

FLOYD CARNAU (CHNINKEL)

Stakeholder of the Van Dyke Cartel

Male Urthish Teutonic Boss of Scravvers from Byzantium Secundus Freefolk. Born in 4986 (31 years old)

Height: 172cm / Weight:67kg

Primary Attributes

Strength	4	Constitution	4	Body	4	Movement	4
Intellect	7	Willpower	6	Temper	6	Presence	5
Tech	7	Reflexes	4	Agility	3	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	> Urthish	2	Riding	2
Alchemy	4	> Urthtech	2	Science	2
Athletics	2	Local Expert	4	> Biology	5
Bureaucracy	2	> Cybernetics Black Market	2	> Cybernetics	4
Cybernetics	4	> Miret	1	Search	5
Dodge	2	> Rampart Underworld	3	Seduction	1
Driving	1	> Veneto Province	1	Shoot	3
> Landcraft	2	Observe	2	Sneak	3
Fight	2	Persuasion	2	Stealth	1
Focus	2	Redemption	3	Streetwise	5
Inquiry	2	> Forbidden Lore	4	Surgery	4
Knavery	3	> Tinkering	4	Survival	1
Linguistics	3	> Volt	3	Teaching	4
> Scravvers' Cant	2	Remedy	1	Think Machine	4

Talents

Scraver Gear (0x3+0=0): Hung 648 Prospect Lander Vision 135 Flat and Holo Com Data crystals on Biology, Volt, Maps, Blueprints, Accounting and Deposed Patents. Volt toolbox

Van Dyke Cartel Stakeholder (0x3+0=0): Monthly income (3) Hydroponic Plant Photocycling Pattern (1200£) Van Dyke Cartel Business (1800£) Rank: Boss (7)

Gear

Weapons

Avaneir Blaster Pistol . P . WA:0 . J . P . DC:5D6 . Cal:FSC:5x30 . ROF:1 . Clip:10 . RNG:30 . VR . £700

Shortcuts

Surgically implant cyberTEC + Cybernetics11Avoid being hitAGI + Dodge5Keep focused on a taskWIL + Focus8Notice somethingAWA + Observe8Convince someone with argumentsPRE + Persuasion7Stabilize woundsINT + Remedy8Charm othersPRE + Seduction6Fire a ranged weaponREF + Shoot7Apply surgery on woundedINT + Surgery11

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.