

Object Window

Light	Lockpick	Misc Item	Probe	Repair Item	Static	Weapon	NPC	Creature
Leveled Creature		Spellmaking		Enchanting		Alchemy		Leveled Item
Activator	Apparatus	Armor	Body Part	Book	Clothing	Container	Door	Ingredient
ID	Count	Name	Script	Model	Persi...	Bloc...		
a_ex_colonyboat	1	Rowboat	Colony_first_boat	x\Ex_longboat0...	no	no		
A_Ex_De_Oar	6	Oar	Float	x\Ex_De_Oar.NIF	no	no		
a_ex_de_rowboat	5	Rowboat	Float	x\Ex_De_Rowb...	no	no		
a_ex_de_rowboat_colony	1		Float	x\Ex_De_Rowb...	yes	no		
a_ex_de_shack_door	1	Shack Door	DoorBaricaded	x\Ex_De_Shack...	no	no		
a_furn_com_table_colony	1		Colony_E_1_F	f\Furn Com Ta...	no	no		
a_furn_de_chair_3	0	Chair	SignRotate					
a_furn_de_table_6	0	Table	SignRotate					
a_furn_de_table_8	0	Table	SignRotate					
a_light_com_lantern_2	0	Travel Lantern						
a_light_dw_neon	0		TelMosTeleport1					
a_siltstrider	10	Silt Strider						
ac_furn_rug_big_04_dren	0	Common Rug (T...	BILL_common_t...					
ac_furn_rug_colony	1		ColonyRugTrap					
ac_furn_rug_colony2	1		Colony_E_1_F					
ac_maar_gan_magic_rock	1	Magic Rock of ...	shrineMaarGan					
ac_mount_kand_triolith	1	Mount Kand Shri...	shrineMountKand					
ac_sanctus_shrine_triolith	1	Sanctus Shrine	shrineSanctus					
ac_shrine_assamibibi	1	Assamibibi Shrine	shrineAssamibibi					
ac_shrine_gnisis	1	Shrine of the Ma...	shrineGnisis					
ac_shrine_gnisis_mv	1	Shrine of the Ma...	shrineGnisisSecre					
ac_shrine_knalcave	1	Knal Cave Shrine	shrineKnalCave					

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp]

File Edit View World Character Gameplay Help



TR_m3_Example NPC 3951, 4109, 15484 [0, 0, 11] (Fort

NPC

ID: TR_m3_Example

Name: Example

Script: TR_m3_NPC

Race: Dark Elf Female ☒

Class: Assassin Level: 10

Faction & Rank: TR_Hlaalu Lawman

Essential ☐ Corpses Persist ☐ Respawn ☐

Attributes:

Str	59	Spd	77	Health	83
Int	63	End	35	Magicka	126
Wil	37	Per	45	Fatigue	203
Agi	72	Luc	40	Disp	50
				Rep	8

Blood Texture: Default (Red) ☒ Auto Calculate Stats

Encumbrance 41/295

Items | Spells

Count	Object ID	Type
1	chitin cuirass	Armor
1	netch_leat...	Armor
1	chitin paul...	Armor
1	netch_leat...	Armor
1	netch_leat...	Armor
1	chitin guan...	Armor
1	chitin guan...	Armor
1	common_p...	Clot...
1	common_s...	Clot...
1	common_s...	Clot...
1	common_g...	Clot...
1	common_g...	Clot...

Dialogue Animation AI Save Cancel

☐ Blocked

Look up the name of your NPC



Fort Umbermoth, Shrine Objects

Object ID	Type	Ownership
TR_m3_Example *	NPC	
TR_m3_Clodian *	NPC	
DoorMarker	Static	
bk_BriefHistoryEmpire1 *	Book	
NorthMarker *	Static	
furn_web00 *	Static	
furn_web00 *	Static	
furn_web10 *	Static	
furn_web10 *	Static	
furn_web10 *	Static	
furn_web00 *	Static	
furn_web10 *	Static	
crate_01_empty *	Container	
crate_02_empty *	Container	

For Help, click Help Topics on the Help Menu.

Object Window

Light	Lockpick	Misc Item	Probe	Repair Item	Static	Weapon	NPC	Creature
Leveled Creature		Spellmaking		Enchanting		Alchemy		Leveled Item
Activator	Apparatus	Armor	Body Part	Book	Clothing	Container	Door	Ingredient
ID	Count	Name	Script	Model	Persi...	Bloc...		
a_ex_colonyboat	1	Rowboat	Colony_first_boat	x\Ex_longboat0...	no	no		
A_Ex_De_Oar	6	Oar	Float	x\Ex_De_Oar.NIF	no	no		
a_ex_de_rowboat	5	Rowboat	Float	x\Ex_De_Rowb...	no	no		
a_ex_de_rowboat_colony	1		Float	x\Ex_De_Rowb...	yes	no		
a_ex_de_shack_door	1	Shack Door	DoorBarricaded	x\Ex_De_Shack...	no	no		
a_furn_com_table_colony	1		Colony_E_1_F	f\Furn_Com-Ta...	no	no		
a_furn_de_chair_3	0	Chair	SignRotate	f\Furn_De_Chair...	no	no		
a_furn_de_table_6	0	Table	SignRotate	f\Furn_De_Tabl...	no	no		
a_furn_de_table_8	0	Table	SignRotate	f\Furn_De_Tabl...	no	no		
a_light_com_lantern_2	0	Travel Lantern		f\Light_Com_La...	no	no		
a_light_dw_neon	0		TeVosTeleport1	f\light_dwrv_neo...	no	no		
a_siltstrider	10	Silt Strider		r\Siltstrider.NIF	no	no		
ac_furn_rug_big_04_dren	0	Common Rug (T...	BILL_common_t...	f\Furn_rug_big_...	no	no		
ac_furn_rug_colony	1		ColonyRugTrap	f\Furn_rug_big_...	yes	no		
ac_furn_rug_colony2	1		Colony_E_1_F	f\Furn_rug_big_...	yes	no		
ac_maar_gan_magic_rock	1	Magic Rock of ...	shrineMaarGan	i\in_moldboulder...	no	no		
ac_mount_kand_triolith	1	Mount Kand Shri...	shrineMountKand	f\Furn_shrine_vi...	no	no		
ac_sanctus_shrine_triolith	1	Sanctus Shrine	shrineSanctus	f\Furn_shrine_vi...	no	no		
ac_shrine_assamibibi	1	Assamibibi Shrine	shrineAssamibibi	f\Furn_shrine_vi...	no	no		
ac_shrine_gnisis	1	Shrine of the Ma...	shrineGnisis	f\Furn_triolith_0...	yes	no		
ac_shrine_gnisis_mv	1	Shrine of the Ma...	shrineGnisisSecret	f\Active_triolith_...	yes	no		
ac_shrine_koalcave	1	Koal Cave Shrine	shrineKoalCave	f\Furn_shrine_vi...	no	no		

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp]

File Edit View World Character Gameplay Help



TR_m3_Example	NPC	3951, 4109, 15484 [0, 0, 11] (Fort Umbermoth, Shrine)	Objects: 45, Faces: 6
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TR_m3 Example	NPC	3951, 4109, 15484 [0, 0, 11] (Fort
---------------	-----	------------------------------------

Δqi	72	Luc	40
-----	----	-----	----

Blood Texture:

Default (Red)

Value	Skill
6	Unarmed
6	Restoration
6	Conjuration
6	Illusion
6	Alteration
6	Enchantment
6	Speech

Dialogue

Animation



For Help, click Help Topics on the Help Menu.

Fort Umbermoth, Shrine















Zoom out from the cell



Cell View

Cell Name	Grid	Re...	Path
Fort Frostmoth, Armory	Interior	314	Y
Fort Frostmoth, Carius' Ch...	Interior	263	Y
Fort Frostmoth, Curtain Wall	Interior	175	Y
Fort Frostmoth, General Q...	Interior	422	Y
Fort Frostmoth, General Q...	Interior	221	Y
Fort Frostmoth, Imperial Cu...	Interior	431	Y
Fort Frostmoth, Prison	Interior	90	Y
Fort Frostmoth, Supply Ro...	Interior	171	Y
Fort Umbermoth	37, -17 *	227	Y
Fort Umbermoth, Interior	Interior *	467	Y
Fort Umbermoth, Perimeter...	Interior *	107	Y
Fort Umbermoth, Shrine	Interior *	43	N
Galom Daeus, Entry	Interior	175	Y
Galom Daeus, Observatory	Interior	123	Y
Ghostgate	2, 4	130	Y
Ghostgate, Temple	Interior	68	Y
Ghostgate, Tower of Dawn	Interior	212	Y
Ghostgate, Tower of Daw...	Interior	329	Y
Ghostgate, Tower of Dusk	Interior	357	Y

Fort Umbermoth, Shrine Objects

Object ID	Type	Ownership
 bk_BriefHistoryEmpire1 *	Book	
 bk_BriefHistoryEmpire2 *	Book	
 com_sack_01_chpflood5 *	Container	
 com_sack_03 *	Container	
 crate_01_empty *	Container	
 crate_02_empty *	Container	
 crate_02_empty *	Container	
 crate_02_imp_weapons *	Container	
 DoorMarker	Static	
 Furn_Com_Planter *	Static	
 furn_com_r_chair_01 *	Static	
 furn_com_rm_shelf_01 *	Static	
 furn_com_rm_shelf_01 *	Static	
 furn_com_rm_table_05 *	Static	

Object Window						
Light	Lockpick	Misc Item	Probe	Repair Item	Static	Weapon
Levelled Creature	Spellmaking		Enchanting		Alchemy	
Activator	Apparatus	Armor	Body Part	Book	Clothing	Container
ID	Count	Name	Script	Model	Persi...	Bloc...
a_ex_colonyboat	1	Rowboat	Colony_first_boat	x\Ex_longboat0...	no	no
A_Ex_De_Oar	6	Oar	Float	x\Ex_De_Oar.NIF	no	no
a_ex_de_rowboat	5	Rowboat	Float	x\Ex_De_Rowb...	no	no
a_ex_de_rowboat_colony	1		Float	x\Ex_De_Rowb...	yes	no
a_ex_de_shack_door	1	Shack Door	DoorBaricaded	x\Ex_De_Shack...	no	no
a_furn_com_table_colony	1		Colony_E_1_F	f\Furn_Com-Ta...	no	no
a_furn_de_chair_3	0	Chair	SignRotate	f\Furn_De_Chair...	no	no
a_furn_de_table_6	0	Table	SignRotate	f\Furn_De_Tabl...	no	no
a_furn_de_table_8	0	Table	SignRotate	f\Furn_De_Tabl...	no	no
a_light_com_lantern_2	0	Travel Lantern		f\Light_Com_La...	no	no
a_light_dw_neon	0		TeMosTeleport1	f\Light_dwrv_neo...	no	no
a_siltstrider	10	Silt Strider		f\Siltstrider.NIF	no	no
ac_furn_rug_big_04_dren	0	Common Rug (T...	BILL_common_t...	f\Furn_rug_big_...	no	no
ac_furn_rug_colony	1		ColonyRugTrap	f\Furn_rug_big_...	yes	no
ac_furn_rug_colony2	1		Colony_E_1_F	f\Furn_rug_big_...	yes	no
ac_maar_gan_magic_rock	1	Magic Rock of ...	shrineMaarGan	f\in_moldboulder...	no	no
ac_mount_kand_triolith	1	Mount Kand Shri...	shrineMountKand	f\Furn_shrine_vi...	no	no
ac_sanctus_shrine_triolith	1	Sanctus Shrine	shrineSanctus	f\Furn_shrine_vi...	no	no
ac_shrine_assarnibibi	1	Assarnibibi Shrine	shrineAssarnibibi	f\Furn_shrine_vi...	no	no
ac_shrine_gnisis	1	Shrine of the Ma...	shrineGnisis	f\Furn_triolith_0...	yes	no
ac_shrine_gnisis_mv	1	Shrine of the Ma...	shrineGnisisSecret	f\Active_triolith_...	yes	no
ac_shrine_knalcave	1	Knal Cave Shrine	shrineKnalCave	f\Furn_shrine_vi...	no	no

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp]

File Edit View World Character Gameplay Help

in_impasmall_loaddoor_01 Door 4208, 3856, 15600 [0, 0, 270] (Fort Umbermoth, Shrine) Objects: 45, Faces: 6

in_impasmall_loaddoor_01 Door 4208, 3856, 15600 [0, 0, 270] (Fort Umbermoth, Shrine) Objects: 45

TR_m3_Example NPC 3951, 4109, 15484 [0, 0, 11] (Fort Umbermoth, Shrine)

TR_m3_Example NPC 3951, 4109, 15484 [0, 0, 11] (Fort Umbermoth, Shrine)

For Help, click Help Topics on the Help Menu.



Cell View			
Cell Name	Grid	Re...	Patl
Fort Frostmoth, Armory	Interior	314	Y
Fort Frostmoth, Carius' Ch...	Interior	263	Y
Fort Frostmoth, Curtain Wall	Interior	175	Y
Fort Frostmoth, General Q...	Interior	422	Y
Fort Frostmoth, General Q...	Interior	221	Y
Fort Frostmoth, Imperial Cu...	Interior	431	Y
Fort Frostmoth, Prison	Interior	90	Y
Fort Frostmoth, Supply Ro...	Interior	171	Y
Fort Umbermoth	37, -17 *	227	Y
Fort Umbermoth, Interior	Interior *	467	Y
Fort Umbermoth, Perimeter...	Interior *	107	Y
Fort Umbermoth, Shrine	Interior *	43	N
Galom Daeus, Entry	Interior	175	Y
Galom Daeus, Observatory	Interior	123	Y
Ghostgate	2, 4	130	Y
Ghostgate, Temple	Interior	68	Y
Ghostgate, Tower of Dawn	Interior	212	Y
Ghostgate, Tower of Daw...	Interior	329	Y
Ghostgate, Tower of Dusk	Interior	357	Y

Fort Umbermoth, Shrine Objects		
Object ID	Type	Ownership
bk_BriefHistoryEmpire1 *	Book	
bk_BriefHistoryEmpire2 *	Book	
com_sack_01_chpfood5 *	Container	
com_sack_03 *	Container	
crate_01_empty *	Container	
crate_02_empty *	Container	
crate_02_empty *	Container	
crate_02_imp_weapons *	Container	
DoorMarker	Static	
Furn_Com_Planter *	Static	
furn_com_r_chair_01 *	Static	
furn_com_rm_shelf_01 *	Static	
furn_com_rm_shelf_01 *	Static	
furn_com_rm_table_05 *	Static	

Object Window

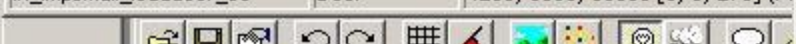
Light	Lockpick	Misc Item	Probe	Repair Item	Static	Weapon	NPC	Creature
Leveled Creature		Spellmaking		Enchanting		Alchemy		Leveled Item
Activator	Apparatus	Armor	Body Part	Book	Clothing	Container	Door	Ingredient
ID	Count	Name	Script	Model	Persi...	Bloc...		
a_ex_colonyboat	1	Rowboat	Colony_first_boat	x\Ex_longboat0...	no	no		
A_Ex_De_Oar	6	Oar	Float	x\Ex_De_Oar.NIF	no	no		
a_ex_de_rowboat	5	Rowboat	Float	x\Ex_De_Rowb...	no	no		
a_ex_de_rowboat_colony	1		Float	x\Ex_De_Rowb...	yes	no		
a_ex_de_shack_door	1	Shack Door	DoorBaricaded	x\Ex_De_Shack...	no	no		
a_furn_com_table_colony	1		Colony_E_1_F	f\Furn_Com-Ta...	no	no		
a_furn_de_chair_3	0	Chair	SignRotate	f\Furn_De_Chair...	no	no		
a_furn_de_table_6	0	Table	SignRotate	f\Furn_De_Tabl...	no	no		
a_furn_de_table_8	0	Table	SignRotate	f\Furn_De_Tabl...	no	no		
a_light_com_lantern_2	0	Travel Lantern		f\Light_Com_La...	no	no		
a_light_dw_neon	0		TeMosTeleport1	f\Light_dwry_neo...	no	no		
a_siltstrider	10	Silt Strider		f\Siltstrider.NIF	no	no		
ac_furn_rug_big_04_dren	0	Common Rug (T...	BILL_common_t...	f\Furn_rug_big_...	no	no		
ac_furn_rug_colony	1		ColonyRugTrap	f\Furn_rug_hin...	yes	no		
ac_furn_rug_colony2	1		Colony_E_1_F					
ac_maar_gan_magic_rock	1	Magic Rock of ...	shrineMaarGan					
ac_mount_kand_triolith	1	Mount Kand Shri...	shrineMountKar					
ac_sanctus_shrine_triolith	1	Sanctus Shrine	shrineSanctus					
ac_shrine_assarnibibi	1	Assarnibibi Shrine	shrineAssarnibi					
ac_shrine_gnisis	1	Shrine of the Ma...	shrineGnisis					
ac_shrine_gnisis_mv	1	Shrine of the Ma...	shrineGnisisSec					
ac_shrine_knalcave	1	Knal Cave Shrine	shrineKnalCave					

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp]

File Edit View World Character Gameplay Help



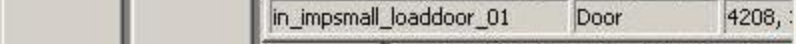
in_impasmall_loaddoor_01 Door 4208, 3856, 15600 [0, 0, 270] (F



in_impasmall_loaddoor_01 Door 4208, 3856, 15600 [



in_impasmall_loaddoor_01 Door 4208, :



TR_m3_Example NPC



TR_m3_Example



TR_m3_Example



TR_m3_Example



TR_m3_Example



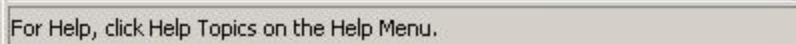
TR_m3_Example



TR_m3_Example



TR_m3_Example



TR_m3_Example

Weapon

ID

Name

Type

Script

Damage

	Minimum	Maximum
Chop	<input type="text" value="5"/>	<input type="text" value="20"/>
Slash	<input type="text" value="4"/>	<input type="text" value="18"/>
Thrust	<input type="text" value="1"/>	<input type="text" value="5"/>

Weight Value

Health Speed

Enchantment Reach

Enchanting

☐ Blocked

☒ Ignores Normal Weapon Resistance ☐ Silver Weapon ☐ References Persist

Save

Cancel

Reference Data

Position

X

Y

Z

Rotation

X

Y

Z

3D Scale

☒ Extra Data

Health Left

Soul

Assignable Data

Owner

Global Variable/Rank

☐ Reference Blocked

☐ Teleport

Load Cell

☐ Locked

Level

Key

Trap

Fort Umbermoth, Shrine Objects

ID	Type	Ownership
BriefHistoryEmpire1 *	Book	
BriefHistoryEmpire2 *	Book	
m_sack_01_chpfood5 *	Container	
m_sack_03 *	Container	
ite_01_empty *	Container	
ite_02_empty *	Container	
ite_02_empty *	Container	
ite_02_imp_weapons *	Container	
orMarker	Static	
n_Com_Planter *	Static	
n_com_r_chair_01 *	Static	
n_com_rm_shelf_01 *	Static	
n_com_rm_shelf_01 *	Static	
n_com_rm_table_05 *	Static	

For Help, click Help Topics on the Help Menu.

Object Window

Light	Lockpick	Misc Item	Probe	Repair Item	Static	Weapon	NPC	Creature
Leveled Creature	Spellmaking	Enchanting	Alchemy	Leveled Item				
Activator	Apparatus	Armor	Body Part	Book	Clothing	Container	Door	Ingredient
ID	Count	Name	Script	Model	Persi...	Bloc...		

a_ex_colonyboat	1	Rowboat	Colony_first_boat	x\Ex_longboat0...	no	no		
A_Ex_De_Oar	6	Oar	Float	x\Ex_De_Oar.NIF	no	no		
a_ex_de_rowboat	5	Rowbo...						
a_ex_de_rowboat_colony	1							
a_ex_de_shack_door	1	Shack I						
a_furn_com_table_colony	1							
a_furn_de_chair_3	0	Chair						
a_furn_de_table_6	0	Table						
a_furn_de_table_8	0	Table						
a_light_com_lantern_2	0	Travel L						
a_light_dw_neon	0							
a_siltstrider	10	Silt Stric						
ac_furn_rug_big_04_dren	0	Commo						
ac_furn_rug_colony	1							
ac_furn_rug_colony2	1							
ac_maar_gan_magic_rock	1	Magic F						
ac_mount_kand_triolith	1	Mount t						
ac_sanctus_shrine_triolith	1	Sanctus						
ac_shrine_assamibibi	1	Assamib						
ac_shrine_gnisis	1	Shrine c						
ac_shrine_gnisis_mv	1	Shrine c						
ac_shrine_koalcave	1	Koalcave						

Weapon

ID: TR_Aug_silver_saber_swiftblade
Name: Saber of the Swift Blade
Type: LongBladeOneHand
Script:
Damage:
Minimum Maximum
Chop 5 20
Slash 4 18
Thrust 1 5
Weight 11.00 Value 135
Health 750 Speed 1.40
Enchantment 43 Reach 1.00
Enchanting: TR_Aug_Swiftblade
☐ Blocked
☒ Ignores Normal Weapon Resistance ☐ Silver Weapon ☐ References Persist

Save

Cancel

Reference Data

Position
X 4125.343 1.00
Y 4197.979 1.00
Z 15548.105 1.00
Rotation
X 0.0 1.00
Y 0.0 1.00
Z 325.6 1.00
3D Scale 1.00
☒ Extra Data
Health Left 750
Soul
Assignable Data
Owner
TR_hla_guard
TR_m3_Ervona_Ruryn
TR_m3_Ethasi_Balvel
TR_m3_Example
TR_m3_Fara
TR_m3_Faras_Omayn
TR_m3_Fathusa_Balvel
TR_m3_Felyna_Sarem
TR_m3_Fevyn_Sarem
TR_m3_Folvys_Herothran
TR_m3_Fothas_Bradyn
Teleport
Load Cell
Abaelun Mine - Interior
Select Marker
Locked
Level
Key
Trap

Go to Assignable Data
Set ownership to your NPC

TES Construction Set - [Clean TR_Map_3

File Edit View World Character Gameplay

in_impssmall_loaddoor_01 Door 4208

For Help, click Help Topics on the Help Menu.

Start Tamriel Rebuilt - Google ... Guide to NPC detailing - ... TES Construction Set ... 05Ownership - Paint

8:12 PM

Object Window

Light	Lockpick	Misc Item	Probe	Repair Item	Static	Weapon	NPC	Creature
Leveled Creature	Spellmaking	Enchanting	Alchemy	Leveled Item				
Activator	Apparatus	Armor	Body Part	Book	Clothing	Container	Door	Ingredient
ID	Count	Name	Script	Model	Persi...	Bloc...		

a_ex_colonyboat	1	Rowboat	Colony_first_boat	x\Ex_longboat0...	no	no
A_Ex_De_Oar	6	Oar	Float	x\Ex_De_Oar.NIF	no	no
a_ex_de_rowboat	5	Rowbo.				
a_ex_de_rowboat_colony	1					
a_ex_de_shack_door	1	Shack I				
a_furn_com_table_colony	1					
a_furn_de_chair_3	0	Chair				
a_furn_de_table_6	0	Table				
a_furn_de_table_8	0	Table				
a_light_com_lantern_2	0	Travel L				
a_light_dw_neon	0					
a_siltstrider	10	Silt Stric				
ac_furn_rug_big_04_dren	0	Commo				
ac_furn_rug_colony	1					
ac_furn_rug_colony2	1					
ac_maar_gan_magic_rock	1	Magic F				
ac_mount_kand_triolith	1	Mount t				
ac_sanctus_shrine_triolith	1	Sanctus				
ac_shrine_assamibibi	1	Assamil				
ac_shrine_gnisis	1	Shrine c				
ac_shrine_gnisis_mv	1	Shrine c				
ac_shrine_knalcave	1	Knalcave				

TES Construction Set - [Clean TR_Map_3]
File Edit View World Character Gameplay
in_impsmall_loaddoor_01 Door 4208



Weapon

ID: TR_Aug_silver_saber_swiftblade

Name: Saber of the Swift Blade

Type: LongBladeOneHand

Script: [Empty]

Model: TR\w\TR_w_silver_saber.NIF

Texture: TR\w\TR_w_silver_saber.dds

Damage:

	Minimum	Maximum
Chop	5	20
Slash	4	18
Thrust	1	5

Weight: 11.00 Value: 135

Health: 750 Speed: 1.40

Enchantment: 43 Reach: 1.00

Enchanting: TR_Aug_Swiftblade

☐ Blocked

☒ Ignores Normal Weapon Resistance ☐ Silver Weapon ☐ References Persist

Save Cancel

Reference Data

Position:

X: 4125.343 1.00

Y: 4197.979 1.00

Z: 15548.105 1.00

3D Scale: 1.00

☒ Extra Data

Health Left: 75

Soul: [Empty]

Assignable Data:

Owner: TR_m3_Example

Global Variable/Rank: [Empty]

☐ Reference Blocked

Apply to Selection

Apply to Selection

Change applied to 18 objects.

OK

Apply to Selection

Now every item which can be picked up is owned by your NPC

Re...	Patl
Fort Frostmoth, Imperial Cu...	Interior
Fort Frostmoth, Prison	Interior
Fort Frostmoth, Supply Ro...	Interior
Fort Umbermoth	37, -17 *
Fort Umbermoth, Interior	Interior *
Fort Umbermoth, Perimeter...	Interior *
Fort Umbermoth, Shrine	Interior *
Galom Daeus, Entry	Interior
Galom Daeus, Observatory	Interior
Ghostgate	2, 4
Ghostgate, Temple	Interior
Ghostgate, Tower of Dawn	Interior
Ghostgate, Tower of Daw...	Interior
Ghostgate, Tower of Dusk	Interior

Object ID	Type	Ownership
bk_BriefHistoryEmpire1 *	Book	
bk_BriefHistoryEmpire2 *	Book	
com_sack_01_chpfood5 *	Container	
com_sack_03 *	Container	
crate_01_empty *	Container	
crate_02_empty *	Container	
crate_02_empty *	Container	
crate_02_imp_weapons *	Container	
DoorMarker	Static	
Furn_Com_Planter *	Static	
furn_com_r_chair_01 *	Static	
furn_com_rm_shelf_01 *	Static	
furn_com_rm_shelf_01 *	Static	
furn_com_rm_table_05 *	Static	

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