



# GAVIN MOR NPC GUIDE

## General Information

Gavin has no racial preferences, for friendship or romance. He may tolerate evil in the party, but he will not voluntarily befriend an assassin of any alignment or any evil protagonist. In a party led by an evil protagonist or an assassin, Gavin will banter with other NPCs and make interjections, but he will not have much to say to the PC.

Gavin will watch your reputation very closely, and will leave the party forever if it should fall below 5. Please note that this differs from most good NPCs, who leave at 2.

He is also sensitive to the words and actions of the party leader. He understands that people make mistakes, but will complain about repeated acts of callousness or cruelty, even if they do not involve the loss of reputation, and will terminate a friendship if the PC offends his values too often.

## Friendship Requirements

Gavin will attempt to befriend a protagonist who is not evil or an assassin. Gavin will not withhold his friendship based on reputation, but he will leave if it should fall below 5.

Gavin has strong values. He understands that no one is perfect, but if the PC makes too many decisions that he considers evil or immoral, he will complain, and eventually leave.

## Romance Requirements

Gavin has no racial preferences, for friendship or romance.

**Gender:** Gavin will only romance a female protagonist.

**Alignment:** While Gavin will befriend a neutral protagonist, he will only be attracted to a female of good alignment.

**Class restrictions:** Gavin will not be attracted to an assassin, bounty hunter, or necromancer of any alignment.

**Stat requirement:** Gavin admires a strong leader, so he will only be attracted to a protagonist with a charisma of 12 or better and a wisdom of 10 or better.

**Reputation:** A reputation of 11 or higher is required to initiate and sustain the romance, but for it to progress past a certain rather obvious point, a reputation of 15 or better is required and must be maintained. Gavin will warn the pc if her reputation needs work with plenty of time to improve it.

**Offense:** Gavin is not particularly easily offended, but he will not tolerate frequent insult to his values, or too many callous or cruel decisions. Gavin appreciates the kind of maturity that cannot be measured in years. Obviously immature PC responses are also likely to offend.





## About Concurrent Romances

Gavin understands that the protagonist is a desirable woman, and that many men may vie for her affection. But he has some confidence issues. If the protagonist is involved with other men, he notices. He will not say anything at first. He will warn the pc several times that he is becoming uncomfortable before ending the relationship. Commitment to another ends Gavin's romance, although it might be possible to resume it if the other romance is broken. Commitment to Gavin ends other romances.

## I made a mistake...

People are human (or the demi-human equivalent). They make mistakes. Unless Gavin ended the relationship because he was offended, the relationship can be restarted... once.

If Gavin or the pc ends it a second time, it is over. He is a little more selective about resuming the relationship than he was about maintaining it, as far as tolerating offense. The offense break for romance is set at 7. It is set at 5 for restarting the romance, so if the pc has already been warned twice about it, it is probably too late. If he can see trouble coming, he will be reluctant to risk it a second time.

It is possible to restart the relationship if Gavin ended it because the pc was involved with other men, or if she became committed to someone else, but she should be free of other commitments or attractions before making that choice. Gavin will only give one warning if the relationship ended because of another. If the pc ignores that warning, Gavin will break it off again, for good.

## About the PC's shadowy past

Gavin is a forgiving soul, but some revelations are harder to face than others. It is strongly recommended that the protagonist secure a commitment from Gavin before returning to Candlekeep.

## Questions?

### Will Gavin romance my Lawful/True/Chaotic Neutral PC?

No. He feels very strongly about that. He cannot have feelings for someone that does not share at least that core value. Wait for Shadows of Amn...

### Why isn't Gavin interested in my necromancer/bounty hunter/assassin?

Gavin is a cleric of Lathander, and he objects to these classes on moral grounds.

### Will Gavin fight evil NPCs?

Physically or magically, no, but I cannot guarantee their dialog will be placid.

### About Gavin's quests...

Gavin's quests are optional, and two of them may be completed whether Gavin is in the party or not. The third may be completed, somewhat, even if Gavin is not in the party, but not in as satisfactory a manner as it would be if he were. Please not that completing Gavin's quests is optional, but hearing the assignment is not! Please let him go to the temple, or go with him.





**Does Gavin have any Cross-Mod content?**

Gavin has cross-mod content with the Baldur's Gate NPC Project. Gavin does not currently have any cross-mod content for other NPC mods.

**If I drop Gavin from the party, will he rejoin?**

Yes, as long as you did not tell him to leave forever \*or\* he did not leave over reputation or some truly horrible decision of the pc. Gavin can be sent to wait at an inn or back at the temple.

**Speaking of offending Gavin, why is that break set so low, especially since so many things can cause it to rise?**

The in-game events that cause it to rise are decisions that would be clearly out of character for a protagonist playing his/her alignment (Gavin can be offended by friends as well as lovers). For friendship, the break is set at 12. The pc would have to do or say 12 obviously evil things to get it up that high. Gavin has high expectations of a potential mate. He would not expect her to deliberately do \*anything\* evil, but he is prepared to overlook a couple of mistakes. Alternatively, she would have to respond to fully a quarter of all love talks that have offensive choices in an offensive way. It would be too much to ask anyone to overlook that.

**Gavin doesn't like \*this NPC\* much, does he?**

Gavin gets along better with some NPCs than others. Some possess personality traits that offend him. His views in no way represent author preference.

**Gavin is talking with the wrong lines.**

Tell him he sounds strange.

**Gavin said something wildly out of context for the situation, but the string-fixer didn't do anything.**

Many of Gavin's banters are scripted. It is possible that if a banter failed to fire when it was supposed to fire, it would show up later, at an interjection point. Example: the pc just found Gorion's letter, and all of a sudden, Ajantis is telling Gavin he had better behave himself. That situation is clearly unrelated to the dialog that appears to follow. If this happens, please send an email describing the problem to [rtannahill@msn.com](mailto:rtannahill@msn.com). It may be possible to use Player Initiated Dialog on one or both of the NPCs, until you get a dialog that sounds about right. This may never happen, or may not happen quite like this, but it's a useful illustration.

**Originally, I didn't meet Gavin's friendship or romance requirements, but now I do. Is there any way to start a friendship or romance with him once he's already in the party?**

Yes, but it requires the use of Player Initiated Dialog. To use this, you would initiate dialog with him, then chose the option that suggests the PC would like to get to know him better. But make sure you mean it, and that the pc does actually meet the requirements for friendship or romance, because this may only be attempted once.

**What is the maturity rating of the romance?**

The relationship is targeted for a mature audience and contains adult situations. Please do not install the romance component if you think this might offend you.





**Doesn't Gavin realize I am busy? He seems to initiate dialog right after combat, when I want to heal my party.**

One of the limitations of the game is that it is possible to make sure that there are no visible enemies at the time dialog starts, but there is nothing to prevent the dialog from starting the moment combat ends or all enemies are invisible. In multiplayer mode, this can mean that if the enemy is invisible, Gavin will start chatting in the middle of combat. Please don't be angry with him. It isn't his fault. Almost half of the love talks can be postponed for 10 minutes, real time, but there is a slight penalty. If the player postpones or aborts 7 or more love talks, Gavin will think the player is not really interested. Note that it is possible to restart the relationship if this happens, though, but only once. He also is not happy about it if you ask him to delay a love talk and then tell him you aren't in the mood to talk, after all. Better to just tell him so up front.

**Is there any way to speed things up/slow things down?**

Slowing him down is easy. It is possible to delay certain lovetalks by checking the romance guide and avoiding situations that would trigger the next lovetalk, like camping outdoors during daytime. Or you can tell him you need more solitude. If you want him to flirt with the pc more, flirt with him more. He will respond in kind. Certain relationship-defining events cannot be altered once the romance timer is installed, though.

**I'm getting love talks that are not in the romance guide. Is this a mistake?**

No. Gavin likes attention. He responds to it by flirting more, at the appropriate intimacy level. This requires flirting to be installed. It is also possible to mistake friendship talks for lovetalks.

**My PC is involved in another romance, but I haven't heard any complaints.**

If the pc is only involved with one other man, you never will. Gavin's insecurity is proportional to the number of active romances besides his. If only one other romance was ever active at a time, the first warning is set after the commitment point. For three other active romances, expect it a lot sooner. Please note that most BG1 NPC project romances are not deactivated by dropping the NPC from the party.

**If I drop Gavin from the party, will the romance still be active? If so, where will it pick up?**

Yes, if Gavin is dropped from the party and rejoins, the romance will resume right from where it left off.

**I dropped Ajantis/Coran/Xan from the party, but Gavin is still making jealous comments about attention from other men. What is going on?**

In the BG1 NPC Project, relationships do not end when an NPC is dropped from the party. If the NPC in question left and the romance was active at the time, the romance is still active. If this happens, the easiest thing to do is allow the NPC to rejoin and then break it off. If this is impossible because of party location, e.g. Balduran's Island, you can end it with Gavin and attempt to pick it up later, or you can end the other relationship via the console.

**I selected the wrong dialog option, and now it's over. What to do?**

It happens. That's just one of the reasons the relationship can be restarted via Player Initiated Dialog. But if you hit the wrong button in a way that caused his offense level to exceed his tolerance, it is well and truly over. Sorry, but Gavin can't be made to understand the difference between a careless player mistake and a genuinely intended response. Most of the time, there is an opportunity to apologize with no harm done, in the dialog choices that follow.

**What went wrong?**

Ask him.





### **The relationship is over, but Gavin is still talking to me. Why?**

Unless you offended him greatly, he still considers you his friend.

### **If I decide to restart a failed romance with Gavin, where will it pick up?**

Right where it left off. If you broke off the relationship after it became committed, you will not be able to go back in time to a pre-commitment state. There are a few places in the romance where breaking off the romance \*will\* end it forever. If Gavin tells the pc he must speak with her about something, chances are this is a relationship-defining moment and ending it here will end it forever.

### **What are the optional components?**

The romance is optional. NPC-initiated flirting is also optional. PID is installed automatically, however, as it contains the string fixer and allows the player to better manage the friendship or romance. Different players progress at different rates. To accommodate as many playing styles as possible, there are a variety of romance speeds. Also, this mod is designed to be compatible with the Baldur's Gate NPC Project, and different NPCs are available at different times. Some players might want to pace their romances differently depending on party composition and player taste.

### **Will Gavin be available in Shadows of Amn/Throne of Bhaal?**

It is planned.

## **The Romance**

### **Sequence of the Talks**

**Sequential, No Conditions:** 1, 2, 3, 4, 7, 8, 11, 13, 14, 15, 16, 22, 23

**In a town:** 12

**Before rest, outdoors (daytime):** 5

**Before rest, after having been outdoors for some time after LT 16:** 17

**Before rest, any time or place:** 19, 20

**Before rest, at an inn:** 9

**After resting:** 6, 10, 18, 21, 24

**After PC discovers her heritage:** 25

**After PC discovers her heritage, in the catacombs:** 26

**After PC discovers her heritage, before resting:** 27

**After PC discovers her heritage, after resting:** 28

**After PC discovers her heritage, in Baldur's Gate:** 29

**In the Undercity:** 30

## **The First Lines**

**1<sup>st</sup>** <CHARNAME>, would you indulge me in a philosophical discussion?

**2<sup>nd</sup>** <CHARNAME>, forgive me for distracting you, but I was wondering if I might bend your ear for a while.





- 3<sup>rd</sup>** <CHARNAME>, what was your childhood like?
- 4<sup>th</sup>** <CHARNAME>, you already know I'm from Ulgoth's Beard.
- 5** \* Camp is set, you have eaten and cleaned up, and you are relaxing for a while before retiring. As usual, Gavin is drawing in his sketchbook. \*
- 6** \*You wake and take a moment or two to collect yourself before rising.\*
- 7<sup>th</sup>** I know we've already discussed your reasons for traveling, but I was wondering if there was anything particular you were hoping to find along the way.
- 8<sup>th</sup>** It seems you are beset on all sides. Assassins, dangerous quests, mysterious enemies, and even your dreams have turned against you. I worry for your safety, <CHARNAME>.
- 9** \*You are relaxing with your party in the common room before retiring. Gavin has gone to fetch your drinks.\*
- 10** \*When you go back down to the common room after you rise, you do not see Gavin immediately.\*
- 11<sup>th</sup>** <CHARNAME>, I wanted to apologize for making a fool of myself back at the inn.
- 12<sup>th</sup>** Hmm. That man over there has been looking at you for some time.
- 13<sup>th</sup>** <CHARNAME>, I've been thinking about how fortunate I am.
- 14** I've been thinking about death, lately.
- 15** AAIYEEEEEE!
- 16<sup>th</sup>** Fear is a strange emotion, <CHARNAME>.
- 17** Have you ever been in love?
- 18** \*When you wake, Gavin is seated beside you.\*
- 19** Would you walk with me, love?
- 20** May I make an odd request of you, love?
- 21** \*You wake to find Gavin still sleeping beside you.\*
- 22** So, dear one, when shall we be wed?
- 23<sup>rd</sup>** Have you given any thought to where you would like to live once this is all over?
- 24** \*When you wake, you feel something warm lying beside you.\*
- 25** That letter...
- 26<sup>th</sup>** <CHARNAME>, about what I said...
- 27** Beloved, I must speak with you.
- 28** Good morning, <CHARNAME> Mor.
- 29<sup>th</sup>** It's going to happen soon, you know.
- 30** Somewhere down here, there is a man who wants to kill you. Are you ready?

 Delayable





## The Flirts

### **How do I get them?**

You need to install the optional flirts to get them at all. Apart from that, just play, and you'll see them on a regular basis.

### **How do they differ from lovetalks?**

For the most part, they are much shorter. While there are no graphic descriptions of adult situations anywhere, some of the flirts would be more likely to make your great-aunt blush. Or maybe not.

### **Are there any special ones?**

Oh, yes. You will get the special flirts by lavishing Gavin with attention and/or understanding. If you have installed the optional flirts, the more he likes you, the more he will flirt. Also, if you flirt with him often, he will flirt back.

Spoilers: If you have advanced in Gavin's romance far enough for the Player-Initiated Dialog to change a second time (around Lovetalk 10), and have used Player-Initiated Dialog a number of times since, try camping outside in the late afternoon on a map with water...

### **He never shuts up!**

If it gets to be too much, you can always disable flirting. You can do this by initiating dialog with him and telling him not to flirt so much. Be careful you choose the dialog option with the word "flirt" in it, though, or you might wind up inadvertently ending the romance. To get flirts again, you would tell him that he can flirt as much as he likes. But you will not be able to get flirts from previous stages of the relationship. Note that to do this, both flirts and Player Initiated Dialog need to be installed.

