Marlowe Statistics

* Name: Marlowe
* Age: 18 (Twin sister to Cristina, Day Younger than Kyla)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Character Class: Enhancement Shaman
* Affiliation: 1/2 Mermaid Clan
* Faction: None, but is Alliance & Horde friendly
* Design Inspiration: Isadora Doralina (Main Body, Hairstyle, and Personality Basis), Floramancer from Tangledeep (Enchantment Shaman Robes), Rose Vermillion (Casual Clothes), Haruka from Senran Kagura (Physique), Bottlenose Dolphins (Mermaid Tail)
* Height: 5'7''
* Weight: 122lbs.
* Skin Tone: Tanned
* Eye Color: Pink
* Hair Color: Brown
* Hair Length: Waist Length
* Measurements: B39''-W23''-H35''
* Distinguishing Features: Flower shaped birthmark on right breast
* Good Points: Intelligent, Honorable, Kind, Caring, Affectionate, Insightful, Sisterly, Good Dancer
* Bad Points: Grumpy, Angsty
* Likes: Mud Baths, Quicksand (Immensely), Gnomes, Dwarves, Elves, Tauren, Orcs, Pandaren, Camping, Rituals, Belly Dancing, Forests, Jungles, Swamps, Animals
* Dislikes: Dark Shaman, Blight, Decay, The Burning Legion, Old Gods' Forces, Poachers, Undead Scourge, Mawsworn, Primalists, Jastor Gallywix
* Biography: Marlowe is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day after Kyla was born, making her part of the 3rd line of 1/2 Mermaids born into the family. She is also the twin sister to Cristina, and having been born a minute after Cristina was born, Marlowe is the younger twin. Marlowe, like many of her sisters, grew up with the notion of wanting to be a hero like her father is, yet she was among those who made up her decision instantly as she developed a knack for harnessing the power of shamanism. Unlike Cristina, Marlowe did not doubt that there would be those on Azeroth who would frown upon humans practicing shamanism, since she knew ahead of time that the people of Kul Tiras practice shamanism themselves. However, Marlowe found that she had better melee strength than Cristina did, but she did not change her path upon finding out this discovery. Instead, she continued her shamanistic path, essentially forging herself to become an Enhancement Shaman. Marlowe got the hang of her powers, but she went as far as to take her training to Azeroth, where she studied tips & tricks under the teachings of Nobundo & Go'el themselves. Thanking them for their assistance, Marlowe now feels more empowered to help bring peace to Azeroth, and even help defend her own homeworld of Olympus when prompted to do so. As is to be expected from those in Juni's family, Marlowe is a friendly girl who, like Cristina, is a genuine big sister. But, she has been known to get grumpy & angsty every now & then if things do not go her way. In contrast to Cristina, Marlowe is a far better dancer than she is a singer and she loves to perform belly dances when possible. Marlowe also dislikes Dark Shaman since they use Decay to enslave the elements. Though Marlowe is far less forgiving to Dark Shaman and wants to see them all dead. Like a handful of her sisters, Marlowe is a proven absolute mudlark and will not hesitate to throw herself into quicksand the moment she discovers a pit of it, and gets excited when she discovers signs of a pit that's close by. Puts on the best dances for the elements.
* Abilities: Being 1/2 Mermaid, Marlowe is capable of transforming into her mermaid form the moment she enters the water. As a mermaid, like all her other 1/2 mermaid siblings, she has excellent swimming speed, can breathe underwater without the need to surface for air; though she & her other sisters form gills to help with this, too, and she can commune with aquatic creatures of any kind. However, she primarily transforms in fresh, or seawater. And like her mother & siblings, Marlowe strongly prefers the water to be clean before she thinks about transforming. Marlowe begins the party as an Enhancement Shaman. Unlike Cristina, Marlowe is a bona fide melee fighter in this class, and so has much better physical strength that Cristina does, making full use of staves, axes, daggers, maces, and fist weapons. Marlowe also dual wields one-handed weapons for extra attacks when possible. Nevertheless, true to her profession, she is able to empower her weapons with the elements themselves to deal out extra damage to her enemies, but she can also enhance others' weapons with the elements as well. Nevertheless, Marlowe can cast ranged spells as well, but generally prefers attacking at close range. Nonetheless, she has amazing synergy with her twin sister Cristina as they're able to perfectly cover one another while Marlowe hacks away at ranged enemies, and Cristina calls upon the elements to smite the melee attackers around Marlowe. Marlowe knows all an Enhancement Shaman can learn, and her starting gear is as follows.
* Doomhammer & Fury of the Stone Mother: Marlowe's recreation of the artifacts of the same name. These powerful one-handed maces are as deadly as the real things and can seriously shatter bones.
* Hammer of the Naaru: A crystalline hammer typically used by Paladins, but Marlowe has found use for this one via her shamanistic powers. Although hers is purple, like Therese's Hammer of the Naaru, Marlowe's hammer sports the symbol of the Earthen Ring on both sides of the handle to differentiate hers from Therese's.
* Thunder Tomahawks: Throwing one-handed axes that strike as quick as lightning, before returning to Marlowe after making their trips through many foes.
* Volcano Axe: This two-handed axe calls upon surges of lava to burn foes in Marlowe's path. If used to slice enemies, then enemies will get badly burned.
* Earthfury Staff: A magic staff that lives up to its name as it is capable of bringing about powerful earthquakes if enough magic is put into it. It also works as a good whacking stick.
* Thunder Claws: A pair of claws imbued with the power of electricity, Marlowe uses these sharp claws to paralyze her foes to make finishing them off easier; especially if her foe does not fight fairly.
* Butterfly Knives: A pair of folding knives that are good for close range stabbings & slashes. Marlowe knows many tricks with these knives.