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 | Presence | | 5 | 5 | | Awareness | | | |
|---------------------------------------|---------|----------|---------------------------------------|----------|-----------|-----------|-------------------------------|-------|------|----|
| Secondary I | Attribu | ıtes | | | | | | | | |
| Recovery | 8 | Stami | na 1 | | Endura | Endurance | | Stun | | 8 |
| Resistance | 11 | Dama | .ge | 0 | Tolerance | | 12 | Humai | nity | 60 |
| Passion | 12 | Wyrd | Wyrd 11 | | Speed | | 2 | Run | | 8 |
| Skills | | | | | | | | | | |
| Academia 4 | | 4 | ■ Scravers' Cant | | 2 | Remedy | | | 2 | |
| Alchemy | | 4 | Urthish | | | 2 | Riding | | | 2 |
| Athletics | | 3 | Urthtech | | | 2 | Science | | | 2 |
| Bribery | | 1 | Local Expert | | | 4 | Biology | | | 5 |
| Bureaucracy | | 2 | Cybernetics Black | | | 2 | Cybernetics | | | 4 |
| | | | Marke | t | | | | | | |
| Cybernetics | | 4 | Miret | | | 1 | Search | | | 5 |
| Dodge | | 2 | ■ Ram | part | | 3 | Seduc | tion | | 2 |
| | | | Under | world | | | | | | |
| Driving | | 4 | Veneto Province | | | 1 | Sensors | | | 1 |
| Celestial Sailing | | 1 | Lore | | | 3 | Shoot | | | 4 |
| Landcraft | | 2 | Byzantium | | | 2 | Sneak | | | 3 |
| | | | | lus Syst | | | | | | |
| Skimmer bike | | 2 | Grail System | | n | 1 | Stealth | | | 2 |
| Skycraft Piloting | | 3 | Rampart System | | | 1 | Streetwise | | | 5 |
| Empathy | | 3 | Obser | ve | | 3 | Surge | ry | | 5 |
| Fight | | 2 | Persua | asion | | 2 | Surviv | al | | 1 |
| Focus | | 2 | Redemption | | | 3 | Teaching | | | 4 |
| Inquiry | | 2 | Forbidden Lore | | | 4 | Think Machine | | | 4 |
| Knavery | | 3 | Tinkering | | | 4 | Trading 2 | | | |
| Linguistics | | 3 | Volt | | | 3 | | | | |

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)

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** March 26, 2021, 10:40 p.m.