

KAAR IRONFIST

Nickname: -

Archetype: **Gifted**

Profession: **Arcane Mechanik**

Career: **Searforge Trader**

Race: **Dwarf**

Gender: **Male**

Loyalty: **Cygnar & Rhul**

Religion: **Church of the Great Fathers**

Height: **4'8"** Weight: **180**

Outlook: **Lawful**



PERSONALITY & INTERESTS

Although outgoing, sociable, and even friendly, Kaar is also always complaining there isn't enough time in a day to get everything he has an interest in done. The Dwarf's first love is crafting, followed closely by the sheer joy he feels when procuring hard to get items at deals nearly impossible to believe. He is most at home in a workshop, laboring over some project he is never 100 percent satisfied with. If out on a procurement assignment, Kaar puts on quite the show.

ATTRIBUTES & STATISTICS

PHYSIQUE: 6
SPEED: 4
STRENGTH: 5
AGILITY: 3
PROWESS: 4
POISE: 4
INTELLECT: 4
ARCANE: 4
PERCEPTION: 4
COMMAND: 4
WILLPOWER: 10
INITIATIVE: 12
DEFENSE: 11

CLOTHING & APPEARANCE

Kaar can be somewhat unpredictable with his attire. He has multiple sets of armor depending on what job he's doing that particular day. That being said, his rifle, his most useful travelling tools, and his welding goggles go with him everywhere. Ironfist comes across well kept, although the smell of fresh steam and old grease cannot be masked. His private book of transactions is also never far from the Dwarf; records of all his trade deals over the past several years.

Exhibiting the gift of magic attunement early in life, the friendly young student named Kaar Ironfist was quickly assigned an apprenticeship on a grand merchant ship of his homeland, Rhul. A quick study, and eager to prove himself as well as live up to family expectations, Kaar excelled in numerous forms of trade, negotiation, and purchasing for Clan Searforge. After graduating at the top of his class, the Dwarf experienced tragedy as a mining accident killed over 300 dwarves, his entire family included. With nothing to tie him to Rhul any longer, the naturally adventurous dwarf made the decision to leave his homeland and travel west into the lands of Cygnar. Not only had he had decent trading success there, but the wondrously advanced Human Kingdom was also widely known to have the most skilled craftsman in the world; and Kaar wanted to expand his knowledge of arcane mechanics. Arriving in Ceryl, the dwarf quickly proved himself an excellent trader, landing a coveted position with the Strangelight Workshop; a group of engineers whose focus was the study of arcane and supernatural mechanics; and whose headquarters lie in Ceryl itself. Kaar recently received a promotion that tasks him with the search of these strange devices to bring back for research purposes; a job he could not be more thrilled to have. He set out immediately to gather a group of trusted friends to help him with his investigations.