# 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									

Movement	4	Pre		ice	5		Aware	ness	6				
Secondary Attributes													
Recovery	8	Stamina		1	Endurance		40	Stun		8			
Resistance	11	Damage		0	Tolerance		12	Humai	nity	60			
Passion	12	Wyrd		11	Speed		2	Run		8			
Skills													
Academia 4		<ul><li>Scravers' Cant</li></ul>		2	Remedy			2					
Alchemy 4		4	<ul><li>Urthish</li></ul>			2	Riding			2			
Athletics 3		3	<ul><li>Urthtech</li></ul>			2	Science			2			
Bribery 1		Local Expert			4	<ul> <li>Biology</li> </ul>			5				
Bureaucracy		2	<ul> <li>Cybernetics Black</li> </ul>			2	<ul><li>Cybernetics</li></ul>			4			
			Market	:									
Cybernetics		4	■ Mire	t		1	Search			5			
Dodge		2	<ul><li>Rampart</li></ul>			3	Seduction			2			
			Underv	vorld									
Driving		4	<ul> <li>Veneto Province</li> </ul>		1	Sensors			1				
<ul> <li>Celestial Sailing</li> </ul>		1	Lore			3	Shoot			4			
<ul> <li>Landcraft</li> </ul>		2	<ul> <li>Byzantium</li> </ul>			2	Sneak			3			
			Secund	us Syste	m								
<ul> <li>Skimmer bil</li> </ul>	ke	2	■ Grail	l System		1	Stealth	ı		2			
■ Skycraft Pilo	oting	3	■ Ram	part Sys	tem	1	Streety	vise		5			
Empathy		3	Observ	7e		3	Surger	у		5			
Fight		2	Persua	sion		2	Surviv	al		1			
Focus		2	Reden	ption		3	Teachi	ng		4			
Inquiry		2	<ul> <li>Forbidden Lore</li> </ul>			4	Think Machine			4			

# **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).

Trading

# **Talents**

Knavery

Linguistics

#### Armor

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

Tinkering

Volt

**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)

#### ifepaths

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

#### 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.

Generated with **Dramatis Personae** April 7, 2021, 5:34 p.m.