

MARLOWE FAIRWIND

LOREBORNE ELF SORCERER

Character Overview

Marlowe Fairwind is Emeris Crown e
Holdings' ward-mage, and is
responsible for bringing this group

BREAKDOWN

Community: Marlowe is part of the Loreborne community, meaning she grew up in a place that values knowledge and learning.

Ancestry: She is an elf, giving her long pointed ears and acutely attuned senses.

Class & Subclass: As a Primal Origin Sorcerer, she can shape and change the magic she casts in unique ways.

Experience: Marlowe has the experiences "Royal Mage" and "Not On My Watch." She will be able to utilize these in play when they apply.

Weapon: She wields a dualstaff that can hit targets in Far range and when successful, deals 1d6+3 magic damage.

Question: Why does Emeris Crown Holdings trust you more than anyone

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

"I rolled a 10 on the Fear die, a 5 on the Hope die, and I have a 2 in Instinct, so that's a 17 with Fear!"

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You'll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM gains a Fear. They can spend Fear to instigate or escalate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you'll use the character trait the weapon or spell calls for as your modifier. On a success, you'll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you're doing.

"I rolled a 5 plus 3, that's 8 points of magic damage."

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you'll find the character sheet for Marlowe. To finish off the build, mark 2 Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well as some guidance on how to use them.

Character Standee

Cut out the standee below for Marlowe and fold the paper in half so that she can stand on her own on the table. Keep this next to you for now, you'll need it once you get into battle.

CONNECTIONS

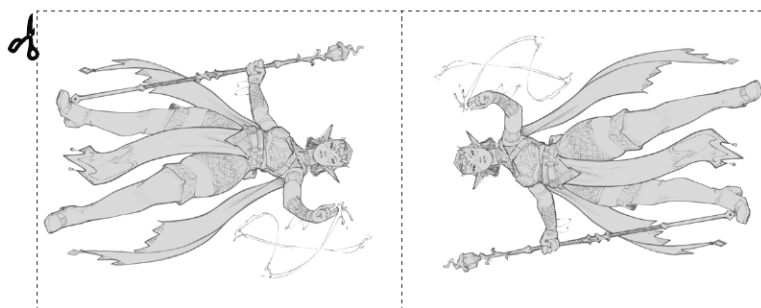
Create connections with your party before beginning play. Assign at least one of these relationships to a character.

Character _____
Character _____
Character _____

I trust you with my life.

I once considered you close.

I owe you a favor.



This section denotes your **class**. Each class is made up of two **domains**. Yours are **Arcana & Midnight**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to avoid an attack. Yours is 10. The GM rolls against this number when determining if an adversary hits you. If you do get hit, you can choose to mark an **Armor Slot** (the small empty shields to the right of the large "Armor" shield) to reduce the severity of the incoming damage by one threshold. You have a number of available slots equal to your **Armor Score** (the number in the large "Armor" shield). Yours is 3.

The two smaller boxes are your **damage thresholds**. These come from your armor, and you always add your level to their value. When you take damage, compare it to the numbers here. If the incoming damage is **Minor**, you **mark a Hit Point**. If it is **Major**, you **mark 2 Hit Points**. If it is **Severe**, you **mark 3 Hit Points**. If you ever need to mark Stress and can't, **mark a Hit Point**. If you ever mark your last Hit Point, you must make a **death move**.

This is where you record your **Hope**. You spend Hope to use an **Experience** (details below), **Help an Ally**, use a **Hope Feature**, or initiate a **Tag Team Roll**. When you Help an Ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked.**

Your class's unique Hope Feature is in this section as well.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Royal Mage" and "Not On My Watch."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked.**

Every class starts with a unique **Class Feature** that set them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*Melee, Very Close, Close, Far, or Very Far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Marlowe carries a Dualstaff that deals 1d6+3 magic damage to any adversaries you succeed against.

This is the section for your **armor**. Along with a **name**, armor has **base thresholds** that contribute to your damage thresholds, and a **base score** that contributes to your Armor Score. The armor's **feature** describes its special abilities or the requirements to use it.

Inventory is where you will store all of your **items and consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.



SLIDE THIS SIDE OUT TO THE LEFT OF YOUR CHARACTER SHEET.

SLIDE THIS SIDE OUT TO THE RIGHT OF YOUR CHARACTER SHEET.



MARLOWE FAIRWIND

LEVEL 1 LOADOUT

COMMUNITY



COMMUNITY

LOREBORNE

Being part of a loreborne community means you're from a society that favors strong academic or political prowess.

Well-Read: You have advantage on rolls that involve the history, culture, or politics of a prominent person or place.

Juan Gutiérrez

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ANCESTRY



ANCESTRY

ELF

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

Quick Reactions: Mark a **Stress** to gain advantage on a reaction roll.

Celestial Trance: During a rest, you can drop into a trance to choose an additional downtime move.

Mat Wilma

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SUBCLASS



SORCERER

PRIMAL ORIGIN

Foundation

SPELLCAST TRAIT: INSTINCT

Manipulate Magic: Your primal origin allows you to modify the essence of magic itself. After you cast a spell or make an attack using a weapon that deals magic damage, you can mark a **Stress** to do one of the following:

- Extend the spell or attack's reach by one range
- Gain a +2 bonus to the action roll's result
- Double a damage die of your choice
- Hit an additional target within range

Laura Gall

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Spellcast Trait is on this card. It's the trait you'll use when making a Spellcast Roll.

DOMAIN



SPELL

UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast trait on this card.

Make a **Spellcast Roll** against a target within Far range and spend any number of tokens to channel raw energy from within yourself to unleash against them. On a success, roll a number of **d10s** equal to the tokens you spent and deal that much magic damage to the target. **Mark a Stress** to replenish this card with tokens (up to your Spellcast trait).

At the end of each session, clear all unspent tokens.

Ernanda Souza

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DOMAIN



SPELL

RAIN OF BLADES

Spend a Hope to make a **Spellcast Roll** and conjure throwing blades that strike out at all targets within Very Close range. Targets you succeed against take **d8+2** magic damage using your Proficiency.

If a target you hit is **Vulnerable**, they take an extra **1d8** damage.

Linda Lithén

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Level & Domain

Recall Cost

When cards are in your Vault, this is how much Stress they cost to swap into your loadout. You don't need to worry about this at Level 1!

Type of Domain Card

Spellcast Roll uses your Spellcast Trait, which can be found on your subclass card. Yours is Instinct.

Vulnerable is a condition in the game. If a creature is Vulnerable, a roll against them has advantage. This means you roll a d6 and add its value as a bonus to your action roll.

All passive bonuses have already been applied to your character sheet.

When you see a move like this that gives you a die value "using your Proficiency" you use an amount of dice equal to your **Proficiency** (yours is 1).