

Flynn Blackburn

Flynn Blackburn is a [player character](#) played by [Blizzard](#).

Flynn Blackburn



Species & Gender:	Neplesian Male
Date of Birth:	YE 14 (Age 25)
Organization:	Independent
Occupation:	Pilot/Smuggler
Rank:	N/A
Current Placement:	N/A

Preferred Plots:

- 1. 188604

Physical Description

Flynn is is 5'9" and 200 lbs. His body type is neither bulky or skinny, but somewhere in between, and lean from daily training. His skin is white, yet lightly tanned. His eyes and hair are an extremely dark

brown, and can sometimes appear black in dim lighting. His hair is cut in a military regulation ivy league cut, but the hair on top is longer and combed to the right side of his head (See: George Clooney).

Flynn's face features an average nose, and a square jaw. His ears are neither too large or too small. Most of the time, he sports five o'clock shadow. His eyes are deep set and almond-shaped.

Flynn's voice is deep, yet suave (again, think George Clooney). He always wears cologne, and thus has a woody scent with hints of dark liquor. He also carries traces of cigar aroma, due to his smoking habit.

During leisure time, Flynn likes to wear Hawaiian shirts, khaki chinos, and a pair of brown leather brogues. When on the job, he wears a navy blue flight suit with tall, black boots, black knee pads, black gloves, and a black ballistics vest. Over this he wears a dark brown A-2 style leather jacket to conceal weapons.

Personality

Flynn carries with him an almost unbreakable calm, giving the air of a man at ease with himself. He's dependable, honest, and slow to anger. When he gets angered, it's almost always something serious, but due to his training as a pilot and career as a smuggler, what he considers serious is much worse than what others would consider serious. He has an uncanny ability to think clearly through any crisis, and even has a dry sense of humor to keep the mood up in such times. Flynn considers himself a gentleman, and always acts accordingly, trying his utmost best to be polite and courteous to everyone he meets. It should be noted however that his main motivation for working is money. Nothing is free in this world, and favors are reserved for only the closest of friends. It isn't too hard to get onto that list, as he gets along well with pretty much anyone.

Romantically, Flynn is rather inexperienced, but the few times he's bothered pursuing relationships, it's always been with dangerous women who'll kiss you one second then draw a blaster on you in the next. For some reason, he can't stand the idea of a normal, nice-mannered girl that would make a mother proud. It's a weakness he has no intention of fixing.

Flynn has simple tastes. During his downtime, he prefers to simply lounge around with a good cocktail and a cigar. His favorite music is rock (favorite band: Aethersperm), and classical. His hobbies include reading (mostly adventure stories or history/culture of other races), playing cards, and shooting sports such as skeet and trap. Flynn fancies himself an "explorer", and loves the dangerous thrill that comes with [Smuggling](#). Space pirates? Travelling the galaxy? Blasters and bullets? Femme fatales? The perfect life!

Being as easy going as Flynn, there are very few things that he legitimately dislikes, and these include: Yamatai's policy on smoking, people with "alpha-male" syndrome, tardiness, freeloaders, and formal events which force him to ditch his beloved Hawaiian shirts.

History

Flynn Blackburn was born in YE 14 (Age 25).

Flynn was born on Nepleslia in YE 14, a month after the start of the Second Elysian War. His father, a soldier at the time, was shipped out to help retake Hell. Young Flynn wasn't even a year old when the condolence letter arrived.

Desperate to make ends meet, his mother remarried to Jack Hunt, a seedy man who unbeknownst to them, made his living as a drug dealer. Jack forced Flynn's mother to move in with him in the crime-ridden slums of Nepleslia. Two years later, Flynn's half-brother Chase was born. As the two grew up in poverty, they grew inseparable, spending their time rampaging through the city streets with their friends, and dodging blows from their father. Despite their situation, Flynn's mother somehow remained optimistic, trying her hardest to instill in her sons a set of proper values, fearing that they would one day follow in Jack's footsteps. For the most part, it worked, and while many of their peers began to get involved with local street crime, Flynn and Chase managed to keep their noses clean.

As time went on, Flynn's relationship with his step father began to slide from bad to hazardous. At sixteen, in YE 30, Flynn left his home behind to join the newly formed Nepleslian Star Navy, having been captivated by the image of the fearless ace pilot, the "swashbuckler of the skies". But clearly, Flynn had never learned that military recruiters aren't exactly honest in their advertising. If it was any consolation, he did become a pilot, but Flynn's destiny didn't lie in the intense action of interstellar dog-fighting. Instead, Flynn was taught how to fly cargo freighters. This lasted all the way through the Second Mishhuvurthyar War. The long hours through hyperspace did give him an opportunity to supplement what education he'd had with reading. He loved reading about history and culture, his young mind filled with dreams of being a daring explorer. Also, due to the rest of the crew, this is where he picked up his smoking habit. While aboard the ship, he used his pay to take online classes, gaining a bachelor's degree in anthropology. Midway through the war, Flynn received word that his half-brother, Chase, had been killed while trying to rob a convenience store. While Flynn had been fooling around in space, his brother had become drawn to a life of crime as a way to escape their family's poverty. Flynn went into a slump, believing that it had somehow been his fault. He believed that if he hadn't selfishly joined the Navy to escape his rough home life, he could have been there to keep his brother on the straight and narrow.

The war ended in YE 34, and Flynn left the NSN to chase his dream of adventure. However, he didn't know where to turn. He'd only ever been taught to do two things: shoot a gun and fly a ship. Joining a regular shipping company would be more of what he'd done in the navy, and anthropology majors were in extremely low demand. He spent his time hanging around shady bars, where pilots and criminals gathered. It was there that he was approached by a group of shady characters looking for a relatively new pilot with no criminal history to fly a ship full of unknown cargo to a nearby system. They also insisted, under the threat of death, that he ask no questions. Flynn was conflicted. What little money he'd saved from the navy was dwindling fast, yet he knew that what he was being asked to do was extremely illegal. He'd taken a pledge after his brother's death that he'd never turn to crime for money.

None the less, he caved, and agreed to pilot the freighter. After all, it was a good sum of money he was being promised. The trip turned out to be what he was looking for all this time. He was attacked by pirates, forced to narrowly slip past the police, was almost killed by a beautiful hit-woman who he "convinced" to give up her contract, and at one point wound up in an asteroid field with nothing but his ship's exterior lights and instincts to guide him. At the end, the recipient of the cargo turned out to be no other than his step father, Jack Hunt. Hunt, eager to eliminate loose ends, attempted to kill Flynn, but Flynn drew first. Flynn had to admit that [Smuggling](#) was better than the navy. It was the ultimate thrill, a

guilty pleasure which he vowed to never do again once the job was done. So of course, he did it again, and again, for five years. He made enough money to move his mother out of her slummy apartments, all the while never telling her where he got the money from.

Good times can't last forever, and after a rather disastrous run in which he was forced to kill a security officer, the guilt finally took hold of Flynn. He came to realize that he disliked being a criminal, and was only in it for the danger. Eager to escape his current lifestyle, Flynn sold his ship, and gave all of his money to his mother, save for 3000 KS. While lounging around in a bar on Dawn Station, he overheard talk of a planet called "188604" where work was plentiful, and anyone with a little bit of grit and determination could make some money- legally, that is.

Nothing risked, nothing gained, right?

Social Connections

Flynn Blackburn is connected to: Jack Hunt (Step father, deceased) Clarice Blackburn (Mother) Chase Hunt (Half-brother, deceased) Mason Blackburn (Father, deceased) [Adiel Avraham](#) (Former business associate/frenemy) [Jackson Winston-Allibaster Howard](#) (Old high school buddies)

Skills Learned

Nepleslian Military Training

Flynn received basic combat training while in the NSN. He operate small arms and grenades, perform basic first aid on wounds ranging from a paper cut to a bullet wound. He can operate a radio effectively, and has been taught basic wilderness survival. He has also been taught basic self-defense techniques.

Starship Operations

While in the NSN, Flynn was trained to fly cargo freighters. Under the NSN's grueling training course, he was taught how to fly without instruments, emergency procedures in the event of a crash landing, evasive tactics, and was put through SERE (survival, evasion, resistance, escape) training.

Outside of the navy, Flynn has honed his skill through numerous encounters with pirates. While a freighter is not as nimble as a fighter, he has become skilled at evading enemy fire while giving gunners effective lines of sight with which to return fire. He is also skilled at flying stealthily, a must-know for smugglers slipping through heavily patrolled space.

Cooking

When one is out in the far reaches of the cosmos, its unlikely that they'll find a Neppies nearby. So,

they'll be forced to cook in the galley of their own ships. Flynn knows a few solid recipes, most of them Neplesian in nature in that they involve mass quantities of greasy meats and frying. However, his travels have lead him to pick up recipes from Yamatai and other worlds.

Entertainment

Flynn loves alcohol just as much as the next Neplesian. He knows several recipes for cocktails. His friendly nature and sense of humor make him an excellent addition to a party. He knows a few card tricks as well, a symptom of his love of gambling and long hours of boredom on a ship racing through hyperspace.

Humanities

Flynn's degree is in anthropology, the study of human societies and how they form. He is also well read on the histories and cultural norms of numerous peoples throughout the galaxy. This could be useful when encountering a new tribe or species, as Flynn will most likely know how to blend, preventing any accidental offending of said tribe or species

Maintenance and Repair

Sometimes, an employer won't spring to hire a trained mechanic on a starship, and when something goes wrong, you're on your own.

Flynn is no technological genius, but he have a basic understanding of starship maintenance and knows a few basic fixes for trivial problems.

Rogue

Flynn is adept at navigating the criminal underworld. He's never picked anyone's pocket, but he knows how to detect and avoid the tactics used by thieves. Picking a lock is also a useful thing to know when you've been tossed into a holding cell by pirates and slavers.

Inventory & Finance

Flynn Blackburn has the following items:

Clothing

- 2 Button-up short-sleeved overshirt, blue, with rank patches on shoulder pads and name plate

- 4 [T-Shirts](#), white
- 4 underwear, white
- 2 Blue jeans
- 1 Garrison hat, blue, with flash patch
- 1 pair of shoes, brown
- 6 pair boot [Socks](#), white
- 1 double-strap belt, brown
- 2 T shirt, white, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, blue
- 1 Pair of slip-on flexi-shoes, brown
- 2 Short-sleeved mocks with fleet number on the right chest, blue
- 2 Work-out shorts, light blue
- 1 Pair of trunks, blue, fleet number on right leg
- 10 Hawaiian-print shirts of differing patterns
- 4 pairs of khaki chinos
- 1 pair of brogues (leather, brown)
- 1 A-2 style flight jacket (leather, brown)
- 1 flight suit (navy blue)
- 1 pair of boots (black, knee-length)
- 1 pair of knee pads (black)
- 1 pair of tactical gloves (black)
- 1 [Styrling Everyday Armor Set](#) (black)

Weapons and Weapon Accessories

- 1 [SiZi Model 38 Special Duty Revolver](#)
- 1 [Bandolier holster \(leather, brown, 10 slots for additional rounds\)](#)
- 1 box of [Condensed Plasma Cartridges \(Ammunition\)](#) (Light, 100 count)
- 1 Box of [Condensed Plasma Cartridges \(Ammunition\)](#) (Standard, 100 count)

Accessories

- 1 pair of identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#)
- 1 Wallet with the Naval Corps Insignia plated on it.
- 1 Pair of aviator-style shades (gold rim, black lenses)

Pets

- 1 [Great pyrenees](#) named Colonel.
- 1 Military-style dog harness (Navy blue)

Ships

- 1 [Ge-L5-1A - Issoku-Class Cargo Runner](#) with 4 [Ge-Y2-W3300 - Anti-Armor Turrets](#) “Mega-Annum Dove” (Issued by Candon's Shipping Service)

Finances

Flynn currently has 3000 KS

Total	Addition	Subtraction	Reason
2500 KS		500 KS	Great Pyrenees Dog
2450 KS		50 KS	Dog harness

OOC Information

In the case [Blizzard](#) becomes inactive:

- Can this character be used as an NPC by a GM or FM? YES
- Can this character be [adopted](#) after I am gone for a year? YES

Character Data	
Character Name	Flynn Blackburn
Character Owner	Blizzard
Character Status	Adoptable Player Character
Approval Thread URL	stararmy.com/...

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