

# Trevor Zee

## *A Doomed Adept Who Casts Spells*

Trevor Zee's constant preoccupation with Death has become both his greatest asset and greatest liability. Not only does he believe that he is doomed, but that others, especially those close to him, are doomed as well. If only he could have saved his mother, father, brothers and sisters from the great plague that tore through The Twisted Twins fifteen years ago, life would have been so very different for Trevor.

He could have lived a peaceful existence following his father's trade as a blacksmith; but Death felt no remorse in changing that. To Trevor, Death is not a thing that takes life, but a very real entity manipulating the universe to cause mankind great pain. Even though his friends sometimes think he an eccentric nuisance, his constant desire and actions to keep them safe, (despite the fact they could be his own assassins), has wielded strong relationships with those closest to him. But this kinship comes with a price. On many occasions, Trevor's constant preoccupation with Death, and to protect those around him, has almost cost him his life, as well as those friends he has charged himself to keep safe. This has caused his actions to sometimes be foolhardy and dangerous; something he recognizes as a weakness, but does not apologize for.

Trevor believes "The Signal" is a time-portal; one which will enable him to change the past, regardless of the undoubtedly high cost. He believes that if he can travel back in time, he can save his family from becoming victims of the Great Plague, and thus rob Death of a great victory. Unfortunately, The Signal has proven an evasive mark, existing for only a few short hours before seeming to disappear into the night, leaving no trace of when it will next emit its elusive call.

Searching for answers, Trevor sought out the infamous Maya Rokov years ago to try and learn his own fate. He believed that if he knew his location and time of death, he could cheat Death and sneer in His wicked face. But the wisdom that Maya shared with Trevor made him become even more obsessed and paranoid than he already was. You see, Maya can remove Trevor's insanity for a price, but the cost is proving to be great indeed. Find the Tome of Silence and bring it to her.

Maya then could perform a truly magnificent ritual, alleviating Trevor's madness for good. After years of searching, primarily on his own, the Adept had uncovered a rumor that the only way to find the mysterious Tome was to travel back in time and steal it from the younger version of Maya herself. For the Tome of Silence is said to have been destroyed nearly ten years ago; and it is impossible to obtain this relic in time's present. This news caused his mind to decay even further, plunging Trevor to new levels of insanity almost destroying him in the process.

And then fate would turn her fickle head his way for a change, by introducing the young mage to the Inquisitor, Whisper Darhk. For nearly six months, Trevor wandered the city streets in almost complete destitution, surviving by being a petty thief and unskilled pickpocket. He attempted to steal from Whisper on five different occasions, avoiding her notice by erasing her memory after each unsuccessful attempt. After his sixth and final try, Trevor fainted in complete exhaustion, overextending his powers and unable to mask his larceny. Whisper realized what this Adept was attempting, and fighting off an urge to kill him, eventually concluded he may be a great asset in the end. She agreed to train him in the arts of "survival", giving Trevor a reason to fight the troubles of his mind with a renewed vigor; if he would use his unique abilities to help Whisper with her plans. The relationship began as a professional one, but they eventually became the truest of allies and the best of friends.

Trevor's affinity for cyromancy comes from Rusty, a poor excuse for a sawed-off shotgun that he keeps hidden beneath his brilliant trench coat. Trevor believes the firearm belonged to a famous lawman from the Old West, circa Earth in the late 1800's; a prize he acquired on a wondrous recursion now a long-distant memory. Somehow, this rustic looking shotgun became engraved with nearly invisible sigils, imparting it with untapped power and perhaps even self-awareness. It is rare for the mage to ever go anywhere without it. Besides his obsession with Death, Trevor has also become enamored with everything from 'The Old West', including something referred to as 'Spaghetti Westerns' from an extremely distant past. To Trevor, he often feels like he is a cowboy trapped in a mage's body.

