# 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**

Bribery

Recovery	8	Stam	ina	1	Endurance	e 40	Stun	8
Resistance	11	Dam	age	0	Tolerance	12	Humanity	60
Passion	12	Wyro	ł	11	Speed	2	Run	8
Skills								
Academia		4	Ling	uistics	3	Science		2
Alchemy		4	■ Scravers' Car		nt 2	<ul><li>Biology</li></ul>		5
Athletics		3	■ Ur	thish	2	■ Cyl	pernetics	4

Bureaucracy	2	Local Expert	4	Seduction	2
Cybernetics	4	<ul> <li>Cybernetics Black</li> </ul>	2	Sensors	1
		Market			
Dodge	2	<ul><li>Miret</li></ul>	1	Shoot	4
Driving	4	<ul><li>Rampart</li></ul>	3	Sneak	3

Search

5

Urthtech

		Market			
Dodge	2	<ul><li>Miret</li></ul>	1	Shoot	4
Driving	4	<ul> <li>Rampart</li> </ul>	3	Sneak	3
		Underworld			
<ul> <li>Celestial Sailing</li> </ul>	1	<ul> <li>Veneto Province</li> </ul>	1	Stealth	2
<ul> <li>Landcraft</li> </ul>	2	Observe	3	Streetwise	5
<ul> <li>Skimmer bike</li> </ul>	2	Persuasion	2	Surgery	5
<ul> <li>Skycraft Piloting</li> </ul>	3	Redemption	3	Survival	1
Empathy	3	<ul> <li>Forbidden Lore</li> </ul>	4	Teaching	4
Fight	2	<ul> <li>Tinkering</li> </ul>	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).

## 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

 $\textbf{Tour of Duty} \ \textbf{Full Free Customization (300)}.$ 

#### **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.

Nov. 20, 2020, 1:28 a.m.