

# Bethesda Tutorial Creating an Item

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 [creationkit.com/index.php](http://creationkit.com/index.php)

## Overview

This tutorial will walk you through creating the amulet that was stolen from Bendu Olo in our sample quest.

The reader will learn:

- How to create a new item
- How to add that item to an actor's inventory

## Creating/Copying an Item

For the purposes of modding, you'll most likely be copying an existing item and changing its values. This way you already have a 3D model set up for it, and you're starting from something that you know works, so you don't have to futz with each particular setting.



Even internally, we'll often copy an existing item to get things going before the art has come down the pipeline. Many items in the game began their lives looking like buckets.

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For this amulet, we're going to make a copy of the Elder Council Amulet that is used in the Dark Brotherhood questline. In your object window, navigate to `Items -> Armor -> AmuletsandRings`

Filter	Editor ID	Form ID	Count	Users	Model
<b>Actors</b>					
<b>Audio</b>					
<b>Character</b>					
<b>Items</b>					
<b>Ammo</b>					
<b>Armor</b>					
<b>Amulets and Rings</b>					
Archmage	AncientNordAmulet	000CC842	1	1	Ammor\AmuletsandRings\AncientNord\AncientNordAmule...
Bandages	DWMission07EvidenceMark.arth	000E0BA2	0	2	Ammor\AmuletsandRings\Talos\TalosAmuletGO.nif
Bandit	DA05HicinesRing	0002AC60	0	2	Ammor\AmuletsandRings\vingofhicineGO.nif
Bark Keeper	DA05HicinesRingCursed	000F82FE	0	4	Ammor\AmuletsandRings\vingofhicineGO.nif
BeggarsClothes	DA11RingofNamira	0002C37B	0	4	Ammor\AmuletsandRings\vingofnamiraGO.nif
BlackSmith	DBJeweledAmulet	00068217	0	2	Ammor\AmuletsandRings\Elder Council\ElderCouncil_Amu...
Blades	DBMuirRing	00068218	0	2	Ammor\AmuletsandRings\SilverRingGO.nif
BoneCrown	DBNightweaversBand	000688B3	0	4	Ammor\AmuletsandRings\SilverRingAmethystGO.nif
Chef	DBSilverRing	00068219	0	1	Ammor\AmuletsandRings\SilverRingGO.nif
Ciclets	DBWeddingRing1	000F5A1C	0	2	Ammor\AmuletsandRings\GoldRingGO.nif
ClavicusVileMask	DBWeddingRing2	000F5A1D	0	2	Ammor\AmuletsandRings\GoldRingGO.nif
Daedric	dunGauldusAmulet	0002D773	1	1	Ammor\AmuletsandRings\AncientNord\AncientNordAmule...
DBArmor	dunGauldusAmuletFragmentFolgunthur	0002D74F	0	3	Ammor\AmuletsandRings\AncientNord\BrokenAmuletTop...
Dragonbone	dunGauldusAmuletFragmentGeirumund	0002D753	0	3	Ammor\AmuletsandRings\AncientNord\BrokenAmuletMidd...
DragonPriestHelm	dunGauldusAmuletFragmentSaarthal	0002D75A	0	3	Ammor\AmuletsandRings\AncientNord\BrokenAmuletBott...
DragonScale	dunHunterRewardAmulet	00107E2D	0	3	Ammor\AmuletsandRings\AncientNord\AncientNordAmule...
Draugr	dunMistwatchRing	000C0164	0	2	Ammor\AmuletsandRings\SilverRingGO.nif
DummyItems	dunMistwatchRingSell	000D38DB	1	1	Ammor\AmuletsandRings\SilverRingGO.nif
Dwarven	ElderCouncilAmulet	000C8913	0	1	Ammor\AmuletsandRings\Elder Council\ElderCouncil_Amu...
DwarvenSphereCentr	EnchNecklaceAlchemy01	0010DF45	0	1	Ammor\AmuletsandRings\SilverAmuletGO.nif
DwarvenSteamCentur	EnchNecklaceAlchemy02	0010DF46	0	1	Ammor\AmuletsandRings\SilverAmuletGO.nif
Ebony	EnchNecklaceAlchemy03	0010DF47	0	1	Ammor\AmuletsandRings\SilverAmuletGO.nif
EbonyMail	EnchNecklaceAlchemy04	0010DF48	0	1	Ammor\AmuletsandRings\SilverAmuletGO.nif
Elven	EnchNecklaceAlchemy05	0010DF49	0	1	Ammor\AmuletsandRings\SilverAmuletGO.nif
Executioner	EnchNecklaceAlchemy06	0010DF4A	0	1	Ammor\AmuletsandRings\SilverAmuletGO.nif
ExecutionerHood	EnchNecklaceBlock01	0010DF1B	0	1	Ammor\AmuletsandRings\SilverAmuletSapphireGO.nif
Falmer	EnchNecklaceBlock02	0010DF1C	0	1	Ammor\AmuletsandRings\SilverAmuletSapphireGO.nif
FamClothes01	EnchNecklaceBlock03	0010DF1D	0	1	Ammor\AmuletsandRings\SilverAmuletSapphireGO.nif
FamClothes02	EnchNecklaceBlock04	0010DF1E	0	1	Ammor\AmuletsandRings\SilverAmuletSapphireGO.nif
FamClothes03	EnchNecklaceBlock05	0010DF1F	0	1	Ammor\AmuletsandRings\SilverAmuletSapphireGO.nif
FamClothes04	EnchNecklaceBlock06	0010DF20	0	1	Ammor\AmuletsandRings\SilverAmuletSapphireGO.nif
FineClothes01	EnchNecklaceHealRate03	0010DF57	0	1	Ammor\AmuletsandRings\GoldAmuletRubyGO.nif
FineClothes02	EnchNecklaceHealRate04	0010DF58	0	1	Ammor\AmuletsandRings\GoldAmuletRubyGO.nif
FocusingGloves	EnchNecklaceHealRate05	0010DF59	0	1	Ammor\AmuletsandRings\GoldAmuletRubyGO.nif
ForswornArmor	EnchNecklaceHealRate06	0010DF5A	0	1	Ammor\AmuletsandRings\GoldAmuletRubyGO.nif
FrostAttonach	EnchNecklaceHealH01	000FC037	0	2	Ammor\AmuletsandRings\GoldAmuletRubyGO.nif
FrostAttonach	EnchNecklaceHealH02	000FC038	0	2	Ammor\AmuletsandRings\GoldAmuletRubyGO.nif
FrostAttonach	EnchNecklaceHealH03	000FC039	0	2	Ammor\AmuletsandRings\GoldAmuletRubyGO.nif
FrostAttonach	EnchNecklaceHealH04	000FC03A	0	2	Ammor\AmuletsandRings\GoldAmuletRubyGO.nif
FrostAttonach	EnchNecklaceHealH05	000FC03B	0	2	Ammor\AmuletsandRings\GoldAmuletRubyGO.nif

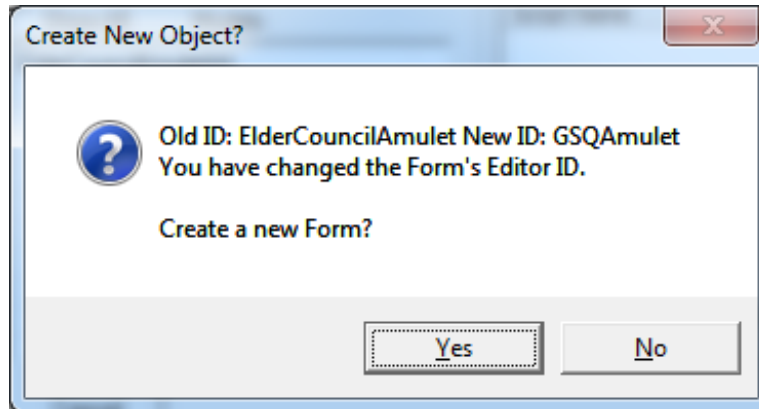
Double-click on "ElderCouncilAmulet" to open up the Armor window.

<b>Armor</b> ID: ElderCouncilAmulet Name: Amulet of the Elder Council 27/24 Value: 1000 Enchanting: NONE Template Armor: NONE Weight: 0.0000 None Armor Rating: 0.00 Equip Type: NONE Block Bash: NONE Impact Data Set: NONE Alternate Block: NONE Material: NONE Pickup Sound: ITMClothingUpSD Putdown Sound: ITMClothingDownSD Add Destruction Data Ragdoll Constraint Template <input checked="" type="checkbox"/> Playable <input type="checkbox"/> Has Platform/Language Specific Textures		<b>Race</b> ArgonianRace Biped Object 30 - HEAD 31 - Hair 32 - BODY 33 - Hands 34 - Forearms 35 - Amulet 36 - Ring 37 - Feet 38 - Calves 39 - SHIELD 40 - TAIL 41 - LongHair 42 - Ciclet 43 - Unnamed 44 - Unnamed 45 - Unnamed 46 - Unnamed 47 - Unnamed 48 - Unnamed 49 - Unnamed 50 - DecapitateHead 51 - Decapitate 52 - Unnamed 53 - Unnamed 54 - Unnamed 55 - Unnamed 56 - Unnamed 57 - Unnamed 58 - Unnamed 59 - Unnamed 60 - Unnamed 61 - F001	<b>Male</b> World Model: Ammor\AmuletsandRings\Elder C... Edit Icon Image: Edit Message Icon: Edit <b>Female</b> World Model: Edit Icon Image: Edit Message Icon: Edit <input type="checkbox"/> Show All Models ElderCouncilAmuletAA	<b>Description</b> Keywords Editor ID Ammor\Jewelry VendorItemJewelry JewelryExpensive Scripts Papyrus Scripts: Script Name Add Remove Properties
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We're going to make some changes in here to make it into something appropriate for our quest.

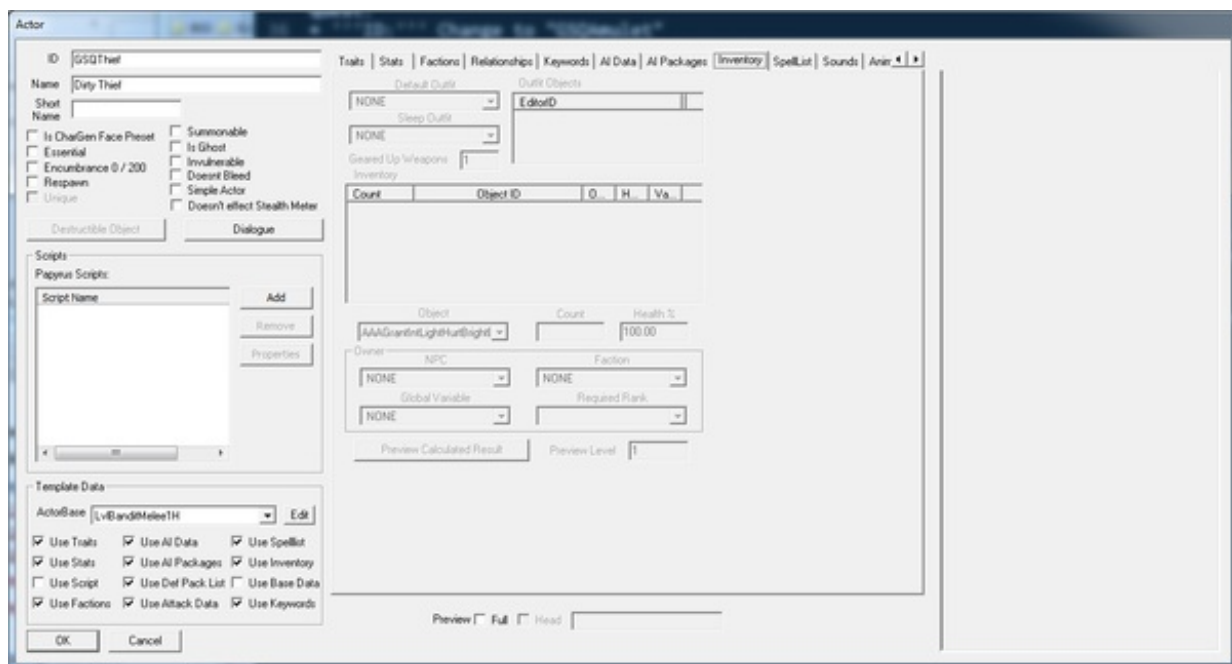
- **ID:** Change to "GSQAmulet"
- **Name:** Change to "Bendu Olo's Amulet"
- **Value:** Change to 250 (Bendu is not a man of means)

Leave everything else exactly as it is, and hit the OK button. Because we changed the ID, we'll be asked whether we want to create a new object with these attributes, or change the existing one. We want to make a new object, so hit the Yes button.



That's all there is to it! Now in this case we were making a piece of armor, but that same technique can be used on any object in the game that has an ID. You can make new weapons, races, creatures, spells, ingredients, etc. by changing the ID.

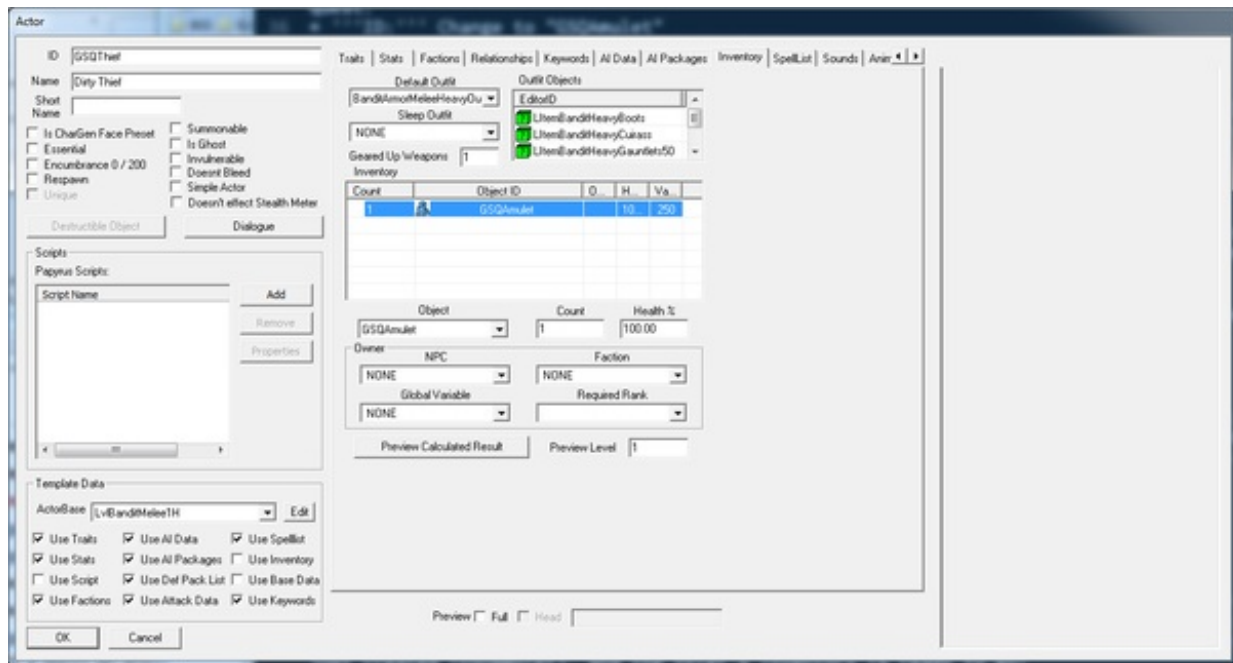
The last thing we should do here is put it into the inventory of our thief. Open up the GSQThief actor again, and navigate to the inventory tab of the Actor window.



The first thing you'll notice is that it's all grayed out. That's because we're basing this actor off of a template, and so the inventory is already set by that template. But we can override individual parts of a template easily. Uncheck the "Use Inventory" box in the bottom left corner of the window, and the inventory area should light up.

We'll have to fill in an outfit for our bandit, since the default template one is now gone. Select "BanditArmorMeleeHeavyOutfit" from the Default Outfit pulldown menu.

To put additional items into the actor's inventory, right-click in the Inventory table and select "New." This adds an entry to the table that defaults to 1 instance of the first object (alphabetically) in the game. From the Object pulldown menu, choose the item we just created (GSQAmulet), and the thief's inventory is ready to go!



## See also

- [Customizing Weapons & Armor](#)