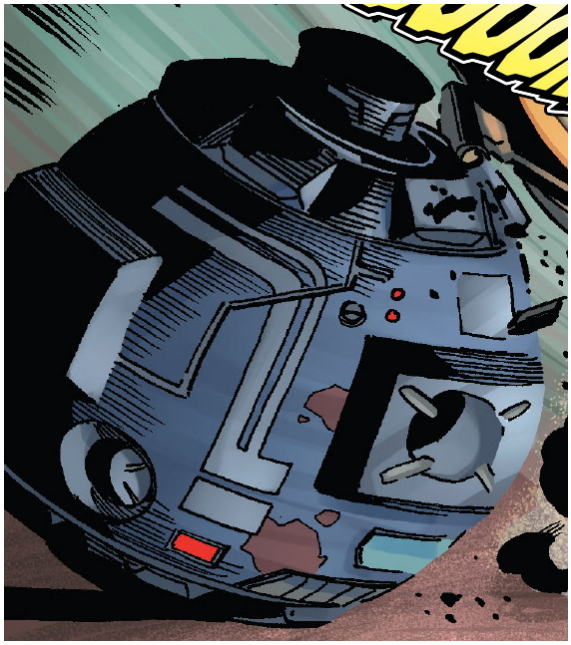
Characters D6 / Gee-Ninety (Droid Assassin)



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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