

Trevor MaKinnion

Player: J. Alexander

Male Human (Chelaxian) Fighter 1 - CR 1/2

Lawful Neutral Humanoid (Human); Deity: **Irori**; Age: **17**;
Height: **5' 11"**; Weight: **140lb.**; Eyes: **blue**; Hair: **blonde**;
Skin: **medium**

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 13 | +1 | |
| DEX DEXTERITY | 17 | +3 | |
| CON CONSTITUTION | 12 | +1 | |
| INT INTELLIGENCE | 12 | +1 | |
| WIS WISDOM | 11 | 0 | |
| CHA CHARISMA | 11 | 0 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +3 = | +2 | +1 | | | | |
| REFLEX (DEXTERITY) | +3 = | | +3 | | | | |
| WILL (WISDOM) | +0 = | | | | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|----------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 17 = | +4 | | +3 | | | | | |

Touch AC 13 **Flat-Footed AC** 14

| CM Bonus | BAB | Strength | Size | Misc |
|----------|-----|----------|------|------|
| +2 = | +1 | +1 | - | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-----|----------|-----------|------|
| 15 = 10 | +1 | +1 | +3 | - |

| Total | HP | Damage / Current HP |
|-------|----|---------------------|
| 11 | | |

| | | | |
|--------------------|----|-------------------|-------|
| Base Attack | +1 | Initiative | +3 |
| | | Speed | 30 ft |

Crossbow, Heavy

Ranged: **+0, 1d10** Crit: 19-20/x2
Ranged, Both Hands: **+4, 1d10** Rng: 120'
2-Hand, P

Gladius

Mainhand: **+2, 1d6+1** Crit: 19-20/x2
Light, P/S, Performance

Mace, Heavy

Mainhand: **+2, 1d8+1** Crit: 20/x2
Both Hands: **+2, 1d8+1** 1-Hand, B

Unarmed Strike

Mainhand: **+2, 1d3+1** Crit: 20/x2
Light, B, Nonlethal



| Skill Name | Total | Ability | Ranks | Temp |
|----------------------|-------|---------|-------|------|
| Acrobatics | +3 | DEX (3) | - | |
| Appraise | +1 | INT (1) | - | |
| Bluff | +0 | CHA (0) | - | |
| Climb | +1 | STR (1) | - | |
| Diplomacy | +1 | CHA (0) | 1 | |
| Disguise | +0 | CHA (0) | - | |
| Escape Artist | +3 | DEX (3) | - | |
| Fly | +3 | DEX (3) | - | |
| Handle Animal | +4 | CHA (0) | 1 | |
| Heal | +1 | WIS (0) | 1 | |
| Intimidate | +0 | CHA (0) | - | |
| Perception | +1 | WIS (0) | 1 | |
| Ride | +3 | DEX (3) | - | |
| Sense Motive | +1 | WIS (0) | 1 | |
| Stealth | +4 | DEX (3) | - | |
| Survival | +0 | WIS (0) | - | |
| Swim | +1 | STR (1) | - | |

Feats, Traits & Flaws

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Courageous
Highlander (hills or mountains)
Martial Weapon Proficiency - All
Point Blank Shot
Rapid Reload: Crossbow, Heavy
Rapid Shot
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency

+1 Glamered Studded Leather, Glamered

+4

Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Experience & Wealth

Experience Points: 0/2000
Current Cash: 44 GP

Gear

**Total Weight Carried: 43.88/150lbs, Light Load
(Light: 50lbs, Medium: 100lbs, Heavy: 150lbs)**

| | |
|-----------------------------|----------|
| +1 Glamered Studded Leather | 20 lbs |
| Artisan's Outfit (Free) | - |
| Bolts, Crossbow x40 | 0.1 lbs |
| Crossbow, Heavy | 8 lbs |
| Gladius | 3 lbs |
| Mace, Heavy | 8 lbs |
| Money | 0.88 lbs |

Tracked Resources

| | | |
|-----------------|---|---|
| Bolts, Crossbow | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
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Languages

Common

Tien

Background

Trevor McKnion is the youngest son of Markit and Merkit McKinnion. Trevor has six older brothers and four sister scattered amongst the male children. Never of size with his brothers, Trevor was never able to compete with them in horseplay or as they grew older in learning martial weapons from their father who was a retired garrison soldier.

When he was twelve, Trevor discovered his talent with a crossbow, when he helped his older brothers defend their cattle against a small band of hobgoblins. Unable to physically challenge the raiders, Trevor picked up an old crossbow and let fly. Much to the surprise of his brother who was fighting a particular nasty hobgoblin but more so to the hobgoblin, the bolt flew true and buried itself in the hobgoblins eye socket. The next few minutes were a whirlwind as young Trevor launched bolt after bolt into the raiders.

The bolts combined with his brothers physical prowess soon put flight to the raiders and Trevor was for the first time truly fussed over by his large extended family.

Thereafter Trevor spent every hour he could practicing with crossbows until he become somewhat of a minor legend in the farming community for his skill.

As he grew older and his size did not change, Trevor knew he would never be a front line fighter like his father and older brothers so he focused almost exclusively with his heavy crossbow. With this background, Trevor will not engage in direct melee combat unless there is no alternative but will stand and support his fellows from afar with well place heavy bolts. Physical, Trevor only stands about 5'11 and on a good day after a heavy meal perhaps weigh 140 compared to his brothers who are all 6'4 or better and hitting the scales at 220. The only think truly distinctive is his deep blonde hair and piercing blue eyes. In demeanor, as to be expected giving his family, he is very quite and reserved. While reserved, Trevor has a burning curiosity to explore and at time live life on the edge.

At 17, due to a minor scandle involving another local youth, Trevor was asked by his extended family to go out into the world and make his own way. In parting though, his family was generous to the point of selling several head of cattle, to help equip and provision the young man.