T'wan Edlewair - NPC

A witty, young Dustclan Elf, (Mechanic CG 283 years old). She has fiery hair, light bronze skin, and is confined to a mechanical hovering wheelchair. Her attitude is always positive with a sunny disposition, though she can be easily distracted.

Armor Class: 12, **Hit Points:** 18, **Speed:** 30ft hover
Skills: Tinker Tools +4, Sleight of hand +4, Investigation +5

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	13 (+1)

SIGNATURE ACTIONS / FEATURES

Flintlock. *Ranged weapon attack:* +4 to hit, one target.
Hit: 7 (1d10 + 2) piercing damage.

Hoverchair. T'wan is unaffected by difficult terrain

Innovation is T'wan's passion and adrenaline, her vice. By advancing technology she hopes to help others find adventure and overcome life's challenges. Her most famous invention is the Hoverchair, which has given a second chance at a normal life to thousands across Aethrend injured by wars and the constant environmental danger (see Floating Islands). By day she is generally cooped up in her lab, but by night she can be found across the city testing her experiments, tasting the wondrous experiences life has to offer. A few interns and apprentices have entered her service over the years but she has a tendency to spend more time enjoying her new friends' company than teaching them her complex trade.

Born during the height of imperial expansion, T'wan was 13 years old when her village rebelled and was subsequently obliterated by powerful mages. Buried under the rubble, her legs shattered, it would be days before someone pulled her out. She woke up finding she'd lost both her parents and her ability to walk. Despite the wyrldshattering experience, her ambitious drive and lively personality never faltered. Having snuck aboard a ship harboring refugees, she made her way to Grayfall, the young city that promised new beginnings. Despite her magical ancestry, T'wan forsook any ties to the arcane. Instead, she dedicated her life to the pursuit of science and discovery. Her studies were guided by the founders of a city soon to become unparalleled in its technological advancement. Unlike most trade masters, T'wan did not make her name by inventing technology to grow the city as a whole. Her work, instead, focused on utility; helping individuals live better lives and creating unique, catered pieces of technology.

Trait. I am always eager to take things apart and see how they work, even if they're not mine to tinker with.

Ideal. Self-reliance. I believe in being able to fix or build anything on my own, without relying on anyone else.

Bond. I invented a revolutionary device that could change the wyrld, but fear it will fall into the wrong hands. I am determined to ensure it is only used for good.

Flaw. I have a remarkably short attention span and am easily distracted by technological wonders or interesting ideas.

PLOT HOOKS

Quick Repairs. Help me fix my gadget! I'll need four vital components to get it running again: 1 - The weighted spring from a clocktower, 2 - A Gyro from any skyship engine, 3 - Some Pooks (Crispy Cooked Potatoes) and 4 - Any type of powersource.

Danger-Mech. My Latest invention was stolen! I haven't installed safeguards yet, it could be incredibly dangerous in the wrong hands. Please help me recover it before the peace officers shut me down! ...oh, or before somebody gets hurt.

REWARDS

General repairs and upgrades .
Hover chair, firearms, etc.
Advanced prosthesis.
Ship Upgrades.