I'll add more Q&As here as they come around - Updated: 5/30/24
***Make sure you have the BEES mod if you're on older Skyrim versions**

Q: Celine isn't commenting on questlines.

A: The commentary is done via idle dialogue and occasional force greets. It may take a couple of seconds for the commentary to fire. When it does, you should see a text message saying she's talking. For the force greet (usually during times that she has to wait or shouldn't follow you), they may also take some time for her to walk up and approach you to talk about something so stick around for a little bit.

Q: Celine isn't sandboxing/wandering well.

A: As an animal follower, all she can do is wander around since she can't interact with furniture or idle markers. Her wandering is set to the highest frequency in the Creation Kit so any "delay" is just how the game is.

Q: Some of the dialogue doesn't match with the subtitles/pronunciation is off.

A: I'm aware of this; Vyxenah did some of the line takes with her own spin on them so they may vary. It's too tedious to go back and change lines in the Creation Kit so they will remain as such. Same goes for pronunciation; it's not worth going back and changing over minor details.

Q: Celine runs weirdly in a zig-zag.

A: I think that's just how foxes in Skyrim sometimes run so I'm not sure there's much I can do about it.

Q: Celine isn't headtracking well. She doesn't turn around or look at me.

A: This is a vanilla issue with animals/creatures. I've tested with other vanilla pet followers and they also have the issue. Headtracking seems to work best when you're in front of her.

Q: I can't find Celine. I've checked the Riften cemetery/Talos statue and she isn't there.

A: Do ***help "teleport celine"*** and then use the id shown with it to then do **prid x** (x being her id) then **moveto player** to teleport her to you. You can also get Modex and use it to teleport her to you. If you have SR Exterior Cities, then get this patch here

Q: Do you have plans to port to LE?

A: I don't at the moment because of LE being outdated and some things that are only for SE/AE that wouldn't work on LE.

Q: I can’t feed Celine the rabbit meat during the intro quest.

A: Make sure it’s the vanilla raw rabbit meat or cooked rabbit haunch.

Q: The “What’s on your mind” dialogue has disappeared.

A: All the lines have a cooldown so once it’s been exhausted it will disappear until the cooldowns return (12 hours in-game). In the future more lines will be added which will help increase the variety.

Q: Celine is breathing way too much.

A: All foxes in the game do this. You can download this mod to silence the noise.

Q: Celine’s follow distance options don’t work.

A: I’ve tested a lot and they do, however, if you are too close and don’t move a lot, then she may walk too close regardless of the setting. It works best when you’re moving and make distance between you and Celine so that the distance can actually kick in and make a difference. For reference, these are the follow distances on average