

Quintin and Flavia were well-known throughout Tethryna for their ingenious inventions that improved the quality of life of those that could afford them. When they decided to have a child, it was more a calculated decision than anything else. They say gnomes don't have biological clocks like the other races.

Like any child, Hawkins Aurelius Fillibean Idlehands wanted to grow up to be just like his parents. But this goal was far out of reach, especially when they gave him little aid. Despite having used him to test out clockwork toys and gadgets as he grew, they gave him no training in tinkering. Then, at just 30 years old, they pushed him out of the house and into trade, forbidding him from using their names to secure an apprenticeship.

With no demonstrable skills, yet needing a living wage, he struggled to find a master craftsman in Bochen to take him on, especially those whom he thought could provide the sort of training he would need to become an inventor like his parents. Displaying his own crude clockwork toys, made of parts salvaged from failed products, finally convinced a jeweler to take him on. But after just a few months working with the jeweler, Hawkins grew bored and impulsively abandoned his apprenticeship without warning. This got him blacklisted among the tradesmen of Bochen.

After weeks of searching for another to take him on, living on scraps, Hawkins was broken. He was finally offered an apprenticeship with Jack Fletcher (...a fletcher) and accepted. He knew he had ruined his chances of making a name for himself, making his parents proud. Frustrated by his own mistakes and misfortune, he decided to start over and dig in to the opportunity that he had.

Despite his broken spirit, Hawkins was a talented craftsman. In the decades that followed, Fletcher's reputation rose, thanks in large part to Hawkins's work. They became the main suppliers of arrows for hunting and sport for the aristocracy around Bochen, even producing some gilded and silvered arrows used for ornamentation.

When the civil unrest began, the revolted grouped those who supplied weapons to the aristocrats together with the aristocrats themselves. Despite being very humble folks, Fletcher and Hawkins found themselves suddenly hated by their peers. Just days after their workshop was broken into, supplies stolen, and threats etched into the walls and workbenches, Hawkins received an unexpected summons from his parents. Unbeknownst to him, they had been observing him closely, their mysterious experiment continuing. Yet fearing that he was in serious danger, their genuine care for him became apparent for the first time he could recall. They had arranged for him to escape Bochen with an old friend of theirs, Chalel, to serve and study at BaldTop Library.

As he left the only place he had ever lived headlong into the unknown, Hawkins's parents gave him Tinkerer's Tools. His spirit was reignited.