

Spike Spiegel NPC card from 3d6 and Go!

Nathanael Farley*

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(from Wikipedia, SPIKE SPIEGEL)

Spike Spiegel

ST	13	HP	13	DR	0	Basic Speed	7
DX	12	Will	13	SM	1	Basic Move	7
IQ	10	Per	10	thr	1d	Dodge	10
HT	12	FP	12	sw	2d-1	Parry	—

Traits Daredevil; Enemy (Vicious) (Equal Individual; Appears quite often; Rival); Hard to Kill 3; Hard to Subdue 3; Hates animals; Hates kids; Hates women with attitudes; Obsession (Find Julia); Secret (Faked death to escape Red Dragon Syndicate); Stubbornness

Skills Acrobatics 12; Free Fall 14; Gambling 10; Guns/TL9 (Pistol) 16; Karate 18; Piloting/TL9 (Aerospace) 12

Attacks

- *Natural (Kick w/Boots)* **16** *1d+3 cr Range: 150/1900*
- *Natural (Punch)* **18** *1d+1 cr Range: 150/1900*
- *Pistol* **16** *2d+2 pi Rcl 2, Bulk -2, Shots 18+1(3) Range: 150/1900*

1HP: 13

0HP: 0

-1HP: -13

-2HP: -26

-3HP: -39

-4HP: -52

-5HP: -65

HP

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Basic Attributes ST 13 [30]; DX 12 [40]; IQ 10 [0]; HT 12 [20]

Secondary Characteristics HP 13 [0]; Per 10 [0]; Will 13 [15]; FP 12 [0]; Basic Speed 7 [20]; Basic Move 7 [20]

Other DR 0; Dodge 10; SM 1; sw 2d-1; thr 1d

Advantages Daredevil [15]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]

Disadvantages Enemy (Vicious) (Equal Individual; Appears quite often; Rival) [-10]; Hates animals [-1]; Hates kids [-1]; Hates women with attitudes [-1]; Obsession (Find Julia) [-10]; Secret (Faked death to escape Red Dragon Syndicate) [-30]; Stubbornness [-5]

Skills Acrobatics 12 [4]; Free Fall 14 [8]; Gambling 10 [2]; Guns/TL9 (Pistol) 16 [12]; Karate 18 [28]; Piloting/TL9 (Aerospace) 12 [2]

Attacks

- *Natural (Kick w/Boots)* 16 *1d+3 cr Range: 150/1900*
- *Natural (Punch)* 18 *1d+1 cr Range: 150/1900*
- *Pistol* 16 *2d+2 pi* Rcl 2, Bulk -2, Shots 18+1(3) *Range: 150/1900*