Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature

ID	Count	Name	Script	Level	Race	Fem...
TR_hla_sharpshooter	0	Hlaalu Sharpsho...	TR_NPC	20	Dark Elf	no
TR_imp_archer	1	Imperial Archer	TR_OoT_Marks...	25	Imperial	no
TR_imp_archer_b	0	Imperial Archer	TR_OoT_Marks...	25	Imperial	no
TR_imp_archer_s	1	Imperial Archer	TR_OoT_Marks...	25	Imperial	no
TR_imp_guard	3	Guard	TR_NPC	25	Imperial	no
TR_imp_guard_cap	0	Guard Captain	TR_NPC	29	Imperial	no
TR_imp_guard_cap_s	0	Guard Captain	TR_NPC	29	Imperial	no
TR_imp_guard_s	3	Guard	TR_NPC	25	Imperial	no
TR_imp_guardDead	0 * D	Drowned Guard	TR_NPC	25	Imperial	no
TR_ind_guard	0	Indoril Guard	TR_NPC	25	Dark Elf	no
TR_ind_guard_f	1	Indoril Guard	TR_NPC	25	Dark Elf	yes
TR_ind_guard_f_s	5	Indoril Guard	TR_NPC	25	Dark Elf	yes
TR_ind_guard_fW	2 *	Indoril Guard	TR_NPC	25	Dark Elf	yes
TR_ind_guard_s	0	Indoril Guard	TR_NPC	25	Dark Elf	no
TR_ind_guardW	6 *	Indoril Guard	TR_NPC	25	Dark Elf	no
TR_m3_Akul	1 *	Akul	TR_m3_NPC_Sl...	5	Argonian	no
TR_m3_Alonisea		isea Sarem	TR_m3_NPC	15	Dark Elf	yes
TR_m3_Amos_In		s Inryon		11	Dark Elf	no
TR_m3_Amos_S		s Salas	TR_m3_NPC	12	Dark Elf	no
TR_m3_Anise_S		e Savil		11	Dark Elf	yes
TR_m3_Apronia		nia	TR_m3_NPC_Sl	5	Imperial	yes

New
Edit
Info
Delete
Toggle Auto-Calc
Toggle Persistence

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp]

File Edit View World Character Gameplay Help

Camera | 4078, 4157, 15598 (Fort Umbermoth, Shrine) | Objects: 44, Faces: 6

For Help, click Help Topics on the Help Menu.

Fort Umbermoth, Shrine

Go to the NPCs tab, right click, select "New"

Cell View

Cell Name	Grid	Re...	Path
Fort Umbermoth, Interior	Interior *	467	Y
Fort Umbermoth, Shrine	Interior *	43	N
Wilderness	44, -16 *	108	N
Wilderness	45, -16 *	193	N
Wilderness	46, -16 *	79	N
Wilderness	47, -16 *	109	N
Wilderness	44, -17 *	111	N
Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N
Wilderness	41, -17 *	201	N

Fort Umbermoth, Shrine Objects

Object ID	Type	Ownership
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	
crate_02_empty *	Container	

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | untitled - Paint | 11:18 PM

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature

ID	Count	Name	Script	Level	Race	Fem...
TR_hla_sharpshooter	0	Hlaalu Sharpsho...	TR_NPC	20	Dark Elf	no
TR_imp_archer	1	Imperial Archer	TR_OoT_Marks...	25	Imperial	no
TR_imp_archer_b	0	Imperial Archer	TR_OoT_Marks...	25	Imperial	no
TR_imp_archer_s	1	Imperial Archer	TR_OoT_Marks...	25	Imperial	no
TR_imp_guard	3	Guard	TR_NPC	25	Imperial	no
TR_imp_guard_cap	0	Guard Captain	TR_NPC	25	Imperial	no
TR_imp_guard_cap_s	0	Guard Captain	TR_NPC			
TR_imp_guard_s	3	Guard	TR_NPC			
TR_imp_guardDead	0 * D	Drowned Guard	TR_NPC			
TR_ind_guard	0	Indoril Guard	TR_NPC			
TR_ind_guard_f	1	Indoril Guard	TR_NPC			
TR_ind_guard_f_s	5	Indoril Guard	TR_NPC			
TR_ind_guard_fW	2 *	Indoril Guard	TR_NPC			
TR_ind_guard_s	0	Indoril Guard	TR_NPC			
TR_ind_guardW	6 *	Indoril Guard	TR_NPC			
TR_m3_Akul	1 *	Akul	TR_m3_NPC_SI			
TR_m3_Alonisea_Sarem	1 *	Alonisea Sarem	TR_m3_NPC			
TR_m3_Amos_Inryon	1 *	Amos Inryon				
TR_m3_Amos_Salas	1 *	Amos Salas	TR_m3_NPC			
TR_m3_Anise_Savil	1 *	Anise Savil				
TR_m3_Apronia	1 *	Apronia	TR_m3_NPC_SI			

Fort Umbermoth, Shrine

ID is the CS Name
"Name" is the in-game name

NPC

ID | Name | Script | Race: Argonian | Female | Class: Acrobat | Level: 1 | Faction & Rank

b_n_argonian_m_head_02
b_n_argonian_m_head_03
TR_Argonian_M_H04_Nal
TR_pb_ar_m_walk_uni
WerewolfHead

b_n_argonian_m_hair03
b_n_argonian_m_hair04
b_n_argonian_m_hair05
b_n_argonian_m_hair06
WerewolfHair

Essential | Corpses Persist | Respawn | Add Animation File

Attributes

Str	40	Spd	50
Int	40	End	40
Wil	30	Per	30
Agi	60	Luc	40

Health 40
Magicka 80
Fatigue 170
Disp 50
Rep 0

Encumbrance 0/200

Items | Spells

Count	Object ID	Type

Blood Texture: Default (Red)

Auto Calculate Stats

Value	Skill
5	Restoration
5	Conjuration
5	Destruction
5	Enchant
5	Axe
5	Long Blade
5	Blunt Weapon

Dialogue | Animation | AI | OK | Cancel | Blocked

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp]

File Edit View World Character Gameplay Help

Camera | 4078, 4157, 15598 (Fort Umbermo

Camera | 4078, 4157, 15598 (F

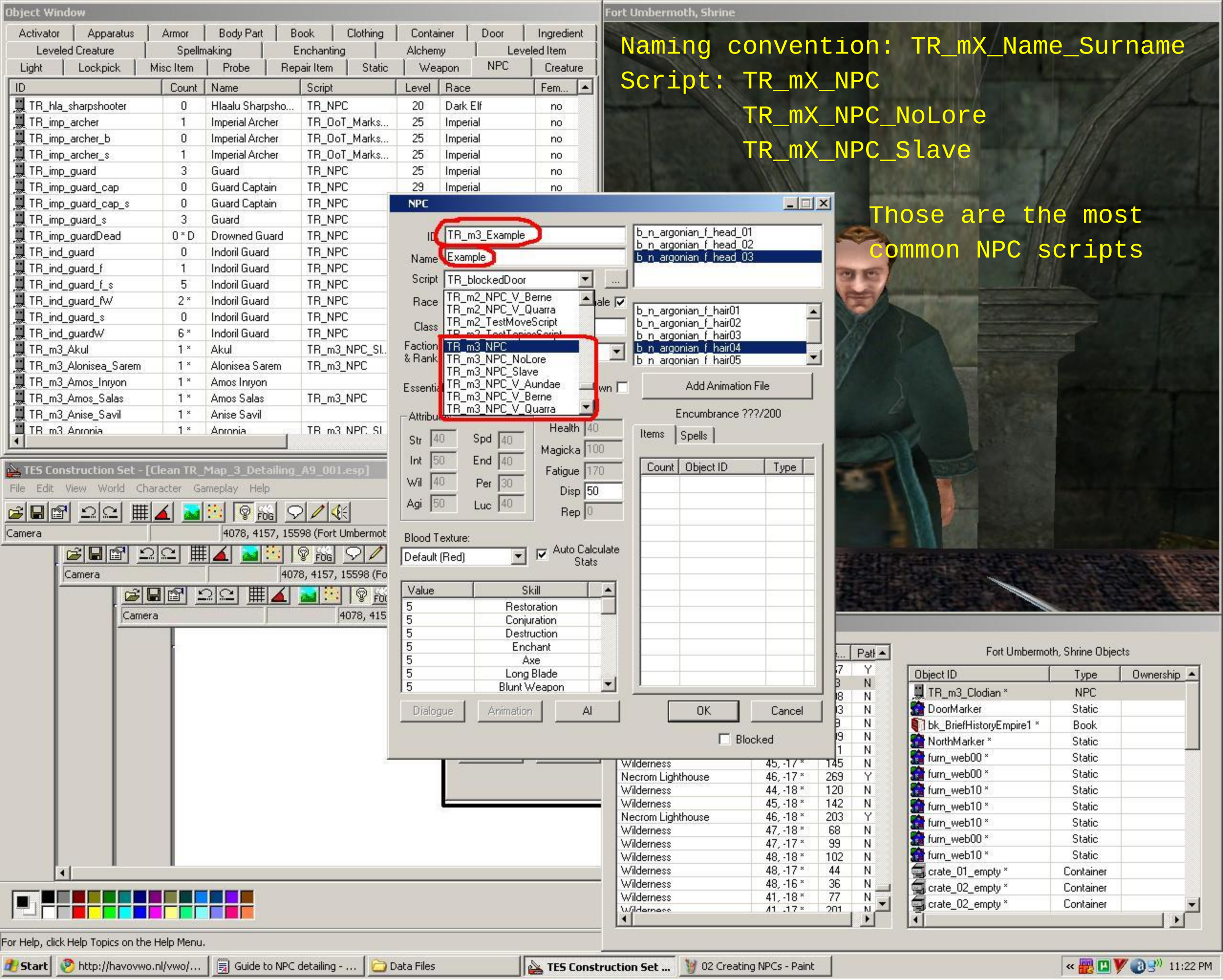
			Path
	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N

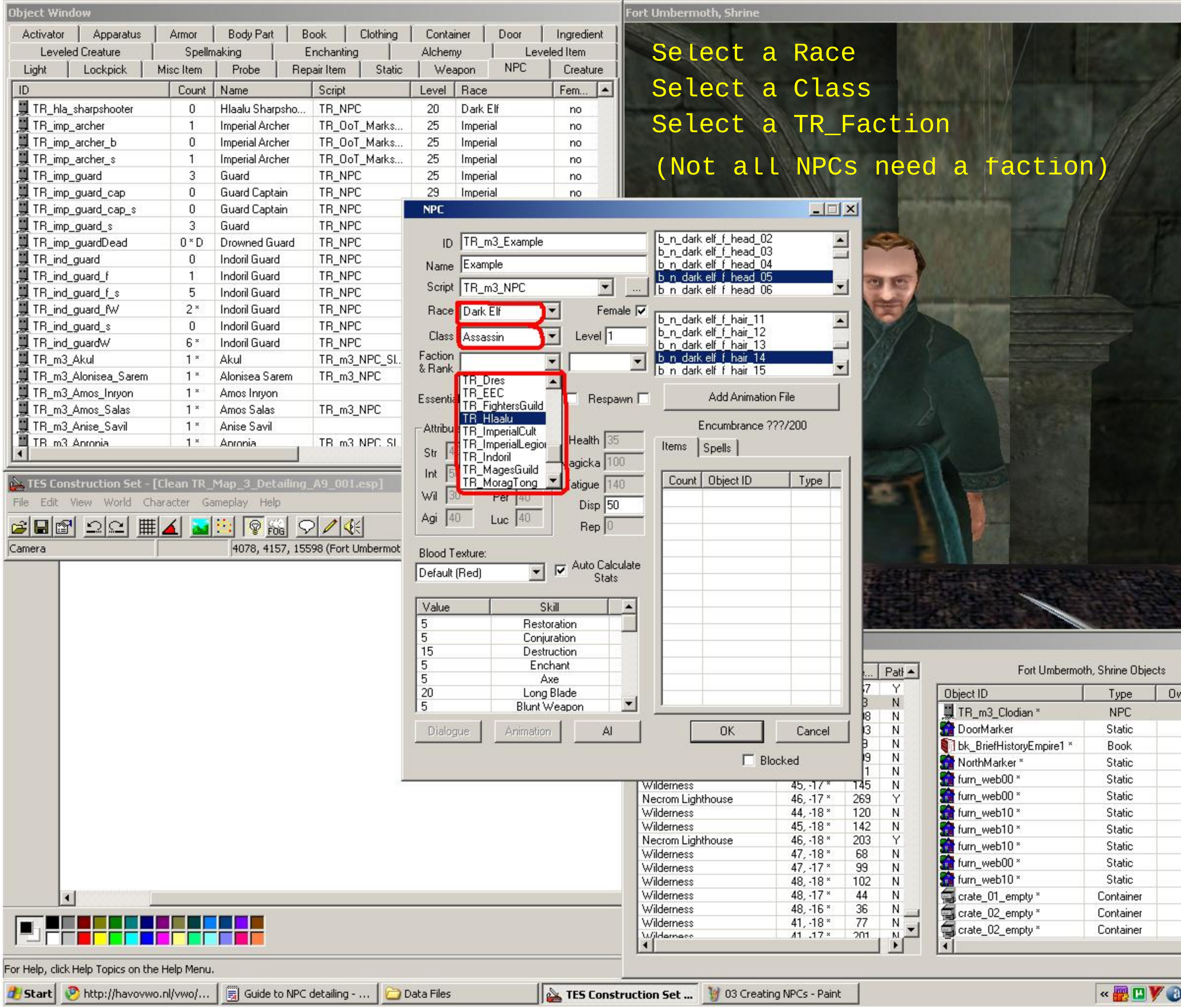
Fort Umbermoth, Shrine Objects

Object ID	Type	Ownership
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	
crate_02_empty *	Container	

For Help, click Help Topics on the Help Menu.

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 01 Creating NPCs - Paint | 11:20 PM


Naming convention: TR_mX_Name_Surname
Script: TR_mX_NPC
TR_mX_NPC_NoLore
TR_mX_NPC_Slave
Those are the most common NPC scripts
Object Window
Fort Umbermoth, Shrine
NPC
TR_m3_Example
Example
TR_blockedDoor
TR_m2_NPC_V_Berne
TR_m2_NPC_V_Quarra
TR_m2_TestMoveScript
TR_m3_NPC
TR_m3_NPC_NoLore
TR_m3_NPC_Slave
TR_m3_NPC_V_Aundae
TR_m3_NPC_V_Berne
TR_m3_NPC_V_Quarra
Add Animation File
Encumbrance ???/200
Blood Texture:
Default (Red)
Auto Calculate Stats
Dialogue
Animation
AI
OK
Cancel
Blocked
TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp]
Fort Umbermoth, Shrine Objects
For Help, click Help Topics on the Help Menu.


Select a Race
Select a Class
Select a TR_Faction
(Not all NPCs need a faction)
Object Window
Fort Umbermoth, Shrine
NPC
ID TR_m3_Example
Name Example
Script TR_m3_NPC
Race Dark Elf
Class Assassin
Female
Level 1
Faction & Rank
TR_Dres
TR_EEC
TR_FightersGuild
TR_Hlaalu
TR_ImperialCult
TR_ImperialLegion
TR_Indoril
TR_MagesGuild
TR_MoragTong
Respawn
Add Animation File
Encumbrance ???/200
Items
Spells
Count
Object ID
Type
Blood Texture:
Default (Red)
Auto Calculate Stats
Value
Skill
5 Restoration
5 Conjuration
15 Destruction
5 Enchant
5 Axe
20 Long Blade
5 Blunt Weapon
Dialogue
Animation
AI
OK
Cancel
Blocked
TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp]
Camera
4078, 4157, 15598 (Fort Umbermot
Fort Umbermoth, Shrine Objects
Object ID
Type
TR_m3_Clodian
DoorMarker
bk_BriefHistoryEmpire1
NorthMarker
furn_web00
furn_web10
crate_01_empty
crate_02_empty
For Help, click Help Topics on the Help Menu.
Start
http://havovwo.nl/vwo/...
Guide to NPC detailing - ...
Data Files
TES Construction Set ...
03 Creating NPCs - Paint

Select Level, this influences stats
Choose the Head and Hair
Press "OK"

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature

ID	Count	Name	Script	Level	Race	Fem...
TR_hla_sharpshooter	0	Hlaalu Sharpsho...	TR_NPC	20	Dark Elf	no
TR_imp_archer	1	Imperial Archer	TR_OoT_Marks...	25	Imperial	no
TR_imp_archer_b	0	Imperial Archer	TR_OoT_Marks...	25	Imperial	no
TR_imp_archer_s	1	Imperial Archer	TR_OoT_Marks...	25	Imperial	no
TR_imp_guard	3	Guard	TR_NPC	25	Imperial	no
TR_imp_guard_cap	0	Guard Captain	TR_NPC	29	Imperial	no
TR_imp_guard_cap_s	0	Guard Captain	TR_NPC			
TR_imp_guard_s	3	Guard	TR_NPC			
TR_imp_guardDead	0 * D	Drowned Guard	TR_NPC			
TR_ind_guard	0	Indoril Guard	TR_NPC			
TR_ind_guard_f	1	Indoril Guard	TR_NPC			
TR_ind_guard_f_s	5	Indoril Guard	TR_NPC			
TR_ind_guard_fW	2 *	Indoril Guard	TR_NPC			
TR_ind_guard_s	0	Indoril Guard	TR_NPC			
TR_ind_guardW	6 *	Indoril Guard	TR_NPC			
TR_m3_Akul	1 *	Akul	TR_m3_NPC_Sl..			
TR_m3_Alonisea_Sarem	1 *	Alonisea Sarem	TR_m3_NPC			
TR_m3_Amos_Inryon	1 *	Amos Inryon				
TR_m3_Amos_Salas	1 *	Amos Salas	TR_m3_NPC			
TR_m3_Anise_Savil	1 *	Anise Savil				
TR_m3_Apronia	1 *	Apronia	TR_m3_NPC_Sl			

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 ☐

b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04
b_n_dark elf_f_head_05

b_n_dark elf_f_hair_01
b_n_dark elf_f_hair_02
b_n_dark elf_f_hair_03
b_n_dark elf_f_hair_04
b_n_dark elf_f_hair_05

Add Animation File

Attributes

Str	59	Spd	77
Int	63	End	35
Wil	37	Per	45
Agi	72	Luc	40

Health	83
Magicka	126
Fatigue	203
Disp	50
Rep	8

Encumbrance ???/295

Items | Spells

Count	Object ID	Type

Blood Texture: Default (Red)
Auto Calculate Stats ☑

Value	Skill
6	Restoration
6	Conjuration
16	Destruction
6	Enchant
6	Axe
29	Long Blade
6	Blunt Weapon

Dialogue | Animation | AI

OK | Cancel

Blocked ☐

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp]

File Edit View World Character Gameplay Help

Camera | 4078, 4157, 15598 (Fort Umbermot

			Path
Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N

Fort Umbermoth, Shrine Objects

Object ID	Type
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
crate_02_empty *	Container

For Help, click Help Topics on the Help Menu.

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 04 Creating NPCs - Paint

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature

ID	Count	Name	Script	Level	Race	Fem...
TR_m3_Drendrisa_Indaren	1 *	Drendrisa Indaren	TR_m3_NPC_N...	15	Dark Elf	yes
TR_m3_Duran_Balvel	1 *	Duran Balvel	TR_m3_NPC	9	Dark Elf	no
TR_m3_Eitei	1 *	Eitei	TR_m3_NPC_Sl...	5	Argonian	no
TR_m3_Elam_Bradyn	1 *	Elam Bradyn	TR_m3_NPC	4	Dark Elf	no
TR_m3_Elitlaya_Darys	1 *	Elitlaya Darys	TR_m3_NPC	14	Dark Elf	yes
TR_m3_Endase_Rurvyn	1 *	Endase Rurvyn	TR_m3_NPC	8	Dark Elf	yes
TR_m3_Ennah	1 *	Ennah	TR_m3_NPC	11	Redguard	yes
TR_m3_Erer_Savil	1 *	Erer Savil	TR_m3_NPC	5	Dark Elf	no
TR_m3_Ervona_Rurvyn	1 *	Ervona Rurvyn	TR_m3_NPC	11	Dark Elf	yes
TR_m3_Ethasi_Balvel	1 *	Ethasi Balvel	TR_m3_NPC	21	Dark Elf	yes
TR_m3_Example	0 *	Example	TR_m3_NPC	10	Dark Elf	yes
TR_m3_Fara	1 *	Fara	TR_m3_NPC	7	Wood Elf	yes
TR_m3_Faras_Omayn	1 *	Faras Omayn	TR_m3_NPC	25	Dark Elf	no
TR_m3_Fathusa_Balvel	1 *	Fathusa Balvel	TR_m3_NPC	6	Dark Elf	yes
TR_m3_Felyna_Sarem	1 *	Felyna Sarem	TR_m3_NPC	4	Dark Elf	yes
TR_m3_Fevyn_Sarem	1 *	Fevyn Sarem	TR_m3_NPC	9	Dark Elf	no
TR_m3_Folvys_Herothran	1 *	Folvys Herothran	TR_m3_NPC	21	Dark Elf	no
TR_m3_Fothas_Bradyn	1 *	Fothas Bradyn	TR_m3_NPC	8	Dark Elf	no
TR_m3_Furen_Hilneth	1 *	Furen Hilneth	TR_m3_NPC	4	Dark Elf	no
TR_m3_Galen_Llendu	1 *	Galen Llendu	TR_m3_NPC	19	Dark Elf	no
TR_m3_Garer_Bradyn	1 *	Garer Bradyn	TR_m3_NPC	15	Dark Elf	no

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *

File Edit View World Character Gameplay Help

Camera | 4078, 4157, 15598 (Fort Umbermoth, Shrine) | Objects: 44, Faces: 6

For Help, click Help Topics on the Help Menu.

Fort Umbermoth, Shrine

NPC is now created in object window, note that Count=0, this means there are no instances of the NPC ingame

Select the NPC and drag it into the viewer window

Cell View

Cell Name	Grid	Re...	Pat
Fort Umbermoth, Interior	Interior *	467	Y
Fort Umbermoth, Shrine	Interior *	43	N
Wilderness	44, -16 *	108	N
Wilderness	45, -16 *	193	N
Wilderness	46, -16 *	79	N
Wilderness	47, -16 *	109	N
Wilderness	44, -17 *	111	N
Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N
Wilderness	41, -17 *	201	N

Fort Umbermoth, Shrine Objects

Object ID	Type	Ow
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	

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 05 Creating NPCs - Paint

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature

ID	Count	Name	Script	Level	Race	Fem...
TR_m3_Drendrisa_Indaren	1	Drendrisa Indaren	TR_m3_NPC_N...	15	Dark Elf	yes
TR_m3_Duran_Balvel	1 *	Duran Balvel	TR_m3_NPC	9	Dark Elf	no
TR_m3_Eitei	1 *	Eitei	TR_m3_NPC_Sl...	5	Argonian	no
TR_m3_Elam_Bradyn	1 *	Elam Bradyn	TR_m3_NPC	4	Dark Elf	no
TR_m3_Elitlaya_Darys	1 *	Elitlaya Darys	TR_m3_NPC	14	Dark Elf	yes
TR_m3_Endase_Rurvyn	1 *	Endase Rurvyn	TR_m3_NPC	8	Dark Elf	yes
TR_m3_Ennah	1 *	Ennah	TR_m3_NPC	11	Redguard	yes
TR_m3_Erer_Savil	1 *	Erer Savil	TR_m3_NPC	5	Dark Elf	no
TR_m3_Ervona_Rurvyn	1 *	Ervona Rurvyn	TR_m3_NPC	11	Dark Elf	yes
TR_m3_Ethasi_Balvel	1 *	Ethasi Balvel	TR_m3_NPC	21	Dark Elf	yes
TR_m3_Example	1 *	Example	TR_m3_NPC	10	Dark Elf	yes
TR_m3_Fara	1	Fara	TR_m3_NPC	7	Wood Elf	yes
TR_m3_Faras_Omayn	1 *	Faras Omayn	TR_m3_NPC	25	Dark Elf	no
TR_m3_Fathusa_Balvel	1 *	Fathusa Balvel	TR_m3_NPC	6	Dark Elf	yes
TR_m3_Felyna_Sarem	1 *	Felyna Sarem	TR_m3_NPC	4	Dark Elf	yes
TR_m3_Fevyn_Sarem	1 *	Fevyn Sarem	TR_m3_NPC	9	Dark Elf	no
TR_m3_Folvys_Herothran	1 *	Folvys Herothran	TR_m3_NPC	21	Dark Elf	no
TR_m3_Fothas_Bradyn	1 *	Fothas Bradyn	TR_m3_NPC	8	Dark Elf	no
TR_m3_Furen_Hilneth	1 *	Furen Hilneth	TR_m3_NPC	4	Dark Elf	no
TR_m3_Galen_Llendu	1 *	Galen Llendu	TR_m3_NPC	19	Dark Elf	no
TR_m3_Garer_Bradyn	1 *	Garer Bradyn	TR_m3_NPC	15	Dark Elf	no

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *

File Edit View World Character Gameplay Help

TR_m3_Example | NPC | 3948, 4120, 15572 [0, 0, 0] (Fort Umbermoth, Shrine) | Objects: 45, Faces: 6

For Help, click Help Topics on the Help Menu.

Fort Umbermoth, Shrine

Note that Count=1
This is your NPC, it needs clothes

Cell View

Cell Name	Grid	Re...	Pat
Fort Umbermoth, Interior	Interior *	467	Y
Fort Umbermoth, Shrine	Interior *	43	N
Wilderness	44, -16 *	108	N
Wilderness	45, -16 *	193	N
Wilderness	46, -16 *	79	N
Wilderness	47, -16 *	109	N
Wilderness	44, -17 *	111	N
Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N
Wilderness	41, -17 *	201	N

Fort Umbermoth, Shrine Objects

Object ID	Type	Ow
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	

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 06 Creating NPCs - Paint

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature

ID	Count	Name	Script	Level	Race	Fem...
TR_m3_Drendrisa_Indaren	1 *	Drendrisa Indaren	TR_m3_NPC_N...	15	Dark Elf	yes
TR_m3_Duran_Balvel	1 *	Duran Balvel	TR_m3_NPC	9	Dark Elf	no
TR_m3_Eitei	1 *	Eitei	TR_m3_NPC_Sl...	5	Argonian	no
TR_m3_Elam_Bradyn	1 *	Elam Bradyn	TR_m3_NPC	4	Dark Elf	no
TR_m3_Elitlaya_Darys	1 *	Elitlaya Darys	TR_m3_NPC	14	Dark Elf	yes
TR_m3_Endase_Rurvyn	1 *	Endase Rurvyn	TR_m3_NPC	8	Dark Elf	yes
TR_m3_Ennah	1 *	Ennah	TR_m3_NPC			
TR_m3_Erer_Savil	1 *	Erer Savil	TR_m3_NPC			
TR_m3_Ervona_Rurvyn	1 *	Ervona Rurvyn	TR_m3_NPC			
TR_m3_Ethasi_Balvel	1 *	Ethasi Balvel	TR_m3_NPC			
TR_m3_Example	1 *	Example	TR_m3_NPC			
TR_m3_Fara	1 *	Fara	TR_m3_NPC			
TR_m3_Faras_Omayn	1 *	Faras Omayn	TR_m3_NPC			
TR_m3_Fathusa_Balvel	1 *	Fathusa Balvel	TR_m3_NPC			
TR_m3_Felyna_Sarem	1 *	Felyna Sarem	TR_m3_NPC			
TR_m3_Fevyn_Sarem	1 *	Fevyn Sarem	TR_m3_NPC			
TR_m3_Folvys_Herothran	1 *	Folvys Herothran	TR_m3_NPC			
TR_m3_Fothas_Bradyn	1 *	Fothas Bradyn	TR_m3_NPC			
TR_m3_Furen_Hilneth	1 *	Furen Hilneth	TR_m3_NPC			
TR_m3_Galen_Llendu	1 *	Galen Llendu	TR_m3_NPC			
TR_m3_Garer_Bradyn	1 *	Garer Bradyn	TR_m3_NPC			

Fort Umbermoth, Shrine

You can change the head and hair whenever you like, just be sure to press save

NPC

ID: TR_m3_Example
Name: Example
Script: TR_m3_NPC
Race: Dark Elf Female
Class: Assassin Level: 10
Faction & Rank: TR_Hlaalu Lawman

B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04

B_N_Dark Elf_F_BarenziahH
b_n_dark elf_f_hair_01
b_n_dark elf_f_hair_02
b_n_dark elf_f_hair_03
b_n_dark elf_f_hair_04

Essential Corpses Persist Respawn
Add Animation File

Attributes
Str 59 Spd 77
Int 63 End 35
Wil 37 Per 45
Agi 72 Luc 40

Health 83
Magicka 126
Fatigue 203
Disp 50
Rep 8

Encumbrance 0/295
Items | Spells

Count	Object ID	Type

Blood Texture: Default (Red) Auto Calculate Stats

Value	Skill
6	Unarmored
6	Restoration
6	Conjuration
6	Illusion
6	Alteration
6	Enchant
6	Spear

Dialogue | Animation | AI | Save | Cancel | Blocked

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *
File Edit View World Character Gameplay Help
TR_m3_Example | NPC | 3947, 4112, 15484 [0, 0, 0] (Fort U
TR_m3_Example | NPC | 3948, 4120, 15572 [0,

Wilderness	45, -17 *	145 N
Necrom Lighthouse	46, -17 *	269 Y
Wilderness	44, -18 *	120 N
Wilderness	45, -18 *	142 N
Necrom Lighthouse	46, -18 *	203 Y
Wilderness	47, -18 *	68 N
Wilderness	47, -17 *	99 N
Wilderness	48, -18 *	102 N
Wilderness	48, -17 *	44 N
Wilderness	48, -16 *	36 N
Wilderness	41, -18 *	77 N

Fort Umbermoth, Shrine Objects

Object ID	Type
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

For Help, click Help Topics on the Help Menu.

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 07 Creating NPCs - Paint

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature

ID	Count	Name	Script	Level	Race	Fem...
TR_m3_Drendrisa_Indaren	1 *	Drendrisa Indaren	TR_m3_NPC_N...	15	Dark Elf	yes
TR_m3_Duran_Balvel	1 *	Duran Balvel	TR_m3_NPC	9	Dark Elf	no
TR_m3_Eitei	1 *	Eitei	TR_m3_NPC_Sl...	5	Argonian	no
TR_m3_Elam_Bradyn	1 *	Elam Bradyn	TR_m3_NPC	4	Dark Elf	no
TR_m3_Elitlaya_Darys	1 *	Elitlaya Darys	TR_m3_NPC	14	Dark Elf	yes
TR_m3_Endase_Rurvyn	1 *	Endase Rurvyn	TR_m3_NPC	8	Dark Elf	yes
TR_m3_Ennah	1 *	Ennah	TR_m3_NPC	11	Redguard	yes
TR_m3_Erer_Savil	1 *	Erer Savil	TR_m3_NPC	5	Dark Elf	no
TR_m3_Ervona_Rurvyn	1 *	Ervona Rurvyn	TR_m3_NPC	11	Dark Elf	yes
TR_m3_Ethasi_Balvel	1 *	Ethasi Balvel	TR_m3_NPC	21	Dark Elf	yes
TR_m3_Example	1 *	Example	TR_m3_NPC	10	Dark Elf	yes
TR_m3_Fara	1 *	Fara	TR_m3_NPC	7	Wood Elf	yes
TR_m3_Faras_Omayn	1 *	Faras Omayn	TR_m3_NPC	25	Dark Elf	no
TR_m3_Fathusa_Balvel	1 *	Fathusa Balvel	TR_m3_NPC	6	Dark Elf	yes
TR_m3_Felyna_Sarem	1 *	Felyna Sarem	TR_m3_NPC	4	Dark Elf	yes
TR_m3_Fevyn_Sarem	1 *	Fevyn Sarem	TR_m3_NPC	9	Dark Elf	no
TR_m3_Folvys_Herothran	1 *	Folvys Herothran	TR_m3_NPC	21	Dark Elf	no
TR_m3_Fothas_Bradyn	1 *	Fothas Bradyn	TR_m3_NPC	8	Dark Elf	no
TR_m3_Furen_Hilneth	1 *	Furen Hilneth	TR_m3_NPC	4	Dark Elf	no
TR_m3_Galen_Llendu	1 *	Galen Llendu	TR_m3_NPC	19	Dark Elf	no
TR_m3_Garer_Bradyn	1 *	Garer Bradyn	TR_m3_NPC	15	Dark Elf	no

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *

File Edit View World Character Gameplay Help

TR_m3_Example | NPC | 3947, 4112, 15484 [0, 0, 0] (Fort Umbermoth, Shrine) | Objects: 45, Faces: 6

TR_m3_Example | NPC | 3947, 4112, 15484 [0, 0, 0] (Fort U

TR_m3_Example | NPC | 3948, 4120, 15572 [0,

Blood Texture:

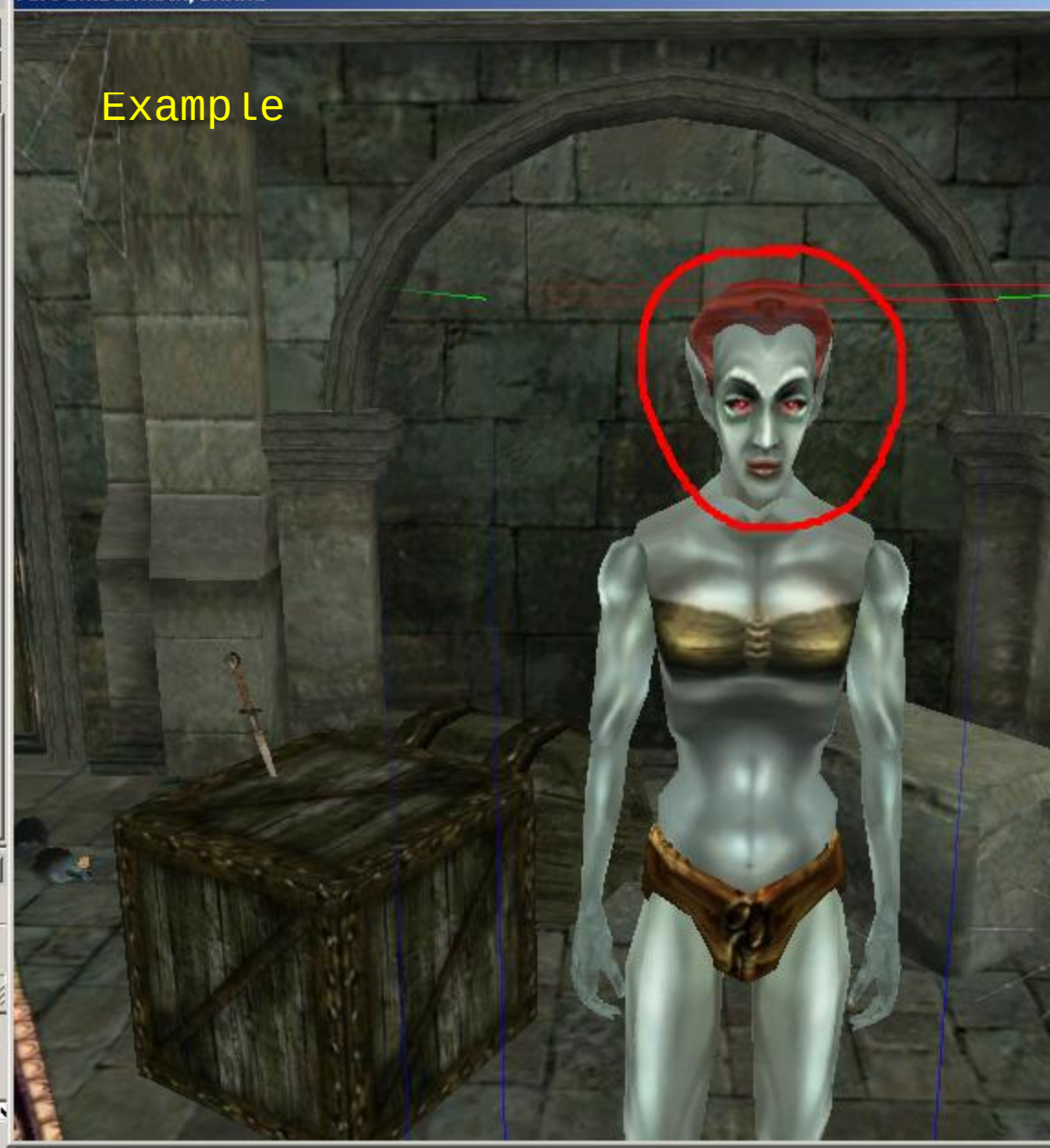
Default (Red)

Value	Skill
6	Unarmo
6	Restoral
6	Conjurat
6	Illusior
6	Alterati
6	Encha
6	Spea

Dialogue | Animation

For Help, click Help Topics on the Help Menu.

Fort Umbermoth, Shrine



Cell View

Cell Name	Grid	Re...	Pat
Fort Umbermoth, Interior	Interior *	467	Y
Fort Umbermoth, Shrine	Interior *	43	N
Wilderness	44, -16 *	108	N
Wilderness	45, -16 *	193	N
Wilderness	46, -16 *	79	N
Wilderness	47, -16 *	109	N
Wilderness	44, -17 *	111	N
Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N
Wilderness	41, -17 *	201	N

Fort Umbermoth, Shrine Objects

Object ID	Type	Ow
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	

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 08 Creating NPCs - Paint

Object Window

Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient

ID	Count	Type	Name	Script	Wei...	Value	
Adusamsi's_Ring	1	Ring	Adusamsi's Ring		0.10	30	divine
Adusamsi's_robe	1	Robe	Adusamsi's Robe		3.00	10	mec
Akatosh Ring	0	Ring	Akatosh's Ring		0.10	2400	Akato:
Akatosh's Ring	0	Ring	Akatosh's Ring		0.10	2400	Akato:
amulet of 6th house	39	Amulet	6th House Amulet		1.00	2000	cc
amulet of admonition	0	Amulet	Amulet of Admo...		1.00	1000	ac
amulet of almsivi intervention	2	Amulet	Amulet of Almsivi...		1.00	21	almsiv
amulet of ashamanu (unique)	1	Amulet	Amulet of Asham...		1.00	640	asha
amulet of balyna's antidote	2	Amulet	Amulet of Balyna...		1.00	15	balyr
amulet of balyna's soothing...	5	Amulet	Amulet of Soothi...		1.00	8	balyna's
amulet of divine intervention	2	Amulet	Amulet of Divine...		1.00	21	divine
amulet of domination	0	Amulet	Amulet of Domin...		1.00	1000	Great
amulet of far silence	5	Amulet	Amulet of Far Sil...		1.00	113	fa
amulet of frost	11	Amulet	Amulet of Frost		1.00	46	free
amulet of health	8	Amulet	Amulet of Health		1.00	44	velol
amulet of igniis	1	Amulet	Amulet of Igniis		1.00	1000	am_a
amulet of infectious charm	1	Amulet	Amulet of Infecti...		1.00	20	infec
amulet of levitating	0	Amulet	Amulet of Levitat...		1.00	50	
amulet of light	9	Amulet	Amulet of Light		1.00	14	
amulet of locking	3	Amulet	Amulet of Locking		1.00	4	
amulet of mark	3	Amulet	Amulet of Mark		1.00	94	

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *

File Edit View World Character Gameplay Help

TR_m3_Example | NPC | 3947, 4112, 15484 [0, 0, 0] (Fort Umbermoth, Shrine) | Objects: 45, Faces: 6

Clothing:
- Robes
- Pants
- Shirts
- Shoes
- Left/Right Gloves
- Amulets
- Belts
- Rings

For Help, click Help Topics on the Help Menu.

Fort Umbermoth, Shrine

Go the the clothing tab, select and drag clothing into the items tab of the NPC

Double clicking on an NPC in the viewing window opens up the NPC tab which you see below

NPC

ID: TR_m3_Example
Name: Example
Script: TR_m3_NPC
Race: Dark Elf — Female
Class: Assassin — Level: 10
Faction & Rank: TR_Hlaalu — Lawman

B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04

B_N_Dark Elf_F_BarenziahH
b_n_dark elf_f_hair_01
b_n_dark elf_f_hair_02
b_n_dark elf_f_hair_03
b_n_dark elf_f_hair_04

Essential | Corpses Persist | Respawn | Add Animation File

Attributes
Str 59 | Spd 77
Int 63 | End 35
Wil 37 | Per 45
Agi 72 | Luc 40

Health 83
Magicka 126
Fatigue 203
Disp 50
Rep 8

Encumbrance 0/295

Items | Spells

Count	Object ID	Type

Blood Texture: Default (Red) — Auto Calculate Stats

Value	Skill
6	Unarmored
6	Restoration
6	Conjuration
6	Illusion
6	Alteration
6	Enchant
6	Spear

Dialogue | Animation | AI | Save | Cancel | Blocked

th, Shrine Objects

Type	Ow
Book	
Book	
Container	
Container	
Container	
Container	
Container	
Container	
Static	
Static	
Static	
Static	
Static	
Static	

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 09 Creating NPCs - Paint

The item tab of the NPC now has clothing in it, press save

Object Window

Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient

ID	Count	Type	Name	Script	Wei...	Value
common_shirt_02_h	80	Shirt	Common Shirt		2.00	4
common_shirt_02_hh	25	Shirt	Common Shirt		2.00	4
common_shirt_02_r	77	Shirt	Common Shirt		2.00	4
common_shirt_02_rr	26	Shirt	Common Shirt		2.00	4
common_shirt_02_t	85	Shirt	Common Shirt		2.00	4
common_shirt_02_tt	17	Shirt	Common Shirt		2.00	4
common_shirt_03	126	Shirt	Common Shirt		2.00	4
common_shirt_03_b	21	Shirt	Common Shirt		2.00	4
common_shirt_03_c	139	Shirt	Common Shirt		2.00	4
common_shirt_04	122	Shirt	Common Shirt		2.00	4
common_shirt_04_a	41	Shirt	Common Shirt		2.00	4
common_shirt_04_b	41	Shirt	Common Shirt		2.00	4
common_shirt_04_c	37	Shirt	Common Shirt		2.00	4
common_shirt_05	152	Shirt	Common Shirt		2.00	4
common_shirt_06	16	Shirt	Common Shirt		2.00	4
common_shirt_07	7	Shirt	Common Shirt		2.00	4
common_shirt_gondolier	5	Shirt	Gondolier Shirt		6.00	6
expensive_shirt_01	34	Shirt	Expensive Shirt		2.00	15
expensive_shirt_01_a	3	Shirt	Expensive Shirt		2.00	15
expensive_shirt_01_e	11	Shirt	Expensive Shirt		2.00	15
expensive_shirt_01_u	5	Shirt	Expensive Shirt		2.00	15

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *

File Edit View World Character Gameplay Help

TR_m3_Example | NPC | 3947, 4112, 15484 [0, 0, 0] (Fort Umbermoth, Shrine) | Objects: 45, Faces: 6

Fort Umbermoth, Shrine

NPC

ID: TR_m3_Example
Name: Example
Script: TR_m3_NPC
Race: Dark Elf — Female
Class: Assassin — Level: 10
Faction & Rank: TR_Hlaalu — Lawman

B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04

B_N_Dark Elf_F_BarenziahH
b_n_dark elf_f_hair_01
b_n_dark elf_f_hair_02
b_n_dark elf_f_hair_03
b_n_dark elf_f_hair_04

Essential | Corpses Persist | Respawn | Add Animation File

Attributes

Str	59	Spd	77
Int	63	End	35
Wil	37	Per	45
Agi	72	Luc	40

Health 83 | Magicka 126 | Fatigue 203 | Disp 50 | Rep 8

Encumbrance 9/295

Items | Spells

Count	Object ID	Type
1	common_p...	Clot...
1	common_s...	Clot...
1	common_s...	Clot...
1	common_g...	Clot...
1	common_g...	Clot...

Blood Texture: Default (Red) — Auto Calculate Stats

Value	Skill
6	Unarmored
6	Restoration
6	Conjuration
6	Illusion
6	Alteration
6	Enchant
6	Spear

Dialogue | Animation | AI | Save | Cancel | Blocked

th, Shrine Objects

Type	Ow
Book	
Book	
Container	
Container	
Container	
Container	
Container	
Container	
Static	
Static	
Static	
Static	
Static	
Static	

For Help, click Help Topics on the Help Menu.

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Object Window

Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient

ID	Count	Type	Name	Script	Wei...	Value
common_shirt_02_h	80	Shirt	Common Shirt		2.00	4
common_shirt_02_hh	25	Shirt	Common Shirt		2.00	4
common_shirt_02_r	77	Shirt	Common Shirt		2.00	4
common_shirt_02_rr	26	Shirt	Common Shirt		2.00	4
common_shirt_02_t	85	Shirt	Common Shirt		2.00	4
common_shirt_02_tt	17	Shirt	Common Shirt		2.00	4
common_shirt_03	126	Shirt	Common Shirt		2.00	4
common_shirt_03_b	21	Shirt	Common Shirt		2.00	4
common_shirt_03_c	139	Shirt	Common Shirt		2.00	4
common_shirt_04	122	Shirt	Common Shirt		2.00	4
common_shirt_04_a	41	Shirt	Common Shirt		2.00	4
common_shirt_04_b	41	Shirt	Common Shirt		2.00	4
common_shirt_04_c	38	Shirt	Common Shirt		2.00	4
common_shirt_05	152	Shirt	Common Shirt		2.00	4
common_shirt_06	16	Shirt	Common Shirt		2.00	4
common_shirt_07	7	Shirt	Common Shirt		2.00	4
common_shirt_gondolier	5	Shirt	Gondolier Shirt		6.00	6
expensive_shirt_01	34	Shirt	Expensive Shirt		2.00	15
expensive_shirt_01_a	3	Shirt	Expensive Shirt		2.00	15
expensive_shirt_01_e	11	Shirt	Expensive Shirt		2.00	15
expensive_shirt_01_u	5	Shirt	Expensive Shirt		2.00	15

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *

File Edit View World Character Gameplay Help

TR_m3_Example | NPC | 3947, 4112, 15484 [0, 0, 0] (Fort Umbermoth, Shrine) | Objects: 45, Faces: 6

TR_m3_Example | NPC | 3947, 4112, 15484 [0, 0, 0] (Fort Umbermoth, Shrine) | Objects: 45,

For Help, click Help Topics on the Help Menu.

Fort Umbermoth, Shrine

Cell View

Cell Name	Grid	Re...	Pat
Fort Umbermoth, Interior	Interior *	467	Y
Fort Umbermoth, Shrine	Interior *	43	N
Wilderness	44, -16 *	108	N
Wilderness	45, -16 *	193	N
Wilderness	46, -16 *	79	N
Wilderness	47, -16 *	109	N
Wilderness	44, -17 *	111	N
Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N

Fort Umbermoth, Shrine Objects

Object ID	Type	Ow
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	

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 11 Creating NPCs - Paint

Object Window

Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient

ID	Count	Type	Name	Script	Wei...	Weight ...	Value
DarkBrotherhood pauldron...	10	Righ...	Dark Brotherhoo...		1.00	Light	500
chitin pauldron - right	77	Righ...	Chitin Right Paul...		2.00	Light	16
BM_wolf_right_pauldron_s...	1	Righ...	Snow Wolf Righ...		2.40	Light	2000
BM Wolf right pauldron	9	Righ...	Wolf Right Paul...		2.40	Light	60
TR_a_watchman_gauntlet...	1	Righ...	Redoran Watch...		1.00	Light	14
TR_a_dae_hide_gauntlet_...	1	Righ...	Daedric Hide Ri...		2.00	Light	2000
right horny fist gauntlet	2	Righ...	Right Glove of t...		3.00	Light	10
right gauntlet of horny fist	2	Righ...	Right Gauntlet o...		1.00	Light	15
netch_leather_gauntlet_right	138	Righ...	Netch Leather R...		3.00	Light	7
gauntlet_of_glory_right	0	Righ...	Right Gauntlet o...		1.50	Light	1100
gauntlet_horny_fist_r	0	Righ...	Right Gauntlet o...		1.00	Light	40
fur_gauntlet_right	21	Righ...	Nordic Fur Right...		1.50	Light	7
DarkBrotherhood gauntlet_R	10	Righ...	Dark Brotherhoo...		1.00	Light	200
chitin guantlet - right	97	Righ...	Chitin Right Gau...		1.00	Light	9
bound_gauntlet_right	0	Righ...	Bound Right Ga...		0.00	Light	0
bonedancer gauntlet	2	Righ...	Bonedancer Ga...		1.00	Light	130
BM_wolf_right_gauntlet_sn...	1	Righ...	Snow Wolf Righ...		1.50	Light	2000
BM wolf right gauntlet	9	Righ...	Wolf Right Gaun...		1.50	Light	40
TR_a_molecrab_bracer_right	1	Righ...	Telvanni Molecr...		2.00	Light	19
TR_a_bearskin_bracer_right	1	Righ...	Nordic Bearskin ...		1.50	Light	5
right leather bracer	15	Righ...	Right Leather Br...		1.50	Light	5

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *

File Edit View World Character Gameplay Help

TR_m3_Example | NPC | 3947, 4112, 15484 [0, 0, 0] (Fort Umbermoth, Shrine) | Objects: 45, Faces: 6

TR_m3_Example | NPC | 3947, 4112, 15484 [0, 0, 0] (Fort Umbermoth, Shrine) | Objects: 45,

TR_m3_Example | NPC | 3947, 4112, 15484 [0, 0, 0] (Fort Umbermoth, Shrine)

For Help, click Help Topics on the Help Menu.

Fort Umbermoth, Shrine

Go to the Armor tab
Drag armor into the items tab
Save

(Not all NPCs need to have armor)

NPC

ID TR_m3_Example
Name Example
Script TR_m3_NPC
Race Dark Elf Female ☑
Class Assassin Level 10
Faction & Rank TR_Hlaalu Lawman

B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04

B_N_Dark Elf_F_BarenziahH
b_n_dark elf_f_hair_01
b_n_dark elf_f_hair_02
b_n_dark elf_f_hair_03
b_n_dark elf_f_hair_04

Essential ☐ Corpses Persist ☐ Respawn ☐ Add Animation File

Attributes

Str	59	Spd	77
Int	63	End	35
Wil	37	Per	45
Agi	72	Luc	40

Health 83
Magicka 126
Fatigue 203
Disp 50
Rep 8

Encumbrance 38/295

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...

Blood Texture: Default (Red) Auto Calculate Stats ☑

Value	Skill
6	Unarmored
6	Restoration
6	Conjuration
6	Illusion
6	Alteration
6	Enchant
6	Spear

Dialogue | Animation | AI | Save | Cancel

Blocked ☐

Wilderness 48, -16 36 N
Wilderness 41, -18 * 77 N
Wilderness 41, -17 * 201 N

furn_com_rm_shelf_01 * Static
furn_com_rm_table_05 * Static

, Shrine Objects

Type	Ow
Book	
Book	
Container	
Container	
Container	
Container	
Container	
Container	
Static	
Static	
Static	
Static	

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 12 Creating NPCs - Paint

Object Window

Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient

ID	Count	Type	Name	Script	Wei...	Weight ...	Value
DarkBrotherhood pauldron...	10	Righ...	Dark Brotherhoo...		1.00	Light	500
chitin pauldron - right	78	Righ...	Chitin Right Paul...		2.00	Light	16
BM_wolf_right_pauldron_s...	1	Righ...	Snow Wolf Righ...		2.40	Light	2000
BM Wolf right pauldron	9	Righ...	Wolf Right Paul...		2.40	Light	60
TR_a_watchman_gauntlet...	1	Righ...	Redoran Watch...		1.00	Light	14
TR_a_dae_hide_gauntlet_...	1	Righ...	Daedric Hide Ri...		2.00	Light	2000
right horny fist gauntlet	2	Righ...	Right Glove of t...		3.00	Light	10
right gauntlet of horny fist	2	Righ...	Right Gauntlet o...		1.00	Light	15
netch_leather_gauntlet_right	138	Righ...	Netch Leather R...		3.00	Light	7
gauntlet_of_glory_right	0	Righ...	Right Gauntlet o...		1.50	Light	1100
gauntlet_horny_fist_r	0	Righ...	Right Gauntlet o...		1.00	Light	40
fur_gauntlet_right	21	Righ...	Nordic Fur Right...		1.50	Light	7
DarkBrotherhood gauntlet_R	10	Righ...	Dark Brotherhoo...		1.00	Light	200
chitin guantlet - right	98	Righ...	Chitin Right Gau...		1.00	Light	9
bound_gauntlet_right	0	Righ...	Bound Right Ga...		0.00	Light	0
bonedancer gauntlet	2	Righ...	Bonedancer Ga...		1.00	Light	130
BM_wolf_right_gauntlet_sn...	1	Righ...	Snow Wolf Righ...		1.50	Light	2000
BM wolf right gauntlet	9	Righ...	Wolf Right Gaun...		1.50	Light	40
TR_a_molecrab_bracer_right	1	Righ...	Telvanni Molecr...		2.00	Light	19
TR_a_bearskin_bracer_right	1	Righ...	Nordic Bearskin ...		1.50	Light	5
right leather bracer	15	Righ...	Right Leather Br...		1.50	Light	5

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *

File Edit View World Character Gameplay Help

Camera | 4004, 4298, 15629 (Fort Umbermoth, Shrine) | Objects: 45, Faces: 6

Fort Umbermoth, Shrine

Cell View

Cell Name	Grid	Re...	Pat
Fort Umbermoth, Interior	Interior *	467	Y
Fort Umbermoth, Shrine	Interior *	43	N
Wilderness	44, -16 *	108	N
Wilderness	45, -16 *	193	N
Wilderness	46, -16 *	79	N
Wilderness	47, -16 *	109	N
Wilderness	44, -17 *	111	N
Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N
Wilderness	41, -17 *	201	N

Fort Umbermoth, Shrine Objects

Object ID	Type	Ow
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	

For Help, click Help Topics on the Help Menu.

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 13 Creating NPCs - Paint

Go to the Weapons tab
Drag weapons into the items tab
Save

Object Window

Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature

ID	Count	Type	Name	Script	Wei...	Health	Value
glass dagger_symmachus_...	1	Shor...	Dagger of Symm...		1.40	3000	20000
glass dagger_symmachus_...	1	Shor...	Dagger of Symm...	MuseumDagSym	1.40	3000	9000
glass jinkblade	26	Shor...	Glass Jinkblade		1.80	400	6500
glass netch dagger	7	Shor...	Glass Netch Da...		1.80	400	4900
glass stormblade	11	Shor...	Glass Stormblade		1.80	400	6500
glass_dagger_enamor	0	Shor...	Enamor		1.80	400	4000
goblin_sword	3	Shor...	Goblin Sword		20.00	250	100
imperial netch blade	6	Shor...	Imperial Netch B...		9.00	700	45
imperial shortsword	121	Shor...	Imperial Shortsw...		9.00	700	30
imperial shortsword severio	1	Shor...	Severia's Imperi...		9.00	700	30
iron dagger	123	Shor...	Iron Dagger		3.00	400	10
iron dagger_telasero_unique	1	Shor...	Iron Dagger	telaseroDisable	3.00	400	10
iron flameblade	11	Shor...	Iron Flameblade		8.00	600	40
iron fork	0	Shor...	Iron Fork		1.00	400	1
iron shardblade	4	Shor...	Iron Shardblade		8.00	600	35
iron shortsword	63	Shor...	Iron Shortsword		8.00	600	20
iron sparkblade	4	Shor...	Iron Sparkblade		8.00	600	35
iron spider dagger	4	Shor...	Iron Spider Dag...		3.00	500	20
iron tanto	43	Shor...	Iron Tanto		4.00	500	14
iron viperblade	14	Shor...	Iron Viperblade		8.00	600	35
iron wakizashi	12	Shor...	Iron Wakizashi		10.00	500	24

Fort Umbermoth, Shrine

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, Fa

TR_m3_Example
Example
TR_m3_NPC
Dark Elf
Female
Assassin
Level 10
TR_Hlaalu
Lawman

B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04

B_N_Dark Elf_F_BarenziahH
b_n_dark elf_f_hair_01
b_n_dark elf_f_hair_02
b_n_dark elf_f_hair_03
b_n_dark elf_f_hair_04

Essential | Corpses Persist | Respawn | Add Animation File

Attributes
Str 59 | Spd 77
Int 63 | End 35
Wil 37 | Per 45
Agi 72 | Luc 40

Health 83
Magicka 126
Fatigue 203
Disp 50
Rep 8

Encumbrance 41/295

Items | Spells

Count	Object ID	Type
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...
1	iron dagger	We...

Blood Texture:
Default (Red)
Auto Calculate Stats

Value	Skill
6	Unarmored
6	Restoration
6	Conjuration
6	Illusion
6	Alteration
6	Enchant
6	Spear

Dialogue | Animation | AI | Save | Cancel

Blocked

Umbermoth, Shrine Objects

	Type	Ow
mpire1 *	Book	
mpire2 *	Book	
npfood5 *	Container	
	Container	
*	Container	
*	Container	
*	Container	
eapons *	Container	
	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	

Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N
Wilderness	41, -17 *	201	N

For Help, click Help Topics on the Help Menu.

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 14 Creating NPCs - Paint

Object Window

Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item
Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature

ID	Count	Type	Name	Script	Wei...	Health	Value
glass dagger_symmachus_...	1	Shor...	Dagger of Symm...		1.40	3000	20000
glass dagger_symmachus_...	1	Shor...	Dagger of Symm...	MuseumDagSym	1.40	3000	9000
glass jinkblade	26	Shor...	Glass Jinkblade		1.80	400	6500
glass netch dagger	7	Shor...	Glass Netch Da...		1.80	400	4900
glass stormblade	11	Shor...	Glass Stormblade		1.80	400	6500
glass_dagger_enamor	0	Shor...	Enamor		1.80	400	4000
goblin_sword	3	Shor...	Goblin Sword		20.00	250	100
imperial netch blade	6	Shor...	Imperial Netch B...		9.00	700	45
imperial shortsword	121	Shor...	Imperial Shortsw...		9.00	700	30
imperial shortsword severio	1	Shor...	Severia's Imperi...		9.00	700	30
iron dagger	124	Shor...	Iron Dagger		3.00	400	10
iron dagger_telasero_unique	1	Shor...	Iron Dagger	telaseroDisable	3.00	400	10
iron flameblade	11	Shor...	Iron Flameblade		8.00	600	40
iron fork	0	Shor...	Iron Fork		1.00	400	1
iron shardblade	4	Shor...	Iron Shardblade		8.00	600	35
iron shortsword	63	Shor...	Iron Shortsword		8.00	600	20
iron sparkblade	4	Shor...	Iron Sparkblade		8.00	600	35
iron spider dagger	4	Shor...	Iron Spider Dag...		3.00	500	20
iron tanto	43	Shor...	Iron Tanto		4.00	500	14
iron viperblade	14	Shor...	Iron Viperblade		8.00	600	35
iron wakizashi	12	Shor...	Iron Wakizashi		10.00	500	24

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *

File Edit View World Character Gameplay Help

Camera | 4021, 4160, 15567 (Fort Umbermoth, Shrine) | Objects: 45, Faces: 6

TR_m3_Example | NPC | 3951, 4109, 15484 [0, 0, 11] (Fort Umbermoth, Shrine) | Objects: 45,

For Help, click Help Topics on the Help Menu.

Fort Umbermoth, Shrine

Cell View

Cell Name	Grid	Re...	Pat
Fort Umbermoth, Interior	Interior *	467	Y
Fort Umbermoth, Shrine	Interior *	43	N
Wilderness	44, -16 *	108	N
Wilderness	45, -16 *	193	N
Wilderness	46, -16 *	79	N
Wilderness	47, -16 *	109	N
Wilderness	44, -17 *	111	N
Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N

Fort Umbermoth, Shrine Objects

Object ID	Type	Ow
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	

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 15 Creating NPCs - Paint

If making a mage NPC, relevant spells to the class are automatically added
This NPC is an Assassin, therefore any spells will need to be added manually

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item

ID	Count	Name	Type	Cost	Auto...	PC S...	Bloc...
absorb agility	6	Absorb Agility	Spells	38	yes	no	no
absorb agility [ranged]	4	Absorb Agility [R...	Spells	56	yes	no	no
absorb endurance	1	Absorb Endurance	Spells	38	yes	no	no
absorb endurance [ranged]	2	Absorb Enduran...	Spells	56	yes	no	no
absorb fatigue	10	Absorb Fatigue	Spells	75	yes	no	no
absorb fatigue [ranged]	5	Absorb Fatigue [...	Spells	113	yes	no	no
absorb health	17	Absorb Health	Spells	11	yes	no	no
absorb health [ranged]	16	Absorb Health [...	Spells	8	yes	no	no
absorb intelligence	7	Absorb Intelligen...	Spells	38	yes	no	no
absorb intelligence [ranged]	1	Absorb Intelligen...	Spells	126	yes	no	no
absorb luck	1	Absorb Luck	Spells	38	yes	no	no
absorb luck [ranged]	3	Absorb Luck [R...	Spells	56	yes	no	no
absorb personality	9	Absorb Personality	Spells	38	yes	no	no
absorb personality [ranged]	5	Absorb Personali...	Spells	56	yes	no	no
absorb speed	8	Absorb Speed	Spells	38	yes	no	no
absorb speed [ranged]	9	Absorb Speed [...	Spells	56	yes	no	no
absorb spell points	5	Absorb Spell Poi...	Spells	150	yes	no	no
absorb spell points [ranged]	7	Absorb Spell Poi...	Spells	225	yes	no	no
absorb strength	7	Absorb Strength	Spells	38	yes	no	no
absorb strength [ranged]	6	Absorb Strength ...	Spells	56	yes	no	no
absorb willpower	17	Absorb Willpower	Spells	38	yes	no	no
absorb willpower [ranged]	3	Absorb Willpowe...	Spells	56	yes	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

Camera | 4021, 4160, 15567 (Fort Umbermoth, Shrine) | Objects:

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

Fort Umbermoth, Shrine

NPC

ID: TR_m3_Example
Name: Example
Script: TR_m3_NPC
Race: Dark Elf — Female
Class: Assassin — Level: 10
Faction: TR_Hlaalu — Rank: Lawman
Essential | Corpses Persist | Respawn

B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04

B_N_Dark Elf_F_BarenziahH
b_n_dark elf_f_hair_01
b_n_dark elf_f_hair_02
b_n_dark elf_f_hair_03
b_n_dark elf_f_hair_04

Add Animation File

Attributes

Str	59	Spd	77
Int	63	End	35
Wil	37	Per	45
Agi	72	Luc	40

Health 83 | Magicka 126 | Fatigue 203 | Disp 50 | Rep 8

Blood Texture: Default (Red) — Auto Calculate Stats

Value	Skill
6	Unarmored
6	Restoration
6	Conjuration
6	Illusion
6	Alteration
6	Enchant
6	Spear

Encumbrance 41/295

Items | Spells

Spell	Type
TR_m3_velot...	Spells
resist fire_75	Abilities
ancestor guar...	Powers

Dialogue | Animation | AI | Save | Cancel | Blocked

rmoth, Shrine Objects

	Type	Ow
*	Book	
*	Book	
45 *	Container	
	Container	
	Container	
	Container	
	Container	
s *	Container	
	Static	
	Static	
	Static	
	Static	
	Static	
	Static	

Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N
Wilderness	41, -17 *	201	N

DoorMarker
Furn_Com_Planter *
furn_com_r_chair_01 *
furn_com_rm_shelf_01 *
furn_com_rm_shelf_01 *
furn_com_rm_table_05 *

For Help, click Help Topics on the Help Menu.

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 16 Creating NPCs - Paint

Press the "AI" button
Fight denotes the willingness to fight, 100 means the NPC will auto-attack on sight

Flee denotes the susceptibility to Demoralize spells or the level of the player

Alarm denotes the willingness of an NPC to report a crime, 100 is the conventional amount

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item

ID	Count	Name	Type	Cost	Auto...	PC S...	Bloc...
absorb agility	6	Absorb Agility	Spells	38	yes	no	no
absorb agility [ranged]	4	Absorb Agility [R...	Spells	56	yes	no	no
absorb endurance	1	Absorb Endurance	Spells	38	yes	no	no
absorb endurance [ranged]	2	Absorb Enduran...	Spells	56	yes	no	no
absorb fatigue	10	Absorb Fatigue	Spells	75	yes	no	no
absorb fatigue [ranged]	5	Absorb Fatigue [...	Spells	113	yes	no	no
absorb health	17	Absorb Health	Spells	11			
absorb health [ranged]	16	Absorb Health [...	Spells	8			
absorb intelligence	7	Absorb Intelligen...	Spells	38			
absorb intelligence [ranged]	1	Absorb Intelligen...	Spells	126			
absorb luck	1	Absorb Luck	Spells	38			
absorb luck [ranged]	3	Absorb Luck [R...	Spells	56			
absorb personality	9	Absorb Personality	Spells	38			
absorb personality [ranged]	5	Absorb Personali...	Spells	56			
absorb speed	8	Absorb Speed	Spells	38			
absorb speed [ranged]	9	Absorb Speed [...	Spells	56			
absorb spell points	5	Absorb Spell Poi...	Spells	150			
absorb spell points [ranged]	7	Absorb Spell Poi...	Spells	225			
absorb strength	7	Absorb Strength	Spells	38			
absorb strength [ranged]	6	Absorb Strength ...	Spells	56			
absorb willpower	17	Absorb Willpower	Spells	38			
absorb willpower [ranged]	3	Absorb Willpowe...	Spells	56			

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
B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04

AI Data - TR_m3_Example
Packages | Services
AI Packages:
AI Pack Type
Wander
Add Package: -Select To Add-
Package Details:
Type: Wander
Distance: 512
Duration: 5
Time of Day: 0
Idle Chances:
Idle 2: 60
Idle 3: 20
Idle 4: 10
Idle 5: 0
Fight: 30
Flee: 30
Alarm: 0
Hello: 30
Save
Cancel

Dialogue | Animation | AI
Save | Cancel
Blocked

Fort Umbermoth, Shrine

Cell	Grid	Path
Wilderness	45, -17 *	145
Necrom Lighthouse	46, -17 *	269
Wilderness	44, -18 *	120
Wilderness	45, -18 *	142
Necrom Lighthouse	46, -18 *	203
Wilderness	47, -18 *	68
Wilderness	47, -17 *	99
Wilderness	48, -18 *	102
Wilderness	48, -17 *	44
Wilderness	48, -16 *	36
Wilderness	41, -18 *	77

Fort Umbermoth, Shrine Objects

Object ID	Type
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

For Help, click Help Topics on the Help Menu.

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 17 Creating NPCs - Paint

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item

ID	Count	Name	Type	Cost	Auto...	PC S...	Bloc...
absorb agility	6	Absorb Agility	Spells	38	yes	no	no
absorb agility [ranged]	4	Absorb Agility [R...	Spells	56	yes	no	no
absorb endurance	1	Absorb Endurance	Spells	38	yes	no	no
absorb endurance [ranged]	2	Absorb Enduran...	Spells	56	yes	no	no
absorb fatigue	10	Absorb Fatigue	Spells	75	yes	no	no
absorb fatigue [ranged]	5	Absorb Fatigue [...	Spells	113	yes	no	no
absorb health	17	Absorb Health	Spells	11			
absorb health [ranged]	16	Absorb Health [...	Spells	8			
absorb intelligence	7	Absorb Intelligen...	Spells	38			
absorb intelligence [ranged]	1	Absorb Intelligen...	Spells	126			
absorb luck	1	Absorb Luck	Spells	38			
absorb luck [ranged]	3	Absorb Luck [R...	Spells	56			
absorb personality	9	Absorb Personality	Spells	38			
absorb personality [ranged]	5	Absorb Personali...	Spells	56			
absorb speed	8	Absorb Speed	Spells	38			
absorb speed [ranged]	9	Absorb Speed [...	Spells	56			
absorb spell points	5	Absorb Spell Poi...	Spells	150			
absorb spell points [ranged]	7	Absorb Spell Poi...	Spells	225			
absorb strength	7	Absorb Strength	Spells	38			
absorb strength [ranged]	6	Absorb Strength ...	Spells	56			
absorb willpower	17	Absorb Willpower	Spells	38			
absorb willpower [ranged]	3	Absorb Willpowe...	Spells	56			

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

TR_m3_Example | NPC | 3951, 4109, 15484 [0,

Fort Umbermoth, Shrine

NPCs can be given packages
A wander package makes them wander about, deleting the package makes them stand still

This is a friendly NPC, fight = 30, alarm = 100

NPC

ID: TR_m3_Example
Name: Example
Script: TR_m3_NPC

B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04

AI Data - TR_m3_Example

Packages | Services

AI Packages:

AI Pack Type

Package Details:
Type: Wander

Distance: 512
Duration: 5
Time of Day: 0
Idle Chances:
Idle 2: 60
Idle 3: 20
Idle 4: 10
Idle 5: 0

Add Package: -Select To Add-

-Select To Add-
Travel
Wander
Escort
Follow
Activate

Fight: 30 | Alarm: 100 | Hello: 30

Save | Cancel

6 Enchant
6 Spear

Dialogue | Animation | AI | Save | Cancel

Blocked

Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N

Fort Umbermoth, Shrine Objects

Object ID	Type
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

For Help, click Help Topics on the Help Menu.

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If you want the NPC to wander, set a desired distance per day
If you set duration in hours=24, the NPC will wander about non-stop

Distance = 0 means the NPC will stand still

Idle Chances denote which idle animations the NPC will display while standing still; see resources for the 8 possible animations

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item

ID	Count	Name	Type	Cost	Auto...	PC S...	Bloc...
absorb agility	6	Absorb Agility	Spells	38	yes	no	no
absorb agility [ranged]	4	Absorb Agility [R...	Spells	56	yes	no	no
absorb endurance	1	Absorb Endurance	Spells	38	yes	no	no
absorb endurance [ranged]	2	Absorb Enduran...	Spells	56	yes	no	no
absorb fatigue	10	Absorb Fatigue	Spells	75	yes	no	no
absorb fatigue [ranged]	5	Absorb Fatigue [...	Spells	113	yes	no	no
absorb health	17	Absorb Health	Spells	11			
absorb health [ranged]	16	Absorb Health [...	Spells	8			
absorb intelligence	7	Absorb Intelligen...	Spells	38			
absorb intelligence [ranged]	1	Absorb Intelligen...	Spells	126			
absorb luck	1	Absorb Luck	Spells	38			
absorb luck [ranged]	3	Absorb Luck [R...	Spells	56			
absorb personality	9	Absorb Personality	Spells	38			
absorb personality [ranged]	5	Absorb Personali...	Spells	56			
absorb speed	8	Absorb Speed	Spells	38			
absorb speed [ranged]	9	Absorb Speed [...	Spells	56			
absorb spell points	5	Absorb Spell Poi...	Spells	150			
absorb spell points [ranged]	7	Absorb Spell Poi...	Spells	225			
absorb strength	7	Absorb Strength	Spells	38			
absorb strength [ranged]	6	Absorb Strength ...	Spells	56			
absorb willpower	17	Absorb Willpower	Spells	38			
absorb willpower [ranged]	3	Absorb Willpowe...	Spells	56			

NPC

ID: TR_m3_Example
Name: Example
Script: TR_m3_NPC

B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04

AI Data - TR_m3_Example

AI Wander Package

Distance: 512
Duration: (in hours) 5
Time of Day: (??:00) 0

Idle Chances

Idle 2: 60
Idle 3: 20
Idle 4: 10
Idle 5: 0
Idle 6: 0
Idle 7: 0
Idle 8: 0
Idle 9: 0

Save | Cancel

Fight: 30 | Flee: 30 | Alarm: 100 | Hello: 30

Save | Cancel

6	Enchant
6	Spear

Dialogue | Animation | AI | Save | Cancel

Blocked

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

Fort Umbermoth, Shrine

Wilderness	45, -17 *	145 N
Necrom Lighthouse	46, -17 *	269 Y
Wilderness	44, -18 *	120 N
Wilderness	45, -18 *	142 N
Necrom Lighthouse	46, -18 *	203 Y
Wilderness	47, -18 *	68 N
Wilderness	47, -17 *	99 N
Wilderness	48, -18 *	102 N
Wilderness	48, -17 *	44 N
Wilderness	48, -16 *	36 N
Wilderness	41, -18 *	77 N

Fort Umbermoth, Shrine Objects

Object ID	Type
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

For Help, click Help Topics on the Help Menu.

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 19 Creating NPCs - Paint

If you want the NPC to offer services, one way to do so is to change the class to a services class; pawnbroker, priest service, smith, etc...

Note that "Auto Calculate Stats" is selected

Add a sensible amount of barter gold

Note that pawnbroker services are already selected and unchangeable

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item

ID	Count	Name	Type	Cost	Auto...	PC S...	Bloc...
absorb agility	6	Absorb Agility	Spells	38	yes	no	no
absorb agility [ranged]	4	Absorb Agility [R...	Spells	56	yes	no	no
absorb endurance	1	Absorb Endurance	Spells	38	yes	no	no
absorb endurance [ranged]	2	Absorb Enduran...	Spells	56	yes	no	no
absorb fatigue	10	Absorb Fatigue	Spells	75	yes	no	no
absorb fatigue [ranged]	5	Absorb Fatigue [...	Spells	113	yes	no	no
absorb health	17	Absorb Health	Spells	11			
absorb health [ranged]	16	Absorb Health [...	Spells	8			
absorb intelligence	7	Absorb Intelligen...	Spells	38			
absorb intelligence [ranged]	1	Absorb Intelligen...	Spells	126			
absorb luck	1	Absorb Luck	Spells	38			
absorb luck [ranged]	3	Absorb Luck [R...	Spells	56			
absorb personality	9	Absorb Personality	Spells	38			
absorb personality [ranged]	5	Absorb Personali...	Spells	56			
absorb speed	8	Absorb Speed	Spells	38			
absorb speed [ranged]	9	Absorb Speed [...	Spells	56			
absorb spell points	5	Absorb Spell Poi...	Spells	150			
absorb spell points [ranged]	7	Absorb Spell Poi...	Spells	225			
absorb strength	7	Absorb Strength	Spells	38			
absorb strength [ranged]	6	Absorb Strength ...	Spells	56			
absorb willpower	17	Absorb Willpower	Spells	38			
absorb willpower [ranged]	3	Absorb Willpowe	Spells	56			

NPC

ID: TR_m3_Example
Name: Example
Script: TR_m3_NPC
Race: Dark Elf
Female
Class: Pawnbroker
Faction & Rank: TR_Hlaalu
Essential | Corpses Persist

B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04
B_N_Dark Elf_F_BarenziahH

Attributes

Str	54	Spd	70
Int	64	End	35
Wil	37	Per	60
Agi	57	Luc	50

Blood Texture: Default (Red)

Value	Skill
24	Unarmored
6	Restoration
6	Conjuration
6	Illusion
6	Alteration
6	Enchant
6	Spear

Dialogue | Animation | AI | Save | Cancel | Blocked

AI Data - TR_m3_Example

Packages | Services

Buys / Sells
Weapons | Ingredients | Apparatus | Magic Items
Armor | Picks | Repair Items | Potions
Books | Probes | Miscellaneous | Barter Gold: 0
Clothing | Lights | Spells

Other Services
Training
Spellmaking
Enchanting
Repair

Travel Services

Cell	NONE	Select Marker
Cell	NONE	Select Marker
Cell	NONE	Select Marker
Cell	NONE	Select Marker

Return

Save | Cancel

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *

File Edit View World Character Gameplay Help

Camera | 4064, 4281, 15635 (Fort Umbermot

Fort Umbermoth, Shrine Objects

			Type
Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N

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

For Help, click Help Topics on the Help Menu.

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Deselect "Auto Calculate Skills"
You can now choose what services the NPC will offer and what they will or will not buy and sell

Object Window

Activator | Apparatus | Armor | Body Part | Book | Clothing | Container | Door | Ingredient
Light | Lockpick | Misc Item | Probe | Repair Item | Static | Weapon | NPC | Creature
Leveled Creature | Spellmaking | Enchanting | Alchemy | Leveled Item

ID	Count	Name	Type	Cost	Auto...	PC S...	Bloc...
absorb agility	6	Absorb Agility	Spells	38	yes	no	no
absorb agility [ranged]	4	Absorb Agility [R...	Spells	56	yes	no	no
absorb endurance	1	Absorb Endurance	Spells	38	yes	no	no
absorb endurance [ranged]	2	Absorb Enduran...	Spells	56	yes	no	no
absorb fatigue	10	Absorb Fatigue	Spells	75	yes	no	no
absorb fatigue [ranged]	5	Absorb Fatigue [...	Spells	113	yes	no	no
absorb health	17	Absorb Health	Spells	11			
absorb health [ranged]	16	Absorb Health [...	Spells	8			
absorb intelligence	7	Absorb Intelligen...	Spells	38			
absorb intelligence [ranged]	1	Absorb Intelligen...	Spells	126			
absorb luck	1	Absorb Luck	Spells	38			
absorb luck [ranged]	3	Absorb Luck [R...	Spells	56			
absorb personality	9	Absorb Personality	Spells	38			
absorb personality [ranged]	5	Absorb Personali...	Spells	56			
absorb speed	8	Absorb Speed	Spells	38			
absorb speed [ranged]	9	Absorb Speed [...	Spells	56			
absorb spell points	5	Absorb Spell Poi...	Spells	150			
absorb spell points [ranged]	7	Absorb Spell Poi...	Spells	225			
absorb strength	7	Absorb Strength	Spells	38			
absorb strength [ranged]	6	Absorb Strength ...	Spells	56			
absorb willpower	17	Absorb Willpower	Spells	38			
absorb willpower [ranged]	3	Absorb Willpowe...	Spells	56			

TES Construction Set - [Clean TR_Map_3_Detailing_A9_001.esp] *
File Edit View World Character Gameplay Help
Camera | 4064, 4281, 15635 (Fort Umbermot

Camera | 4064, 4281, 15635 (Fo

NPC

ID: TR_m3_Example
Name: Example
Script: TR_m3_NPC
Race: Dark Elf — Female
Class: Pawnbroker — Level: 10
Faction & Rank: TR_Hlaalu — Lawman
Essential | Corpses Persist | Respawn

Attributes
Str 54 | Spd 70
Int 64 | End 35
Wil 37 | Per 60
Agi 57 | Luc 50

Health 80
Magicka 128
Fatigue 183
Disp 50
Rep 8

Blood Texture: Default (Red)
Auto Calculate Stats

Value	Skill
24	Unarmored
6	Restoration
6	Conjuration
6	Illusion
6	Alteration
6	Enchant
6	Spear

Dialogue | Animation | AI

B_N_Dark Elf_F_Barenziah
b_n_dark elf_f_head_01
b_n_dark elf_f_head_02
b_n_dark elf_f_head_03
b_n_dark elf_f_head_04

B_N_Dark Elf_F_BarenziahH

Save | Cancel
Blocked

AI Data - TR_m3_Example

Packages | Services

Buys / Sells
Weapons | Ingredients | Apparatus | Magic Items
Armor | Picks | Repair Items | Potions
Books | Probes | Miscellaneous | Barter Gold
Clothing | Lights | Spells | 350

Other Services
Training
Spellmaking
Enchanting
Repair

Travel Services
Cell NONE — Select Marker
Cell NONE — Select Marker
Cell NONE — Select Marker
Cell NONE — Select Marker
Return

Save | Cancel

Wilderness	45, -17 *	145	N
Necrom Lighthouse	46, -17 *	269	Y
Wilderness	44, -18 *	120	N
Wilderness	45, -18 *	142	N
Necrom Lighthouse	46, -18 *	203	Y
Wilderness	47, -18 *	68	N
Wilderness	47, -17 *	99	N
Wilderness	48, -18 *	102	N
Wilderness	48, -17 *	44	N
Wilderness	48, -16 *	36	N
Wilderness	41, -18 *	77	N

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

For Help, click Help Topics on the Help Menu.

Start | http://havovwo.nl/vwo/... | Guide to NPC detailing - ... | Data Files | TES Construction Set ... | 22 Creating NPCs - Paint

Fort Umbermoth, Shrine
Good job !!
Start
http://havovwo.nl/vwo/...
Guide to NPC detailing - ...
Data Files
TES Construction Set ...
23 Creating NPCs - Paint