

# Kiriata Chorrall

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You'd swear there's some sort of sphere that makes it impossible to make good decisions around her.

-- Theodore Golubac, Politician

The last cleric of a dead religion, Kiri travels the world with her companion, Azta, to restore him to godhood. Quick on her feet and quicker with her wit, she's a firm believer in forfeits being valid wins in tournament settings, opting to exhaust her opponents physically and mentally with an endless string of counters and shenanigans.

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## Backstory

An ancient family of huge nerds, the Chorrall household kept records of the old pantheons, from back when their world was a more bog-standard pseudo-medieval fantasy setting; currently, they're fairly well-to-do, using bits of their esoteric magic and divine connections to be conveniently lucky. Their texts and oral histories survived to their version of the mid-aughts, where Kiri's family was very suddenly accosted for being cultists in service of a death god; her parents are currently presumed dead, her sister's fucked off into the aether, and after the proverbial dust had settled, Kiri wound up with the death god that sort of caused the whole ordeal hanging out with her.

As Azta's detractors, and Kiri for that matter, would learn, Streisanding obscure gods with a national news cycle in fact increases their influence, and Azta, already practically dead, was given the faintest breath of life, a spark flung onto miserable coal, but a spark nonetheless. Ripped from her comfortable life, Kiri now travels with Azta, spreading rumors about Azta's return, and sometimes even going full-tilt into the cleric shtick now that she's strong enough to not fear repercussions. Finding out what happened to her parents is a side goal, and keeps herself occupied with trying to fully restore Azta's divinity and adrenaline-

## Kiriata Chorrall



### Aliases/Nickname(s)

Kiri, Priestess

## Profile Data

### Race

Human

### Pronouns/Gender/Sex

She/Her, Woman, Female

### Age

24

### Weight/Height/Build

5'7", Swimmer's Build (lean muscle, more control and stamina than strength)

### Hair/Eye/Skin Color

White/Hazel/Fair

## Abilities

- Practical Magic
- Copious Combat Experience

# Abilities

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## Practical Magic

She wasn't as into her family's lore as her sister, and much preferred convenience, party tricks, and pranks. Conjuring basic tools, levitating items around, making sounds or visual illusions, and that kind of generally unassuming thing are what she excels at magically, which is like saying you're a chef that's world-renowned for boiling water.

## Martial Skill/Combat Experience

Kiri's crafty enough to use her party tricks as distractions, red herrings, and to anyone unfamiliar with her reputation, intimidation. Outside of trying to gain the upper hand with dumb tricks, she's very used to fighting in tandem with Azta, her reach with her halberd and his bulk and sheer physical strength making for an obnoxious duo.

## Divine Intervention

As Azta is a being powered by faith, if Kiri feels particularly fervent, she can pull off dumber stunts than usual through him. The power limits are pretty strict, and have to involve his old purview in some way.

# Strengths

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Affable, determined, clever, experienced fighter, good at improvisation and creative problem-solving

# Weaknesses

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Determination and cleverness wind up being pure stubbornness when you're used to being able to figure everything out; brash and brusque, she's the special kind of stupid that knows she's making bad decisions; while a skilled human from a modern fantasy homeworld, she's very much still human.

# Gallery



[Kiriata Chorrall]



[Front/Back and Outfit]



[The Halberd]

## Author's Notes

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Please feel free to ask over discord for clarification or anything else, really!

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