

Reviser: Akin C.

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Character Profile

| Attributes | Value | Notes |
|------------------|-------------------|---|
| Name | Yenie Wanderfoot | Evokes travel or a lighthearted nature |
| Race | Halfling | Voice higher-pitched, perhaps a bit quick and cheerful |
| Profession | Thief | Halflings are very talkative and stealthy, so this profession makes sense |
| Age | 20 | Young, energetic voice |
| Primary Weapons | Shortbow and Club | Fitting due to the small size of a halfling |
| Appearance(Hair) | Short and brown | Practical |

Biographies

BG and BG2

Yenie Wanderfoot is a Halfling child of a merchant from Gullykin who regularly visits Candlekeep to supply it with goods. Yenie lost her father at a very young age to a band of kobolds. She proudly speaks about his deeds as an adventurer and how his actions helped the village. She loves to tell stories to strangers; whether they are completely made up or true doesn't matter to her. She loves the different reactions her words can invoke in people. She has a very catching smile and her eyes always seem to sparkle when she starts talking.

As a Halfling child in Candlekeep, she was very small, and the monks were often amused to discuss things with such a small child. Besides her talkative nature, she also loved to sneak into new places and spying into secrets, and while doing so, she met Gorion's Ward, Charname. Even though Charname seemed like every child, she found something mysterious about him, primarily because Charname had no parents. As there weren't many children in Candlekeep, she spent a lot of time with Imoen and Charname, playing harmless pranks on the adults. She often brought Halfling food and sometimes she tried to cook herself and let Charname eat it, which often resulted in funny faces that made them laugh. Spending most of her youth and childhood with those two, she started bonding to them and defined them emotionally as one of the most important people in her life.

After Charname decided to leave Candlekeep, she decided to stay at Charname's side, so she could cheer Charname up to ease the burden that the adventuring life might bring. This also brings her the opportunity to talk more to different people, which is something she always loves to do. But the most important reason is to prevent Charname from the same fate that happened to her father.

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IWD

Yenie Wanderfoot is a Halfling child of a merchant from Gullykin who regularly visits Candlekeep to supply it with goods. Yenie was born in Gullykin and led a protective and peaceful life with her mother and father and all the other family members.

Her father was a Cleric and part of a Halfling adventurers group who protected the village of Gullykin from monsters, bandits, and other dangers. In her very young years, always curious, Yenie sneaked around her father to check his backpack in the hopes of catching some interesting stuff that he gained from his adventures. Her father, knowing this, did put tools or small mechanisms there for her to investigate, find, and learn more about the world. Unfortunately, Yenie lost her father at a very young age to a band of kobolds. She proudly speaks about his deeds as an adventurer and how his actions helped the village. She loves to tell stories to strangers; whether they are completely made up or true doesn't matter to her. She loves the different reactions her words can invoke in people. She has a very catching smile and her eyes always seem to sparkle when she starts talking.

Inspired by her father, she always dreamed of adventures, faraway lands and finding forbidden and hidden secrets that only the most nimble of adventurers could uncover. Also, one day being able to tell her children, grandchildren, and every child in Gullykin all the amazing grand stories she can think of, perhaps even surpassing him, is a thought that inspires her. Sometimes she says, maybe she will also find her great love in one of those adventures, as the Halflings in Gullykin seem to be a bit boring and ignorant to her.

Therefore, she decided to have a grand adventure one needs to travel to a place different than one's home. In this case, the call for adventure in the icy tundra of Icewind Dale and the Ten Towns fits into the word 'grand' as grand can be for her.

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Voice lines

Selection & Action

| Line | Tone Focus |
|----------------------------------|---|
| „I wonder...” | Curious/thoughtful(Action) |
| „Interesting puzzle. “ | Engaged and slightly eager(Action) |
| „Wonderful! “ | Bright, genuine, and cheerful(Action) |
| „Brave idea!” | Witty and slightly impressed (Action) |
| „With pleasure. “ | Cooperative and polite(Action) |
| „Mm-hm.” | Enthusiastic and eager (Action) |
| „Sounds like a grand adventure!” | Simple and confirming (Action) |
| „Me?! I’m always ready.” | Enthusiastic and slightly proud (Selection) |
| „My senses are sharp.” | Calm and focused (Selection) |
| „Secrets?” | Intrigued and highly curious (Selection) |
| „What’s on your mind?” | Friendly and engaging (Selection) |
| „Good choice.” | Funny and a little self-satisfied (Selection) |
| „I’m ready.” | Simple and cooperative (Selection) |

Annoyed/Informative

| Line | Tone Focus |
|---|--|
| „You know I can hear you. Fine, you don’t need to tap me constantly!” | Playfully annoyed, like a sister |
| „Now, I wonder if my belongings are still where they should be after so much distraction...” | Mischievous and slightly threatening/teasing |
| „No, everything is fine. I guess you just like me that much to spend all day talking and touching.” | Witty and slightly flirty |
| „I love good food and a good conversation. If you don’t mind, we can go to a tavern drinking and talking all day. Winthrop in Candlekeep loved my patronage... well, mostly my gold, but anyway, think about it!” | Chatty and persuasive |

Combat

| Line | Tone Focus |
|--|---|
| „I am more than you can handle!” | Cocky and energetic (Battlecry) |
| „I’m going to hit you! „ | Playful and slightly sarcastic (Battlecry) |
| „I’m putting you to sleep! „ | Witty and suggestive (Battlecry) |
| „Oh, come on, can’t we talk this out?” | Whining and humorous (Battlecry) |
| „When you lie down, you will look up to me!” | Slightly smug and defiant (Battlecry) |
| „Do you feel that!” | Triumphant and enthusiastic (Critical Hit) |
| „Lucky fella!” | Annoyed (Critical Miss) |
| „No, my spell fizzled away!” | Exaggerated annoyance (Lost Spell) |
| „This ugly thing is immune!” | Frustrated and observational (Enemy Immune) |

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Damage

| Line | Tone Focus |
|---|---|
| „Ouch! Stop that!“ | Exaggerated annoyance/light pain(Getting Hit) |
| „Help please, I’m injured!“ | A genuine plea for assistance(Heavily Inured) |
| „Uh, I miss... my home!“ | Soft and regretful(Death) |
| „This is infuriating! We need to protect each other!“ | Angry and distressed, quickly transitioning to determination(Party Member Dies) |

Environment & Situational

| Line | Tone Focus |
|---|---|
| „Though, there aren't many secrets to find in nature, it always feels relaxing being outside.“ | Calm and relaxed(Nature) |
| „Ooh, it is mysterious here. Let’s go and search for a dark corner to find its secrets“ | Intrigued and eager (Dungeon) |
| „Ah, the city is the perfect place to find many things in people and from people.“ | Witty and slightly opportunistic(City) |
| „Well, I can’t easily sneak around in daylight, mind you.“ | Slightly grumpy and cautionary (Daytime) |
| „I love wandering around at nighttime. At this time there are a lot of interesting things happening!“ | Energetic and thrilled (Nighttime) |
| „My boots cough dust at a disturbing rate. I can’t walk anymore! They need rest.“ | Exaggerated exhaustion and dramatic complaint (Tired) |
| „Well, it’s your call.“ | Simple, cooperative acceptance (Leader) |
| „My curiosity wants to hold it, but my backpack says no!“ | Humorous regret (Inventory Full) |
| „Hehe, try to find me!“ | Playful and confident (Hiding) |
| „Ooh, little secrets to hold.“ | Intrigued and focused (Stealing) |
| „The trap is set. Let’s see what we catch.“ | Wary and professional (Setting a Trap) |
| „<Yawn>! I would love to visit a tavern and a warm drink.“ | Mellow and longing (Bored) |