

Creating a Companion

The following procedure will create a basic companion using Bethesda's generic companion system.

1. Create an NPC using the [Bethesda Tutorial Creating an Actor](#) . Then make the following changes on each of the tabs in the NPC setup window.
2. Factions Tab - Add the following with the rank appearing in the first column: -1 CurrentFollowerFaction, 0 PotentialFollowerFaction, 0 PotentialMarriageFaction.(To change the rank number from 0 to -1 left click twice slowly on the number---[Player01](#) ([talk](#)) 2013-02-17T09:41:46 (EST))
3. Relationship Tab – Right click and select New, and add the following in the popup window:
 - Name: NPCFormIDPlayerRelationship (CMBreePlayerRelationship for example).
 - Parent: Should already be filled in with NPC FormID(i.e. CMBree). Do not change it.
 - Child: Player,
 - Relationship: Lover,
 - Association: None
4. Traits Tab – Always check Unique and either Essential (will not die) or Protected (Can die). The Voice - Use the MaleNord Voice for males and the FemaleEvenToned for females. Orcs use MaleOrc or FemaleOrc. Argonians use MaleArgonian, and Khajiit use MaleKhajiit. These work for sure, some of the others do not because there is a condition on the dialogue that restricts its execution to the voices on the FormList for VoicesFollowerNeutral and to the beast race voices specified above. If you want something different, choose from the form list. Disposition – change to 70 or 75 so the NPC will like you enough to ensure you get the "I need help..." option.
5. Stats Tab – Under Leveling Data you will see two Calc boxes. The first one should be 5 or 6 and the second one 80, which will allow the NPC to level up to Level 80 along with the Player. This only works if you check the PCLevelMult checkbox. The stats will become automatic and you will not be able to set any of them. If you uncheck that box you can set the stats, but the NPC will not level. Speed – Set a little higher, like 125, to ensure the companion will be able to keep up with the player. Class – Select whatever you like. The stats will change automatically as you choose different classes.
6. AI Data - These settings should be the same as the default game companions. Make sure you set to Aggressive, Brave or Foolhardy, Helps Friends and Allies, and Any Crime. If you create a new companion from scratch these will be set to Unaggressive, Average, Helps Nobody, and No Crime and essentially make them peaceful citizens. The next to the last item on this tab is CombatStyle. These can be found listed in a CombatStyles folder under Miscellaneous in the Object Window. Pick out one of these to use or create your own by copying one of the existing and changing the form ID. Then you select the one you want for your companion on the AI Data tab.

7. AI packages Tab – Find the Character topic in the Object Window, expand the file structure, and click on Package. Scroll down the list till you find DefaultSandboxCurrentLocation256. Right click on this and choose copy. Open this in its setup window, change the name to MyModSandboxCurrentLocation. On the form you can change the distance they will roam from 256 to 512 or 1024 to give them a little more roaming room. This becomes the default Sandbox package, so the NPC stays where you break up with him/her. So you can leave them in your house, or an Inn where you know they'll be there when you come back. Now go back to the AI Packages Tab on your Companion setup window, right click on the text box, and select Add. Choose the Sandbox package you just created.
8. Inventory Tab – The top boxes are for setting up their default armor/clothing, which you can not see in their inventory, but they do have. You can leave this on None, add armor to the regular inventory, and they will wear whatever you want. But when you tell them its time to go, they will revert to their default. So if there is no default, they may be walking around in their underwear or even nude if you're using a nude mod.

A better way to do this is to set clothing as their default, so they will wear leisure clothes when they are on their own. Then place starting armor in their inventories. When you ask them to follow, you'll have to trade with them and actually give them something before they will don the armor in their inventory, but after that they will continue to wear it until you part company. After you leave them they will revert to their default casual clothing just as if they are relaxing with their down time. You'll have to trade with them again once you ask them to follow before they will reequip their armor. This way, they will wear the best armor you give them. Another way to get them to don their armor or enchanted clothing is just to lead them through the door, and they will automatically put on the best they have in their inventory.

9. Make any additional changes you want, click File on the top menu, and save your changes. Your NPC is now a Companion.