

Hello everyone!

In this tutorial, I am going to show you how to make custom voiced followers. I will not be covering the actual “how to add” audio stuff since frankly, when compared to what I will cover here, that is the easy part. This tutorial is exclusively for the trickier stuff like how to get a custom follower to say custom lines to you instead of the default options the vanilla followers say and it will show you how to get your DB to say custom lines to your follower when it comes to giving them commands. I will warn you now that it is a lengthy process, but if you take your time and hang with me step by step, you’ll get it down. Also, this tutorial is going to assume you already have an NPC made in the Creation Kit for you to convert into a follower (which means you already have a mod you want to edit and have set as an active file). If you need to know how to do that, there are loads of tutorials, both written and videos, online that can show you how to make NPCs from scratch. This tutorial also assumes you have placed your NPC somewhere on the map (i.e an interior or exterior cell). Again, there are plenty of tutorials online on how to do that as well. Finally, remember to SAVE FREQUENTLY. I can’t stress enough how incredibly buggy the Creation Kit is. It is prone to crashing for any reason at all, so I mean this sincerely when I say you cannot save too much.

Alright, so without any further ado, here we go!

Phase 1: How to Make an NPC Follower-Eligible

1. In the Creation Kit, in the object window to the left, right-click the NPC in the Actors window in the left half of the window. Hit “Edit”. (You can also double-click the NPC when their ID appears here. Either way, you’ll get the menu you need.)
2. When the Actor dialogue box appears, scroll across using the arrows up top to the “Relationships” tab. Right click in the white box under it and select “New.”
3. You will notice in the new box that the first drop down, the “Parent” section, is filled in with the ID of your current NPC. So far, so good. In the “Child” drop down, scroll until you find “Player”. Click it to fill it in with that selection.
4. In the “Relationship Level” drop down, select “Ally” and hit “Ok” to close out the box.
5. Scroll across to the “AI Data Tab.” Here, you will want to do a couple things. First, Set “Aggression” to “Aggressive.” Secondly, select “Average” for “Confidence.” Thirdly, select “Helps Friends and Allies” for “Assistance “.
6. Scroll across to the “Factions” tab. Here, you will want to add two factions. Do that by right clicking the white space in it and selecting “New”.
7. Use the “filter” type-in box and type the following: **Potential Follower Faction**
Once you locate it in the list, double-click it to add it.
8. Hit “New” in the white space again to add our section faction. This time in the “filter” box, type in the following: **Current Follower Faction**. Once you’ve done that, double-click it to add it.

9. We need to do one more thing here. Next to the “Current Follower Faction” in the list, you’ll see we have a “0”. We actually need to change that so the game will recognize that the NPC is following the player. To perform this operation, highlight the number to make it blue and hit the F2 key on your keyboard. This will make it so you can edit that number. Type the following value in: -1. Hit “enter” on your keyboard to maintain your change and hit “Ok” in the Actor Dialogue Box to exit out of it.

10. Congratulations! You’re done with that phase. So you know, the point of all that was to make it so the game will acknowledge your NPC as eligible to become a follower. But, we still have a lot left to do, so let’s take this opportunity to SAVE your mod before we continue.

Phase 2: How to make a Custom Voice Type

1. A unique follower is unique for 2 reasons: it has its own name/appearance and it has its own voice. But, that doesn’t do us much good if they don’t have their own voice type. Luckily, though, it is incredibly easy to make one, so don’t worry!

2. Go to your Object Window and hit the plus sign next to the “Character” header to expand its menu. Go down to the bottom of newly exposed options and click on “Voice Type”.

3. In the white section to the right where the voice types appear, right-click and select “New”.

4. When the new box comes up, create an ID for your voice type. I suggest naming it after your NPC, but anything memorable for you is sufficient.

5. Next, in the “Gender” drop down, select the gender of your NPC and hit “Ok”.

6. There you go! You’ve just made your new voice type. But wait! This voice type hasn’t been assigned to our NPC yet. Let’s do that now.

7. Go back to your NPC in the Actors list up top. Double-click it or right-click and hit “Edit” to bring up its dialogue box like we did in Phase 1.

8. Make sure you are in the “Traits” tab. Once you’re sure you’re there, find the area where it says “Voice Type.”

9. In the drop down beside it, scroll down to find your new voice type ID you just made. This is why it’s important to make it memorable. 😊

10. Once you’ve done that, hit “Ok” on the Actor Dialogue box and SAVE your mod.

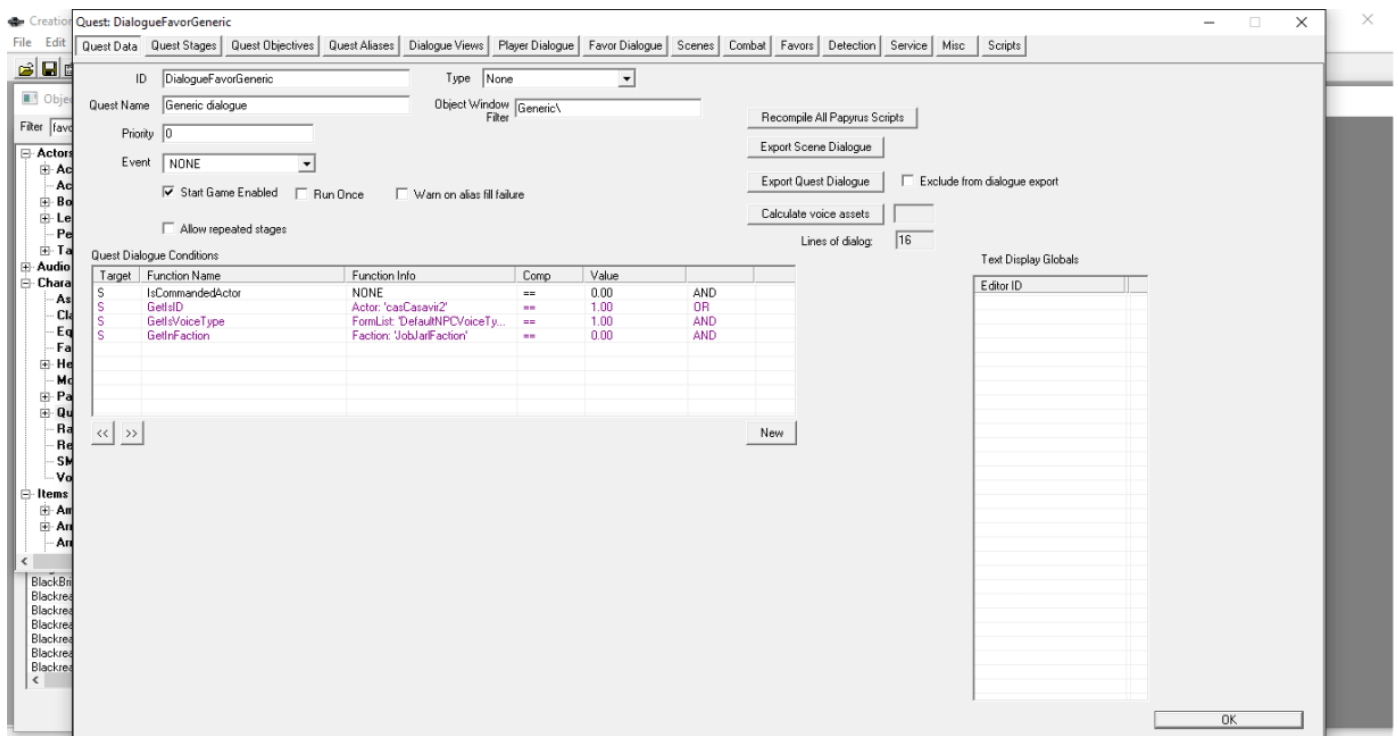
11. Congratulations! You’ve completed Phase 2, and what a cinch it was, right? Unfortunately, however, the road’s about to get a little bit bumpier. That’s okay though! We’ll get through it together!

Phase 3: How to Create and Enable Custom Follower Functionality

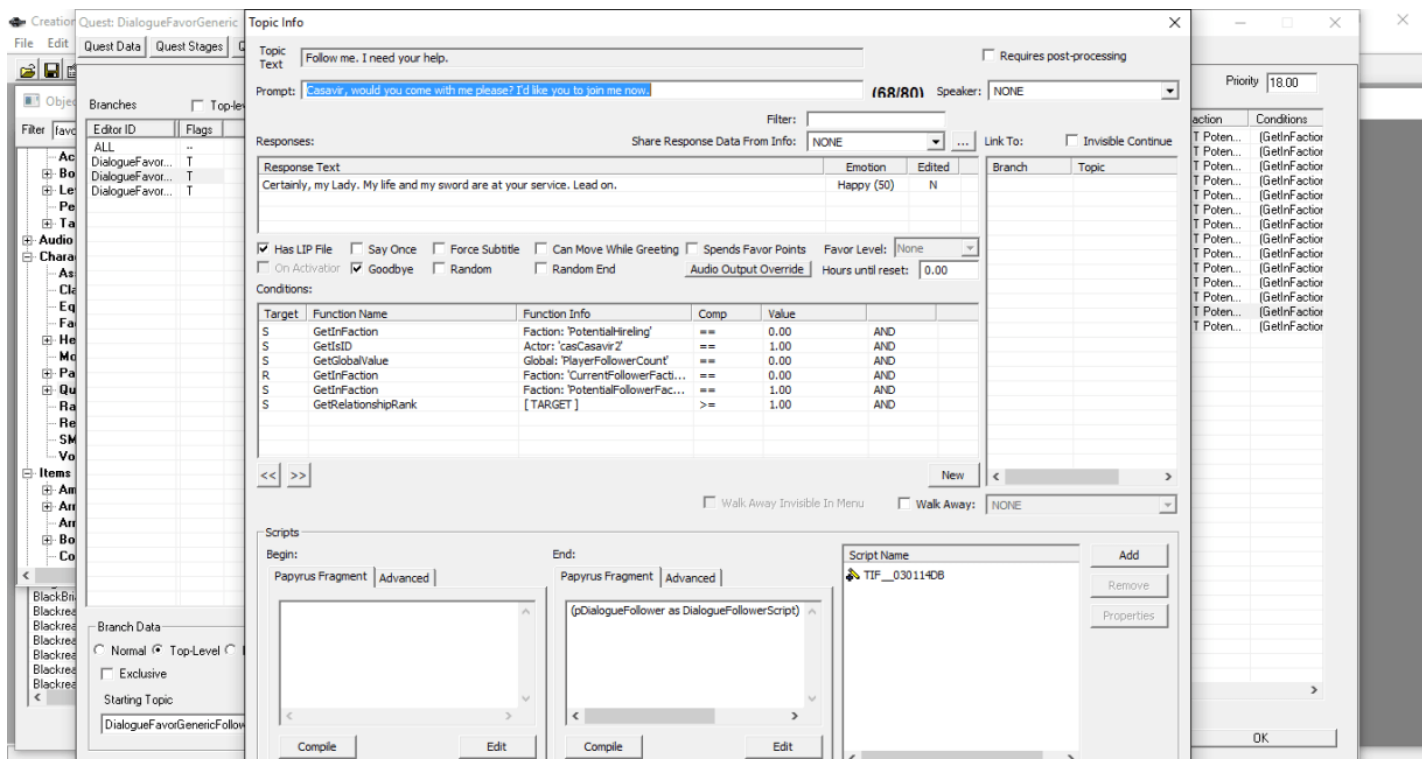
1. Here, we are going to start making it so your follower will follow you, say custom lines to you, and make it so you can say custom lines to them when it comes to giving commands. Now, keep in mind that

this is NOT the same as making conversations between the player and the follower. For that, please refer to one of the videos below made by our lovely Lady Mara. This is exclusively how to customize the “Follow Me” options you get when you speak to a vanilla follower NPC. It is something that I have seen very few tutorials on how to do and I am glad to be able to write one on how to do it. Let’s get started!

2. In the Object Window, click on the “Quest” header under “Character”.
3. In the filter box up top in the Object Window, type in “Dialogue Favor Generic”. It will pop up as the only option in the quest list in the right half of the window. Double click it to open it up.
4. Don’t be overwhelmed by all the options and stuff you see here in the new quest box! We won’t be using most of it. The first tab that comes up, “Quest Data”, is going to be our first stop.
5. Here, the area of interest is the “Conditions” box. Right click the white area under it and hit “New”.
6. Hit the “Invalid” button and in the new box that pops up, scroll down to locate the ID of your NPC you’re making as your follower.
7. Hit “Ok” to close out that box.
8. In the remaining box, check the tick box next to “OR” and then hit “Ok” to close that box out.
9. Now, you’ll see a new entry appear in that Conditions list. This is the ID for your NPC. Use the arrows under it to make the order of the entries look EXACTLY like the picture below. My unique NPC is “casCasavir2” but yours will, obviously, be different:



10. Next, up top on the dialogue box, click “Player Dialogue”.
11. In the list to the far left, click the second entry that says “Dialogue Favor Generic Follow Branch”.
12. Now look to the far right side of the screen. Here, you’re going to see a bunch of NPCs who are hireable followers in the game. What we’re going to be doing here is adding a new entry for our new NPC, but we’re going to use a pre-existing entry to do it.
13. Right-click the option that says “Right behind you”, which is spoken by the follower Mjoll. Hit “Copy.”
14. Double-click the copy that gets made. The copy is designated by an asterisk (*) next to the “I’m right behind you” dialogue. This will bring up a new box.
15. Click the box next to “Force Subtitles”.
16. In the Conditions area, double-click the “GetisID” function.
17. Hit the button beside the “Condition Function” drop down and find your NPC like you did before in the new drop-down list that appears. Hit “Ok” to close out that box and do the same to close out the other box.
18. Double-click the “GetinFaction” entry under “Function Name” that corresponds to the “Current Follower Faction.” In this picture, you will see it as the fourth entry in the Conditions list.



Then, in the drop-down box next to “Run on” in the new box that appears, click “Reference” and then the “Select” button beside it.

19. In the “Cell” drop-down list, find the cell where you’ve placed your NPC on the map. Then, find the NPC’s ID in the drop down beside “Ref” and hit “Ok” to close the box out.

20. Close the other box out by hitting “Ok”.

21. Alright, so that has made it so the NPC can be hired. But, we’re here to make it all custom, so let’s begin by supplying our own line the player will say when they set out to recruit the follower. Up top in the “Topic Info” box, you will see a typing box beside “Prompt”. Here, you can supply such a custom line. It can be anything you like, as long as it is a maximum of 80 characters long and it gets across the message that you want to hire them. I’ve said “Casavir, would you follow me please? I’d like you to join me now” but you can do whatever you want. 😊 That’s merely an example!

22. Once you’ve done that, it’s time to give our follower a custom response. In the white area under “Responses”, double-click the entry where it has Mjoll’s old response that says “I’m right behind you.” Delete it in the typing area up top in the new box that appears.

23. Supply an NPC response to the prompt you wrote in this same typing area, but ensure that it is no longer than 150 characters long. You can tinker with the emotion types in the “Audio” section if you like, but it is not a requirement. What IS a requirement, however, is to give the line you wrote for your NPC to say some kind of audio. Recorded silence is fine if you don’t have an actual voice file ready. Make sure you have a microphone plugged up to your computer and that your room is quiet. Hit the “record” button at the bottom of the box. Read the NPC response in your head and then hit “stop” whenever you’ve finished reading it.

24. Hit “Save” at the bottom of the box to save your recorded silence. This is needed so the game will know how long to display the follower’s line you just wrote. Hit the “Ok” button at the bottom of the box or hit the “enter” key on your keyboard to close it out.

25. Hit “Ok” on the “Topic Info” box, the main one we’ve been working from the past few minutes, to close it out.

26. Hit “Ok” to close out the “Quest: DialogueFavorGeneric” box.

27. SAVE YOUR MOD

28. Congratulations! You have completed phase 3. This now allows your custom follower to follow you, but of course, there is one more thing to do. Vanilla followers have all those “Wait here”, “Exchange Items”, “Do Favors”, and “Dismiss” options. All of those have to be provided for your unique NPC as well to fully flesh them out. In the last phase, we’ll learn how to do that. Hang in there! We’re almost done!



Phase 4: How to Create Custom Follower Commands

1. Go back to the Object Window. Click “Quests” again under “Character” and in the filter box up top, type in the following: Dialogue Follower.
2. This presents us with the quest which houses all the dialogue for the vanilla follower commands. We will be doing something similar that we did in the previous stage in that we’ll be using pre-existing entries in order to customize ones for your own. Click the “Player Dialogue” tab up top.
3. To the far left, you’ll see more options than the previous quest had. That is because each one stores the entries for each command. Let’s start with the first one that reads “DialogueFollowerDismiss”. Click it once.
4. To the far right side, right-click and copy the entry spoken by Onmund at the very top. It is the only one spoken by Onmund in this list, so you can’t miss it.
5. Next, double-click the newly created copy.
6. Tick the box next to “Force Subtitles”.
7. In the Conditions area, double-click the “GetId” function and click the button beside the “Condition Function” drop-down box. Find your NPC in the new drop-down and hit “Ok”. Then hit “Ok” again to close out the other box.
8. Under “Responses” up top, double-click Onmund’s entry and change it to what you desire in the typing area like you did in the previous phase. Make sure to keep it under the character limit and for it to get across the message that the player wants to dismiss the follower. Also, remember to record your silence for this response like you did in the previous phase. Hit “Ok” when you’re all done.
9. Up top, provide a custom player command in the “Prompt” typing box. Keep it to 80 characters and make it get across the message that the player wishes to dismiss the follower. Hit “Ok” when you have written whatever you like here to close out this box.
10. On the list to the left back in the main quest box, hit the third option which reads “DialogueFollowerFavorState” and right-click to copy Jzargo’s entry on the list to the right.
11. In the copied entry, repeat steps 6- 9. Again, make sure your prompt and NPC response conform to the message that you want the follower to do something for the player.
12. On the list to the left back in the main quest box, hit the fourth option that states “DialogueFollowerFollowMe”. Copy Onmund’s entry at the right side.
13. In the copied Onmund entry, repeat steps 6-9. Make sure the prompt and NPC responses get across the message that the player wants the follower to follow them.
14. On the list to the left back in the main quest box, hit the “DialogueFollowerTrade” option. Right-click and copy Onmund’s entry.

15. Repeat steps 6-9 in the copied Onmund entry. Make sure the prompt and the NPC responses get across the message that the player wants to exchange items with the follower.

16. Last but not least, on the list to the left back in the main quest box, click the "DialogueFollowerWait" option and right-click to copy Onmund's response to the right.

17. Repeat steps 6-9. Make sure to get across in the prompt and NPC Response that the player wants the follower to wait.

18. Close out the quest box by hitting "Ok" at the bottom.

19. SAVE YOUR MOD!

20. Congratulations! You have completed all the phases and you now have your very own custom follower with non-vanilla commands! Now, go grab your favorite drink and go in-game to start playing with them. Have fun! 😊