

Reviser: Akin C.

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Character Profile

Attributes	Value	Notes
Name	Variyha Aerayun	Intuitively created – Aerayun is a creative combination of the words “young era”.
Race	Elf	-----
Profession	Mage	In classic fantasy, elves have an affinity for magic.
Age	40 Years	A very young elf who is considered mentally immature in elf society, even though she is physically an adult.
Primary Weapons	Darts, Stiletto Dagger	Elegant, dexterity-based weapon
Appearance	Long Golden-Blonde Hair	Emmits otherworldly noble beauty

Biographies

BG and BG2

Variyha Aerayun is a young elfling, born into a protective and secluded elven society. There, she was raised with love and patience, and she was supported by her parents' vast knowledge. Her father is a Mage, and her mother is known for her many talents. Both shared their knowledge with Variyha, which made her understanding of the arcane and the creative application of magic the awe of her environment.

This upbringing didn't necessarily lead to a sense of humility, but rather to an arrogant and naive attitude. Nevertheless, the love she experienced was not for naught, and Variyha loved being a patient listener of stories, lore, and various forms of knowledge.

Seeing her progress, her father decided that Variyha had reached the appropriate age to experience the world outside of her home. For this, she traveled with him to Candlekeep, where she could study and learn about human nature in a safely secluded space. The intention of her father was not to overwhelm his young daughter, as she was at that time a very young elf. To give her the freedom to learn things on her own, he eventually departed Candlekeep.

While attending her studies there, Variyha met the young foster child of Gorion. Curious as she is, she quickly started to bond with that seemingly lost child, helping the young Charnome with their studies and other challenges. After spending a great deal of time together, Variyha saw Charnome as a family member. In fact, she acted like a big,

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protective sister, and that is the source of Variyha's unwavering loyalty towards Charnname.

Spending all those years in Candlekeep with Charnname, a subtle melancholy towards the short-lived races began to build in Variyha's heart. All the knowledge contained in Candlekeep could have kept her there much longer, but the desire to challenge her intellect and her naively arrogant belief that she would overcome any obstacle proved to be a stronger pull than she ever expected.

Adventuring with Charnname provided Variyha with this specific opportunity and the best possible condition: to travel with a person she cares very much about and is ready to protect at every cost.

IWD

Variyha Aerayun is a young elfling, born into a protective and secluded elven society. There, she was raised with love and patience, and she was supported by her parents' vast knowledge. Her father is a Mage, and her mother is known for her many talents. Both shared their knowledge with Variyha, which made her understanding of the arcane and the creative application of magic the awe of her environment.

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After spending many decades in her safe home, she had the urge to explore the world outside of her haven. In one of the books she studied, Variyha learned about the cold and mysterious north, namely Icewind Dale, also referred to as the Spine of the World.

She read about old elven ruins, lore, and old forgotten magic, which piqued her interest and challenged her desire to prove herself and her skills. As her curiosity is not only in past stories and books, but also the stories of humans, she hopes to bind herself with newfound and deep friendships that will form and enrich her view of the world.

She bid farewell to her family and community and started voyaging to the north while looking for a band of friendly and useful companions on her travels, be it in or outside of Icewind Dale.

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Voice lines

Selection & Action

Line	Tone Focus
"Yes."	Simple Confirmation (Action)
<short friendly laugh>	Kindness/Warmth (Action)
"Gladly!"	Friendly (Action)
"As I thought!"	Attentive/Elven Grace (Action)
"How interesting!"	Curiosity & Intellect (Action)
"Well-thought-out."	Intellect/Confirmation (Action)
„Easy to do.“	Intellect (Action)
"You have my attention."	Direct & Attentive (Selection)
"Did you catch something interesting?"	Curiosity & Intellect (Selection)
"You need my knowledge?"	Arrogance & Superiority (Selection)
"Ask, and I will share what I know."	Intellect & Generosity (Selection)
"Wisdom comes with knowledge."	Mage/Motto (Selection)
"Hmmm?!"	Attentiveness & Grace (Selection)

Annoyed/Informative

Line	Tone Focus
"You seem very determined to get my attention! <irritated>"	Direct Annoyance/Arrogance
"I remember once a child who was needy in an unreasonable manner. This situation reminds me strongly of that time."	Condescending Arrogance
"I will cherish our time, even if it's only short-lived. I am very confident that there is value in it."	Kindness/Acceptance of Mortality
"Most of us elves love nature in its all beautiful forms, to be an elf has its downsides, too. I live longer than most races and it makes me a bit sad thinking of one day losing friends dear to me."	Ultimate Vulnerability/Melancholy

Combat

Line	Tone Focus
"Time for a lecture!"	Arrogant/Educational (Battlecry)
"I feel no joy doing this!"	Reluctant/Moral (Battlecry)
"What painful ignorance of my abilities!"	Arrogant/Superior (Battlecry)
"I love peace, but you left me no choice."	Moral Conflict (Battlecry)
"This will be a cold deliverance."	Thematic/Decisive (Battlecry)
"This should have been a lesson to you!"	Triumphant (Critical Hit)
"Argh, I still have to learn to fight."	Frustrated/Inexperienced (Critical Miss)
"My beautiful spell—it's lost."	Mournful/Intellectual Loss (Lost Spell)

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"Curious. This enemy is immune."	Analytical/Academic (Enemy Immune)
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Damage

Line	Tone Focus
"Ah, how dare you?!"	Shocked(Getting hit e.g. by enemy)
"<scream> help!"	Desperate(Heavily injured)
"father <scream>"	Ultimate Vulnerability(Death)
"I will remember your sacrifice, so your deeds may not be forgotten."	Sad(party member dies)

Environment & Situational

Line	Tone Focus
"The trees, birds, and flowers, how beautiful! It feels like home."	Warm/Elven Connection (Nature)
"The darkness and the cold stone don't give me comfort. Let's be quick here."	Stressed/Impatient (Dungeon)
"Cities are so crowded and loud... completely different from what I am used to."	Dismissive/Sheltered Disdain (City)
"What a beautiful sunny day. We should stay outside!"	Eager/Pleasurable (Daytime)
"Well, the night can be beautiful as the day, but why not do all the work during the day?"	Naive (Nighttime)
"My eyes are tired. I have a hard time focusing. We should rest."	Pragmatic/Mage Necessity (Tired)
"I am learned to be a leader."	Confident/Intellectual Claim (Leader)
"I have no place for this in my inventory!"	Functional/Formal (Inventory Full)
"Shhh, time for hide-and-seek."	Playful, whispers(hiding)
"Hmm, I will borrow this."	Evasive(stealing)
"Oh my, how hideous!"	Haughty(setting a trap)
"If we start doing nothing for much longer, I will start reading a book."	Intellectual/Pragmatic (Bored)