

Characters D6 / Gee-Ninety (Droid Assassin)

Name: Gee-Ninety
Sensor color: Red
Plating color: Blue-gray
Move: 12 (flying 8)

DEXTERITY: 2D

Blaster: 5D+1
Dodge: 5D+1
Grenade: 5D+2

PERCEPTION: 3D

Investigation: 6D+2
Search: 5D

KNOWLEDGE: 2D

Alien Species: 5D
Cultures: 5D
Intimidation: 10D
Languages: 9D+1
Planetary Systems: 5D
Survival: 6D+1
Tactics: 6D+2

STRENGTH: 4D

MECHANICAL: 2D

TECHNICAL: 2D

Demolitions: 6D
Security: 7D+2
Computer Programming/Repair: 6D+1

EQUIPPED WITH:

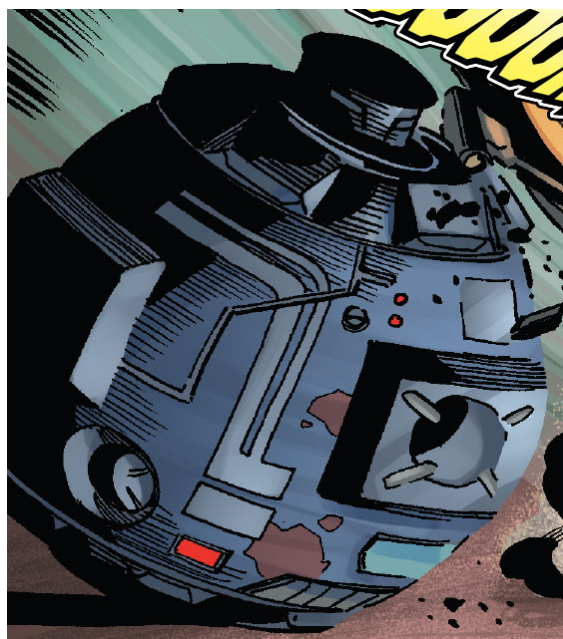
Spherical Body
Armoured Skin (2D energy, 1D physical)
Blaster (5D)
Grenade Launcher (7D/5D/3D)
Rolling Motivator System (12)
Repulsorlift System (Speed 8)
Sensors (infrared visual, auditory)
Comlink
Vocabulator

FORCE SENSITIVE: N

FORCE POINTS: 2

DARK SIDE POINTS: 3

CHARACTER POINTS: 4



Description: Gee-Ninety was a droid who was part of the Assassins Guild in the Imperial Era. The

droid had a large spherical body with a head that protruded from the top. Gee-Ninety was hired to assassinate a pontiff who had allied with the Crimson Dawn criminal syndicate alongside Chilla Zin and Loriach as a test by the Sith Lord Darth Vader as part of his quest to destroy the syndicate.

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