

Species
Chiss

Proficiencies: *Melee (Simple), Ranged (Light)*

Proficiencies: *Light Armor*

Basic	Cheunh	Huttese	Sy Bisti

Skill	A/D	Att	Bonus
Acrobatics		Dex	+1
Athletics		Str	-1
Deception		Cha	+5
Endurance		Con	0
Investigation		Int	+6
Intimidation		Cha	+3
Insight		Wis	+2
K. Galactic		Int	+2
K. Sciences		Int	+2
K. Tactics		Int	+2
Mechanics		Int	+2
Perception		Wis	+4
Persuasion		Cha	+5
Pilot		Dex	+1
Stealth		Dex	+1
Survival		Wis	0
Treat Injury		Wis	0
Use Computer		Int	+2
Use the Force		Wis	0

A digital painting of a man with blue skin and intense red eyes. He has dark, slicked-back hair and a serious, almost stern expression. He is wearing a brown leather jacket with a high collar and visible straps across the chest. The background is a textured, warm-toned surface, possibly a wall or a backdrop. The lighting is dramatic, highlighting the contours of his face and the texture of his skin and clothing.

Allowed: 32

Species and Class Traits / Force Powers

[illegible]

Character Backstory and Roleplaying Tips

Kurvoss was born into House Thal—a minor, but ambitious Chiss family known for producing strategic analysts and information brokers. Unlike many Chiss who follow rigid military protocol, Kurvoss's talents were verbal, intellectual, and unnervingly persuasive.

From an early age, he displayed a rare blend of tactical brilliance and social manipulation. His instructors at the Chiss Defense Hierarchy Academy nicknamed him ""The Knife Behind the Smile""—a reference to his ability to twist a battlefield or boardroom with a single, well-placed phrase.

But Kurvoss didn't stop with battlefield simulations and political theory. He craved real influence. Assigned to a diplomatic intelligence unit operating on the edges of Wild Space, he spent years embedded in volatile regions, using charm and subtle strategy to sway pirate lords, corporate executives, and planetary governors alike. He once talked a warlord into surrendering an entire weapons cache—just by exploiting a sibling rivalry and promising public credit.

Despite his smooth demeanor, Kurvoss has little tolerance for inefficiency or emotional volatility. He is deliberate and cool under pressure, but underneath that lies a soul that must be in control—of the conversation, the operation, the battlefield.

Why He Left the Ascendancy (or did he?)

Kurvoss's mission eventually intersected with Republic and Imperial operations along the Hydian Way. What began as reconnaissance evolved into interference. While his superiors believed he was still loyal to the Chiss Ascendancy, Kurvoss began testing his influence among outsiders.

He now operates in the galactic frontier, posing as a freelance strategist and advisor—but his true motives remain murky. Is he building an independent power base? Acting as a rogue Chiss operative? Or laying the groundwork for something far more dangerous?

Roleplaying Kurvoss

Speaks in a calm, calculating tone, rarely showing emotion.

Uses “we” more than “I”—always thinking in terms of the group's positioning, influence, and leverage.

Is rarely surprised, as he mentally plays out contingencies before they unfold.

Treats charisma as a weapon—his version of a blaster or lightsaber.

Doesn't enjoy violence—but knows exactly when to unleash it for effect.