

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)

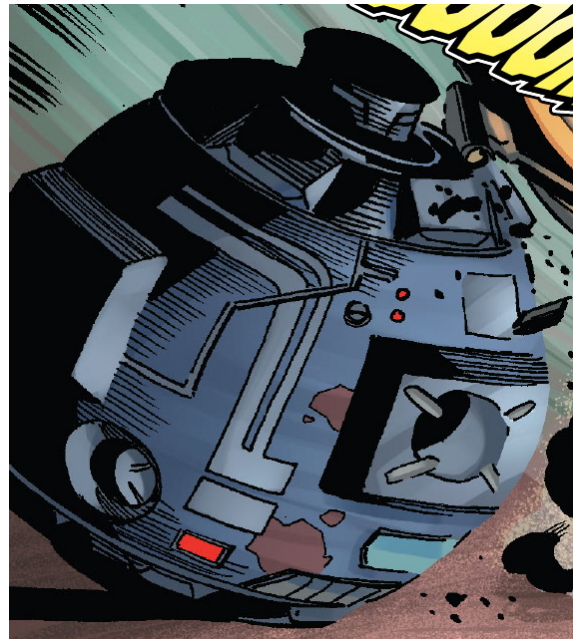
Sensors (infrared visual, auditory)

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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