

John-Boy Blackthorne

#player_character

Character Sheet

[John-Boy Blackthorne](#) - Human - Rogue 5 - Soulknife

Description

Tall and lean with dark hair often in a ponytail. John-boy is usually wearing black.

Despite his grim appearance, John-boy has a silver tongue and a roguish charm. He can be jovial and quick-witted, often masking his inner turmoil with humor and bravado. However, those who look closely can see the weight of centuries in his eyes, and the fleeting moments of melancholy that slip through his carefully crafted façade. John-boy is a man driven by an unquenchable thirst for freedom, yet forever bound by the chains of his past.

History

Early Life

John-boy Blackthorn was born the son of a tavern maid and an unknown father. As he grew up on the rough outskirts of a working town, John-boy learned that the world was not kind to the weak. He became adept at surviving by any means necessary, turning to thievery and eventually becoming a notorious highwayman. His life of crime was marked by daring heists and narrow escapes, and he soon earned a reputation as both a gentleman thief and a ruthless bandit. One fateful night, John-boy ambushed a strange traveler with a chest of rare artifacts. Among the treasures was an ancient, cursed blade that whispered to him as he drew it from its sheath. The voice in the sword promised power and protection in exchange for his soul. Desperate to escape the gallows and continue his life of freedom, John-boy took the bargain. Now, John-boy roams the world as a man out of time, haunted by the choices he made. The blade has extended his life far beyond a normal human's, allowing him to cheat death more

times than he can remember. But with each rebirth, the curse tightens its grip, and John-boy knows that one day his debt will come due.

Meeting [Gnutz Snatcher](#)

TBD

Meeting [Edwin Ravenswood](#) and [Miera Ashglade](#)

[Edwin Ravenswood](#), [Gnutz Snatcher](#), [John-Boy Blackthorne](#), and [Miera Ashglade](#) are all assigned to work as a party running odd jobs after being hired by [Clan Tanithil](#). Over the next few months the party settled into a comfortable routine, and gained a reputation for getting results. The higher ups of [Clan Tanithil](#) took notice of the parties actions and provided the party with permanent base of operations within [Sylmare](#). Here the party is working under a half-elf named [Emelden](#), who is one of the stewards of [Clan Tanithil](#)'s mercantile company.

Notes

To Be Determined

- Name and details of magical item
- [John-Boy Blackthorne](#) should meet [Gnutz Snatcher](#) sometime before or after arriving in [Sylmare](#). Maybe they both work for the [Veilbound Syndicate](#). Either way they should both have a reason to infiltrate one of the [Clans of Trisfir](#), and they eventually find work with [Clan Tanithil](#) together
- Where is he from initially? He could be from the [Etral Kingdom](#) which is would be the same kingdom as [Billy's](#) and [Jared's](#) characters are from