Marie-Jeanne Valet in Dragon Age. Somewhat based on me playing her as my Inquisitor in DA:I, but realizing she didn't fit that role. This will be her canon for this verse unless otherwise plotted.

Choices and bullets for DA2 and DA:I below.

Pre-Game Involvement:

- Marie-Jeanne Valet is born in Gevaudan, Orlais. Year 9:10 Dragon.
- At the age of 6, Marie's parents die, leaving her in the care of her brother, Sebastien, who was 14.
- At 17, murders began to happen around Gevaudan. Marie, with the help of a young man named Henri, learns that these murders are committed by some kind of Beast. Through testing, they learn this Beast is Sebastien.
- At the age of 19, Marie and Henri finally corner Sebastien with a specially made pike. Marie slays him.

Dragon Age 2:

Act 1—

- Marie (age 20) can be found wandering Kirkwall and specifically the Gallows. She is a ranger with a specialization in monster hunting. She is recruited by Hawke.
- She is wary of mages and magic, but will often side with mages, thinking they don't deserve to be made Tranquil or harmed for what they are.
- She accompanies Hawke into the Deep Roads.

Act 2—

- Marie came and went from Kirkwall in the years between the Deep Roads expedition and tensions boiling over. She still often sought out Hawke, Isabela, Varric, Fenris, and Knight-Captain Cullen for company when in the city.
- When Hawke became more active again, Marie (age 23) decided to stick around for longer.
- As the templars began making more mages Tranquil, Marie sided more vehemently with the mages. This puts her somewhat at odds with Cullen, specifically.
- Marie is with Hawke when they find Leandra in *All That Remains*, afterwards she visits Hawke. Her wariness of magic flares again.
- During the Qunari attack, Marie did her best to aid people in the city, mostly sticking to places she couldn't be seen. She was of no use in one-on-one combat with Qunari and she knew it.

Act 3—

- Marie spent more time after the Qunari defeat wandering in and out of the city. When in the city, she still sought out Hawke, his companions, and Cullen from time to time.
- Marie (age 26) struggles to pick a side, seeing points on both. The events of *Faith* bring her beliefs even more into question.
- In *Justice*, Marie is left out due to she and Anders not being on good terms. She sees Anders as a fanatic.
- She avoided going with Hawke to meet either Meredith or Orsino and spent most of her time in the Hanged Man, either alone or with Isabela and Varric.
- The moment the Chantry blew up, Marie involved herself. *Default: She joined Hawke when he sided with the mages.*

Dragon Age: Inquisition:

- Marie (age 30) has been spending time in Fereldan since Kirkwall. Upon hearing word of what happened at the Conclave from Varric, she heads to Haven to meet with the Inquisition. She is one of the Inquisitor's companions. *(Alternatively, she may also be found and recruited in the Hinterlands.)*
- She does not wish to pick a side between mage and templar, knowing what happened in Kirkwall all too well.
- She is not at Haven when Corypheus attacks, having been in Orlais. This is something she feels guilt over.
- She attends the Winter Ball and spends most of the time lurking around the sidelines. When introduced at the beginning, she is introduced as "Marie-Jeanne Valet, the Maid of Gevaudan."
- She assists at both Adamant and in the Arden Wilds, but not as part of the Inquisitor's main team.
- If Hawke dies at Adamant, it hurts her terribly. She pushes hard for Erimond's execution.
- She is also at the final confrontation with Corypheus, though not as part of the Inquisitor's main group.

Personal Quest, DA:I:

When Marie killed the Beast of Gevaudan, she did not kill its accomplice. A man named Marcel, once her brother's best friend, had covered for the Beast's killings. He'd hid bodies and even attempted to take the blame for the slayings, himself. Marie had been heartbroken upon realizing that her brother had been the culprit all along, that Sebastien was a monster. She let Marcel go to pursue Sebastien instead and the man disappeared. Recently, whispers have reached her about Marcel resurfacing in Emprise du Lion. She did not realize just how invested Marcel was in her brother's success as the Beast. He has begun to work with Corypheus, convinced that the being can help him to resurrect the Beast of Gevaudan. Convinced the world needs the Beast. Over the quest, Marie's backstory about the Beast being her brother will come to light. She will end up explaining how she began hunting monsters by killing her own brother.

Trespasser DLC:

- Marie (age 32) has spent the last two years at Skyhold except when hunting. When the Inquisition heads to the Exalted Council, she accompanies though she doesn't arrive with the Inquisitor, Cullen, and Josephine.
- She instantly babies Cullen's new Mabari.
- Marie did not go through the eluvians. She stayed at the Winter Palace, helping where she could.
- Whether the Inquisition is dissolved or not, Marie steps away from it, settling in Ferelden as a hunter.

APPROVAL RATINGS.

DA:I Approval / Disapproval:

- **Sit in Judgment -**
  - Magister Gereon Alexius
    - Made Tranquil - Greatly Disapproves
  - Knight-Captain Denam
    - Given to the Templars - Approves
  - Grand Duchess Florianne
    - Recruit for the Inquisition - Slightly Approves
    - Prefers Florianne to be dead.
  - Magister Livius Erimond
    - If Hawke is dead: Execution - Greatly Approves
    - If Hawke is alive: Remand to the Grey Wardens - Approves
  - Ser Ruth
    - Divine Forgiveness - Approves
    - Public Humiliation - Greatly Disapproves
  - Samson
    - Serve the Inquisition - Approves
    - Remand to Kirkwall - Approves
  - Thom Rainer
    - Pardon - Approves
    - Give to Grey Wardens - Greatly Approves
    - Servitude - Greatly Disapproves
  - Chief Movran
    - Arm and Exile to Tevinter - Greatly Approves

- - - Put on public display - Greatly Disapproves
  - Gregory Dedrick
    - Give him to the Grey Wardens - Approves
  - Crassius Servis
    - Returned to Corypheus - Disapproves
    - Recruited as a smuggler - Approves
  - Mistress Poulin
    - Have her rebuild the town - Approves
    - Execution - Disapproves