry: 3D

PERCEPTION: 3D
- Con: 6D+1
- Command: 8D
- Persuasion: 6D

KNOWLEDGE: 3D
- Bureaucracy: 8D
- Cultures: 6D+1
- Intimidation: 6D
- Languages: 7D
- Planetary Systems: 6D+1
- Tactics: 8D

Value: 6D+1

STRENGTH: 2D
- Brawling: 3D+1

MECHANICAL: 3D

TECHNICAL: 3D
- Repair: 6D+1

EQUIPMENT
- CREDITS - 10,000
  - Blaster Pistol, Galactic Republic Officer's Uniform, Comlink (encrypted), Code Cylinder, Credit Chip

FORCE SENSITIVE – N
FORCE POINTS 2
DARK SIDE POINTS 2
CHARACTER POINTS 5

Character Bio -

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-cruster 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' 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.

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