

Floyd Carnau (Chninkel)

Stakeholder of the Van Dyke Cartel

Male Urthish Teutonic Boss of Scravers from Byzantium Secundus Freefolk. Born in 4986 (31 years old)  
Height: 172cm / Weight:67kg

Primary Attributes

Strength	4	Intellect	7	Tech	7
Constitution	4	Willpower	6	Reflexes	4
Body	4	Temper	6	Agility	3
Movement	4	Presence	5	Awareness	6

Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	0	Tolerance	12	Humanity	60
Passion	12	Wyrd	11	Speed	2	Run	8

Skills

Academia	4	Linguistics	3	Science	2
Alchemy	4	▪ Scravers' Cant	2	▪ Biology	5
Athletics	3	▪ Urthish	2	▪ Cybernetics	4
Bribery	1	▪ Urthtech	2	Search	5
Bureaucracy	2	Local Expert	4	Seduction	2
Cybernetics	4	▪ Cybernetics Black Market	2	Sensors	1
Dodge	2	▪ Miret	1	Shoot	4
Driving	4	▪ Rampart	3	Sneak	3
		Underworld			
▪ Celestial Sailing	1	▪ Veneto Province	1	Stealth	2
▪ Landcraft	2	Observe	3	Streetwise	5
▪ Skimmer bike	2	Persuasion	2	Surgery	5
▪ Skycraft Piloting	3	Redemption	3	Survival	1
Empathy	3	▪ Forbidden Lore	4	Teaching	4
Fight	2	▪ Tinkering	4	Think Machine	4
Focus	2	▪ Volt	3	Trading	2
Inquiry	2	Remedy	2	Knavery	3
Riding	2				

Blessings/Curses

Innovative (2) , Unnerving (-2) .

Benefices/Afflictions

Ally (Cost:4 ) , Assets (Cost:3 3000 ) , Commission (Cost:7 Commander / Fellow / Boss / Lieutenant / Manager ) , Fallen from Grace (Cost:-2 ) , Orphan (Cost:-1 ) .

Talents

Armor

Polymer Knit Medium SP:6 (TO)(LA)(RA)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - - )

Shortcuts

Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (9), Keep focused on a task:WIL + Focus (8), Deduce from data:INT + Inquiry (9), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (9), Search a place:AWA + Search (11), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (8), Apply surgery on wounded:INT + Surgery (12), Surgically implant cyber:TEC + Cybernetics (11)

Lifepaths

Tour of Duty Full Free Customization (300).

Narrative

Associate of the Van Dyke cartel. Specialized into biology and cybernetics. Eager to establish new buisnesses in the south of the Salt Province where mining seems to be fruitful.