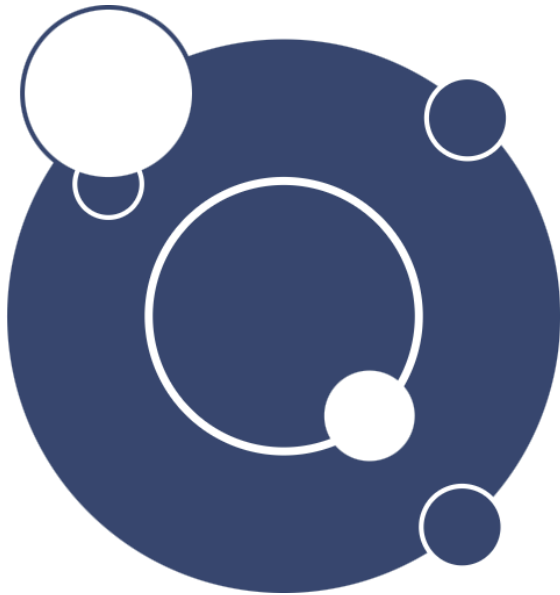


Chiss



Part of the Aristocratic Oligarchy known as the Ascendancy, the Chiss bring the concept of Isolationist to an extreme level. Believing that others in the galaxy are insular and beneath them, the Chiss typically choose to ignore the fact that other species are exploring the stars around them.

Focusing on the growth of the Ascendancy, the Chiss became masters of science, exploration, and art. Fearing that outsiders would someday cross their borders, some Chiss became obsessed with military acumen and tactics which started with getting to know how an enemy perceives themselves and their art.

EXAMPLE VALUE: *What other cultures value is their weakness.*

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAITS: Chiss

TALENTS: The character receives access to the following talents:

Know Your Enemy

REQUIREMENT: Chiss or gamemaster's permission

You are able to observe patterns in a specie's culture and use these advantages as weapons against an enemy. Whenever you are given sufficient time to study a culture, you may create a Trait called "I Know My Enemy's Tactics" to be applied to one scene in the mission.

Calm and Calculating

REQUIREMENT: Chiss or gamemaster's permission

In the midst of chaos and failure, you are able to remain calm and calculating, using the complication to create success later. Whenever you roll a Complication, add 1 Momentum to the group Momentum pool.

