Races D6 / Chiss



Name: Chiss
Attribute Dice: 12D

Dex: 2D/4D
Know: 2D/4D
Mech: 2D/4D
Perc: 2D/4D
Str: 2D/4D
Tech: 2D/4D

Special Abilities:

Glowing Eyes: The Chiss' eyes glow red, glow brighter in oxygen-rich environments, and are very noticeable in the dark. If a Chiss is trying to use the Sneak skill (or any other skills relating to visual stealth) they must close their eyes or hide them somehow, such as with goggles or a mask. If they do not, then enemies receive a +5 to their Search/Perception rolls to detect the Chiss.

Story Factors:

Isolated: The chiss are not a usual part of galactic civilization and remain largely isolated until around 25-40 ABY. because of this, they may not know instantly how to use standard or common blaster weapons, starships and related systems, or the language Basic. Chiss may start knowing the trade language Minnisiat as well as their own language of Cheunh, and take Basic as a specialization in the Languages skill. Also, using unfamiliar technologies may be hard for a while for Chiss, making any repair skills one Difficulty level higher than normal until they make their first (few) attempts. After that, they become familiar with the technology like anyone else in the galaxy.

Skin color: Blue
Hair color: Blue-black
Eye color: Red
Move: 10/12
Size: 1.6-1.9 meters tall

Description: The Chiss were a blue-skinned, near-human sentient species that possessed red eyes and dark blue hair.

The Chiss Ascendancy was the governing body of the Chiss, their domain located in the Unknown Regions. They had little contact with the rest of the galaxy, and until Grand Admiral Thrawn's ascent in the ranks of the Galactic Empire, their existence was regarded as mostly a legend even within the Unknown Regions.

Biology and appearance

The Chiss' were near-humans, meaning their shape, features, and dimensions were greatly similar

to those of humans. Their skin, however, was blue, their hair a shimmering blue-black, and their eyes a glowing red. Because of those first two characteristics, they were frequently mistaken for Pantorans, blue-skinned humanoids from Pantora, although Pantorans did not have red eyes. Besides their coloration, Chiss eyes were slightly better than those of humans, their visible spectrum edging a little into the infrared range. Additionally, their hearing was also sharper.

Force-sensitivity, referred to as the Third Sight by Chiss, was incredibly rare among the Chiss and only manifested in one ability: precognition and the Chiss were almost always female. Their abilities diminished as they grew older and eventually disappeared.

Society and culture

The ruling class of the Chiss Ascendancy was known as the Aristocra. The Chiss military consisted of the Chiss Defense Fleet.

In their rare contacts with outsiders, the Chiss used the Sy Bisti trade language.

Aside from the long form of their names, the Chiss also used shortened variants—for example "Mitth'raw'nuruodo" could be shortened to "Thrawn".

History

During the Age of the Empire, the Chiss were being ruled by a government known as the Chiss Ascendancy.

Despite their secrecy, one Chiss known as Thrawn became an officer of the Galactic Empire. Attaining the rank of Grand Admiral, he participated in the Imperial Military's efforts to combat the early rebellion in the years prior to the Battle of Yavin.

Shortly after the Battle of Yavin, former Senator Johhar Kessen acquired the services of several female Chiss mercenaries.

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