

Nether's Follower Framework - Guide

Summary

Looking for a multi-follower framework that is easy on game resources and gives you the choice between animal or humanoid companions, with as little as one or as many as 10 at a time? How about a system that also provides a wealth of interesting features, both immersive and quality-of-life, to allow you to tailor the framework to your own style of gameplay?

This mod has 4 goals in mind:

- Be compatible with as many other mods out there as possible, so that you can use it alongside your favorites.
- Provide companion features that are familiar and useful but also engaging and interesting.
- Make preferences optional and undoable, so that companions (and your game) don't get broken along the way.
- Offer interesting options but also keep it resource-friendly and script-engine light.

This framework is intended to be used with followers that use the default follower system. In other words, hook into the standard Dialogue Follower quest (most companions on the Nexus). However, there is also an optional feature that allows you to Import custom followers so that they can also make use of many aspects of this mod (no guarantees, of course, but has been tested with many unique followers out there).

The mod does require SKSE and SkyUI, but those components allow me to deliver streamlined and engaging options to you, that wouldn't be possible without.

Note: NFF makes use of scripts and scripting. Every attempt is made to deliver scripted features in an efficient way and to have them work as problem-free as possible. The presence of scripts isn't inherently bad (the game uses many, many scripts - even opening an inventory requires a very small script to accomplish). Badly written scripts are bad and I attempt to catch every issue that I can detect (via logs or results I observe in-game). This is, and will always be, an ongoing process.

Installation

I recommend using a mod manager to install this mod.

Requirements

For Skyrim SE, the requirements are SKSE64 and SkyUI. Dawnguard must be enabled in your load order.

For Skyrim LE, the requirements are SKSE, SkyUI and Dawnguard.

Recommended

- USSEP/USLEEP (Unofficial Skyrim Patch) - for general game fixes.
- Fuz Ro D-oh - for unvoiced text.
- PapyrusUtil - for saving or loading profile (MCM).
- ConsoleUtil - for some optional features that require console commands.

Scripts

There are a few vanilla scripts that are overwritten to allow this mod to function properly. This is mainly for redirecting them to the main framework script. It is important the the mod overwrites these files, if present.

- **DialogueFollowerScript** - Main Vanilla Follower script that retains the default functions but redirects them to the main script of the framework.
- **QF_DialogueFollower_000750BA.psc** - Main Follower Quest script, altered for more aliases.
- **DLC2_QF_DLC2MQ04_020179DE** - Fix for Dragonborn DLC, if Frea is in the party.
- **WEDogFollowerScript.pex** - Fix for stray dogs automatically following you when you talk to them.
- **TrapBear** - Altered to prevent followers from setting bear traps. Optional.
- **TrapTriggerBase** - Main traps script, altered to prevent followers from setting off general traps. Optional.

Replacement Scripts

There are two sets of options that you can use to replace **vanilla and DLC scripts** and to replace **Relationship Dialogue Overhaul scripts**.

Basically, these are recruit, dismiss, wait and follow scripts that are reworked to direct their functions to the core script of this mod instead of them being directed to the vanilla follower script.

I feel you should only use these options as a last resort. In other words, if the mod simply is not working for you in the case of recruiting or dismissing followers and moving it around in your load order doesn't help. There is no harm in using this option, but (especially in the case of the vanilla option) it will add many loose script fragments to your scripts folder (over 100). The reason that there are so many is that this is how the developers developed the core game - they used LOTS of fragments where they could have instead reduced this to 4 via invisible dialogue continues.

New Game

This is the recommended approach. You can begin your game with this mod enabled. Startup impact is minimal. You will have text on the screen letting you know that the mod has been installed and the vanilla follower quest has been restarted.

1. Install Nether's Follower Framework.
2. Load your game and you should have text showing that the mod has been installed and the vanilla follower quest has been restarted.
3. Save your game and then reload that save to make sure any dialogue options will properly show up.

Existing Game

If you are installing to an existing game, these are the steps you should follow.

1. Dismiss **all** existing followers prior to installation.
2. If you have used a multiple follower mod (AFT, EFF, UFO, etc), follow the directions for that mod, if any, for uninstalling it.
3. Travel to a new cell in the game (any indoor location, for example).
4. Wait for a few hours to allow things to settle.
5. Save your game.
6. **Optionally** use a save cleaner to clear out variables and scripts from your save **IF** you previously used a multiple follower mod **AND** you are comfortable with doing this.
7. Install Nether's Follower Framework.
8. Load your game and you should have text showing that the mod has been installed and the vanilla follower quest has been restarted.

9. Save your game and then reload that save to make sure any dialogue options will properly show up.

If all goes well, then you should be able to use the framework. I cannot guarantee that it will work flawlessly in an older save file but I've had no issues here.

Installing Other Mods

IMPORTANT: If you are installing mods that NFF optionally supports and you install them **after** you have installed NFF, you must re-run this mod's installer.

This includes 3DNPC and RDO for certain.

If you are using a mod manager that is virtualized (MO2, Vortex), NFF must have priority over these mods when it comes to changed scripts. No exceptions or things will not work.

Updating

When updating, this mod generally is self-maintaining, so you do not need to dismiss your followers or sort the follower slots via the MCM unless an update specifically tells you to.

Load Order

I strongly recommend that you place **nwsFollowerFramework.esp** near the **end** of your load order, at the bottom.

The biggest issue with this mod not working (recruit or dismiss not working or it adding followers to slot 9 or 10 when you have empty slots to spare) seems to be position in your load order.

Try to place this mod at the very end of your load order, below a Bashed Patch, if you are using one.

If you are having issues, try moving it up a few positions, even where a Bashed Patch would be below it. I cannot tell you exactly where to place it because everyone has different mods that affect different things.

Mod Compatibility

The framework is compatible with most mods that affect followers. This includes, but is not limited to Convenient Horses, My Home is Your Home, Simple NPC Outfit Manager, Relationship Dialogue Overhaul.

It is not compatible with other multi-follower frameworks (AFT, EFF, UFO, etc).

There can be potential issues with mods that enhance follower AI, which may affect roles

provided in this mod (Healer, Tank), following distance, moving out of the way when bumped, sandboxing or movement while the player is in stealth.

Scripting

NFF is highly scripted, however their impact is kept as low as possible and generally it is very light. There is less of an impact of script load in Skyrim SE than there is in Skyrim LE, due to architecture and overall performance on other parts of the game.

Most scripts will run on-demand, as they are needed and will not continue to run in the background. This happens during certain events, such as upon cell load or when combat concludes. This mod allows you to fine tune many settings and generally, turning things off will lessen the load on your game.

That being said, nothing in this mod should slow your game to a crawl or approach anything near heavy script use.

General Concepts

The following touches on some basic systems and ideas presented in the mod.

Slots & Structure

NFF allows you to have up to 10 additional followers, whether they are animals or persons, versus the vanilla game that allows for 1 person and 1 animal. Essentially the vanilla framework is used, guided by the DialogueFollower quest, and expanded, adding 10 completely new aliases that can be used. This way, they use existing structures, mainly so other mods can find the additional followers if they are aware of scanning through the Dialogue Follower quest.

I refer to these positions (or indexes, as they are structurally) as **Slots**. Slots are filled in order and you always know when a follower has gone into a slot successfully as you are notified on screen with the follower's name and their slot number. If you don't see this message then the person accompanying you is either temporary (a teammate, such as when persons go with you for a little while to complete a quest) or they are using their own, native system (usually a mod but Serana falls into this as well).

In reverse, when you dismiss a follower, you will be notified on screen with their name and the slot they were dismissed from. Again, if you see any other kind of message, it is controlled by some other system.

The regular game "slots" or positions in the Dialogue Follower quest are left untouched to remove interference from other mods or the game itself. However, there will be times that you want someone temporarily in the vanilla person slot, such as getting married, making someone a blade or assigning a steward, so that the game can find the specific follower without me having to edit many quests and causing incompatibilities with other mods. I seriously try to avoid entering a patching nightmare (I dislike it as a designer and as a user).

NFF also keeps track of how many followers are in use via the system and will periodically adjust the game variables that track this. I refer to this as the **Real-Time Follower Count**. It is pretty light but runs in the background. This is needed because the core game and other mods might change the default values, as it was only originally intended for you to have 1 person and 1 animal with you.

Follower Types

There are 3 broad types of followers that NFF approaches in different ways. While other multi-follower frameworks may allow you to force or take over NPCs to make them into followers or fundamentally change their structure, I use the concept of borrowing or lending, where followers use aspects of the system while preserving them to be returned to an unaffected state.

Regular Followers

Regular followers are those followers available in the vanilla game but also includes most follower mods that are available. There are a few ways you can determine if a follower is a regular follower:

- The follower is provided in the normal, vanilla game (including expansions) and has a common voice type that other persons use (Lydia for example, where Arcadia uses the same voice).
- Freya is an exception. She is a regular follower with a unique voice. You might include Mjoll here as well, as she is a regular follower.
- The follower is a mod and might have some cool abilities or extra dialogue but also uses a common voice type AND the mod does not state it uses it's own framework or system. Most downloaded followers who are just pretty to look at are regular followers. Often followers in *follower packs* follow this, as well as authors that release lots of followers on a regular basis.
- The follower is a mod and has a unique voice but clearly states it uses the normal follower system.
- 3DNPC also act as regular followers if you allow the option, highly recommended, during installation. You can usually tell if they are 3DNPC followers because they have unique voices and they tend to talk a lot when you first meet them.

Regular followers are handled normally with you not needed to do anything special to get them into the system. They can use nearly all features of the mod. The exception here is that if the follower is not **Unique** (a standalone person rather than based on a template that other NPCs share), there are some features that will not work. Most regular followers are unique.

Imported Followers

Must be activated in the MCM under Interaction to be accessed.

Imported followers are those that often have unique voices and more importantly, use their own systems outside of the vanilla follower system (usually to allow you to have an additional follower).

For these followers, NFF allows them to borrow a slot if you import them. This means that they continue to run in their own framework but at the same time are in an alias in the Dialogue Follower quest (a slot) and only in the extra aliases that have created, not the first two native to the game. So it doesn't rip them out of their own systems and the idea is that by borrowing, it doesn't affect them if you decide to remove them from NFF (via Export).

Keep in mind that this is not the same as recruit and dismiss. Think of it as picking up someone hitching a ride. Your family member can get in the car with you as needed but a

stranger you have to give explicit permission. So, you recruit the follower in this case by their own, custom dialogue and then can import them. When you no longer want them influenced by NFF, you export them. Export first, then use their own custom dialogue to dismiss them. Again, import doesn't recruit, export doesn't dismiss. Just want to emphasize this concept as it is different from how other multi-follower mods do things.

It is usually pretty easy to determine if a follower is one that needs import:

- The follower has a custom voice and it is stated that they use their own framework/system OR that they can be used in addition to your regular follower.
- The follower uses a normal game voice but it has been extensively tweaked or expanded upon and it is stated they use their own system or framework.
- When you recruit them, NFF doesn't call them by name and tell you which slot they went into. This is a dead giveaway if NFF works at every other time with no real issues.

Followers that should be fine include Serana, Misty Skye and Summer Skye, Sofia, Arissa, and Mrissi.

However, it has been reported that some of these followers that you should be able to import get broken if you try to affect them with NFF, so I must issue a warning that importing any follower is done at your own risk as there is no way I'm going to attempt to patch very intricately designed NPCs to work natively.

If in any way on the page description it states to not attempt to use the follower in a multi-follower system or framework or states will break their brain or AI, don't import them. Or do it at your own risk but don't complain to me about it.

Followers that should be left out but tend to have a huge amount of features anyway include: Inigo, Shingchen Holysee Knight Followers, Recorder, Lucien, Anna's NPCs and Hoth. These are presented by user reports, author request or I went and read on the main description page the warning to not try to manage them.

Last thing to say about this is that the detection system for whether or not a follower can be imported is really loose. Any person that is with you that is flagged as a teammate could potentially be a false-positive, giving you the Import dialogue. I have excluded many vanilla NPCs but I can't catch everyone to replace poor judgment. Use your common sense here as this is not going to go well if you import a quest giver provided by another mod that clearly isn't supposed to be your permanent follower.

If you are unsure because you are newer to the game, just leave these followers out and don't use the feature until you get more used to the game.

Expendable Recruits

Must be activated in the MCM under Interaction to be accessed.

This is a fluff feature that allows to temporarily recruit bandits, vampires, guards, soldiers and other unnamed npcs as followers.

You do this by speaking with them and trying to bribe them to join you. The more gold you offer, the more likely they are to agree. If you successfully recruit them several times (depending on gold offer and random factors), they will join you in the future for free. This system is random for flavor and for the idea that most NPCs have their own lives and jobs to deal with and aren't your slaves.

When recruited, Expendable Recruits will retain their own dialogue options, which might not be applicable when they are not in their proper environment, so choose these with care.

This is more of a flavor feature but paired with something like the Deadly Wenches mod, can be quite useful.

Many follower features are not available to Expendables because they tend to not be unique in their design. If a feature is greyed out in the MCM menu in the tweaks page, this is likely the reason. You cannot assign a class to them, send them to a home base or change their outfit, for example.

The only big issue with these followers is that they often have specific faction alignments. Having an enemy soldier with you and especially dismissing him in the opposing enemy's camp can cause NPCs to want to kill them. You have to use your common sense in this area.

Command Followers

Command Followers is an ability given to the player once this mod is installed. It allows you to easily command followers and set some framework features. It shows a different menu, depending on whether or not you have a follower under your crosshair or not.

NOTE: This section is not fully updated.

If you are facing a follower and have them under your crosshair, using this ability will cause them to glow and show a menu with the following options:

- **Wait/Follow** - This allows you to cause a follower to wait (normal vanilla wait), wait perpetually and sandbox or to follow you.
- **Trade** - This brings up the standard trading menu.
- **Favor** - You can ask the follower to do a favor. It works the same as holding down the action button while facing a follower but can be used at far distance.
- **Set Gear** - You can set up or edit a follower's adventuring gear quickly.
- **Dismiss** - Remove the follower from the framework.
- **[All]** - This takes you to the All Followers menu, below.
- **[Exit]** - Exits the menu.

If no follower is under your crosshair, you have the following options available:

- **All Wait/Follow** - Same as Wait/Follow, above, but for all followers.
- **Sandbox Toggle** - Toggles between Sandboxing on and off.
- **All Distance** - You can set the following and combat distance of all followers.
- **Summon All** - Teleport all followers to you.
- **Dismiss All** - Dismiss all followers.
- **[Exit]** - Exits the menu.

Extra Storage

I wanted to note the different storage options in NFF and how they work as they are referenced in other parts of this guide.

Follower Storage

Eligibility: Current followers only (any type).

NFF offers temporary, extra storage for followers. This gives them their own additional storage (hold up to 5000 lbs). It is safe and can be used while the follower is with you via dialogue.

When a follower leaves your service, all stored items are moved to the player chest (see below). You may wish to move those items into their normal inventory first, sell them or just let them exist in the player chest.

You can disable extra storage on any follower on the tweaks page of the MCM. It is remembered even if you dismiss them. This setting **ONLY** hides the dialogue, it doesn't actually disable or enable the storage chests. Any contents are always dumped upon dismissal.

This is temporary storage because I didn't want to include an entire different system of assigning storage, removing it, figuring out where the contents go if you do and all kinds of additional issues. If you want permanent extra storage, you will need to make a an outfit (discussed further along).

Player Chest

Eligibility: Permanent.

The player has access to a protected, persistent storage container. This is also to help alleviate pack-mule situations with followers. This is also used as a general dump destination when Follower Storage or a Clothing Satchel needs to be emptied.

You can use Place Player (via hotkey or Command Followers power) to call the chest to you at any time in a town, city, player home or inside the main location of a home base. Otherwise

you can move it once per 4 hours (and never in a location marked as a dungeon). You can open the Player Chest and interact with it like any other chest in the game.

Open Player Chest (via hotkey or Command Followers power) allows you to open the Player Chest remotely at any time in a town, city, player home or inside the main location of a home base. Otherwise, it can be opened anywhere once per 12 hours.

Clothing Satchel

Eligibility: Permanent while outfit is in use. So, this means only unique followers.

Just going to touch on this briefly in this section. You can read more about it under outfits. Though it is called Clothing Satchel to give you an idea of it's actual purpose, you can place any items you want in this container and there is no limit (for now) to what can be placed in there. I would avoid keeping thousands of items in it, though, I don't think Skyrim is built for that.

The Clothing Satchel automatically replaces the temporary follower storage and will move the contents of that storage to it, if needed.

The reason that there is no storage limit is that when I designed the temporary storage solution, I used a small handful of actors as the storage to give them a weight capacity. When making the Clothing Satchels, I needed 200 of them and I am not 100% sure on the effect of having that many copies of an actor in game and any performance issue. Actual containers are lighter in performance than actors but they have no weight limit, so I had to pick the best choice in this situation. We will call this a design consideration.

Level Up a Follower (Batch File)

This mod provides an optional bat file that you can use to level up a follower. This **ONLY** needs to be used if a follower is not set to level with the player already. Most, if not all, downloaded followers will already level with you. Be careful when using this on expendable recruits that have generic titles instead of names (Whiterun Guard, etc). as it possibly could affect the base template of that actor.

To use, place in your main Skyrim directory. In game, go into first person, get close to the target and go into the console. Target the NPC and type: **bat nfflevel**

The bat file only needs to be used **once per follower** you want to affect in your current game. When used, they are set to match the player's current level and level up with them from that point onward to a maximum level of 100.

Mod Features

From this point forward, the features of the mod will be described so that you can follow along in the MCM sections.

Eligibility denotes what kind of followers are affected and/or the player.

Persistence tells you if the items within that category persist while followers are with you (recruited/imported/etc) or will persist when they are dismissed.

Script Load lets you know if any scripts are running in the background. In most cases, turning on the main setting will stop any real time scripting. Most of the scripting that runs is in a separate instance from the core of the mod and is low to light impact. *None* means a fire and forget script or an AI package.

Activity Page

Sandboxing

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: Runs in the background, checks in real time. Impact: Low.

Overview

Sandboxing a feature that causes followers to appear to be active and doing things (standing, sitting, interacting with furniture, wandering, etc) while the player is inactive/idle. Normally, the following conditions must be true: player is not running or sprinting, there is no combat occurring involving the player or followers, the player is not mounted, the player's weapon is not drawn and the player is not sneaking.

Please note that followers that are sandboxing tend to not want to use torches. Keep this feature limited in areas where you want them to be light sources for the player.

MCM

There are 4 general sandbox styles. **Off** means that followers do not sandbox at all. **Allow** means that followers will sandbox when the player is idle. **Allow & Autobox in Town** means that followers will sandbox automatically in town or city interior locations, regardless if the player is idle. **Allow & Autobox at Home** means that followers will sandbox automatically in a player's home interior, regardless if he is idle.

Relax radius is the distance that followers can be away from the player while sandboxing.

For comparison, 2048 units is around the size of a large building, like an inn.

Relax Idle Delay is the number of seconds that the player must be idle before followers will begin to sandbox. **Relax Ramp-Up** is kind of the opposite. It is the number of seconds that must pass while the player is running or sprinting before sandboxing is halted.

Relax Avoidance is the distance from the player that the follower will attempt to avoid. This is help with them walking into you like mindless robots but it can still happen.

Ignore Special Furniture prevents followers from interacting with items that can be activated, such as work stations and levers.

Stop During Player Dialogue simulates followers paying more attention to what the player is doing. If enabled and the player enters dialogue with another NPC, followers will stop sandboxing.

Only Sandbox in Town causes followers to only sandbox in towns, cities, dwellings, inns and the player's home. They areas must have the proper location keywords to be eligible.

Only Sandbox in Non-Dungeon allows followers to sandbox everywhere except an area with a keyword that marks it as a dungeon location.

Autobox in Town Exteriors allows followers to Autobox in town locations, even if they are outside. This setting can cause followers to kind of wander off a bit.

Multi-Level Sandboxing causes followers to sandbox in areas that have more than one floor. They will not enter external doors that lead to other locations to do so.

Toggle Sandbox Hotkey allows you to set a key that will toggle between sandboxing off and last sandboxing mode you have selected.

Stealth

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: None.

Overview

NFF has some features that might be able to help with sneak-based playthroughs. It can help with followers that aren't designed for sneaking but is not better with such features incorporated into them natively. Turning off the following features, will have them behave as they do in vanilla.

MCM

Improved Stealth AI helps followers defer more to the actions of the player. While the player is sneaking, followers will move in more closely. They will not initiate combat while the player is sneaking unless they are directly attacked. Once the player stands, they can detect combat as normal. You may wish to use the Followers Attack command offered by NFF to govern their behavior.

Enhance Sneaking makes followers totally silent and highly undetectable while the player is sneaking. It requires the previous setting to also be enabled, as it is an add-on to Improved Stealth.

Extinguish Torches While Stealthed causes followers to give their torches to the player while the player is sneaking, to keep them from trying to use them. After the player stands, torches are returned to followers.

Auto-Looting

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: None.

Overview

Auto-Looting allows your followers to loot enemies, chests and loose items, either on command or once combat is over. This is mainly an AI package-driven system so the types of things that can be looted are somewhat limited. Followers will never be good enough to clear out an area as well as the player can but they can find things the player has missed.

You can set each individual follower to loot gold, ammo, potions, food, ingredients, miscellaneous, armor/weapons, only armor, only weapons, books or plants. The categories are more or less, hard-coded into the game. There are no categories for scrolls, soul gems or "everything".

In the case of miscellaneous items, only gold, animal hides, animal parts, tools, gems and ores/ingots or items with a base gold value of 100 or more, will be picked up. Other items will be dropped to the ground and not picked up by any followers.

Followers that can loot plants will gather from bushes and trees.

Followers will (silently) drop books with a gold value of 0. They can loot spellbooks.

Looting is canceled if the player stealths, goes out of range of the initial looting location, changes locations, mounts or he or the followers enter combat. Looting is also halted for any follower that is near the player's chest (a feature offered by NFF).

Looting followers will not steal items and will ignore items owned by someone else.

An effort has been made to have followers drop tokens and other odd, mechanics-based things included via other mods.

The speed as which followers loot cannot be altered.

Looted items are placed in the follower's inventory by default but can be placed instead in their extra storage (or clothing satchel if an outfit is in use) or sent to the player chest.

Setting up auto-looting can be done in three places: Via dialogue under NFF's sub-menu, with the Command Followers power (under Inventory) or in the MCM (under Tweaks)

MCM

Maximum Search Time is the maximum time followers will spend looking for things. If they just seem to stand around, they are still actively searching as there isn't always an animation applied.

Looting Delay After Combat is the amount of time that must pass when you have set followers to automatically loot after combat.

Loot Start/Stop Delay is a buffer to keep looting from being spammed, so that it doesn't get hung up from either you calling it more than once accidentally or combat stops then starts abruptly.

Maximum Player Distance is the distance at which the player is considered to be too far from the follower who is looting. At this point, looting will stop.

Auto-Loot After Combat allows followers to automatically loot once combat ends.

Drop Misc Junk Items will cause followers looting Miscellaneous items to drop those that have a gold value lower than the Junk Item Value. This applies to truly miscellaneous items like plates, candles and similar.

Follower Looted Notification lets you know which items have been successfully looted by each follower.

Follower Dropped Loot Notification notifies you if followers have picked up something and decided to drop it.

You can also set hotkeys here to start looting or stop looting that is in progress. You can also toggle looting being done after combat or not.

Catch Up (Teleport)

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: Scripting runs in the background which checks conditions. Interval is based on what you set, with longer times having less impact. You can set to work only on demand.

Overview

NFF features the ability to automatically teleport followers to you if they are too far away. Since packages are not always checked when the player is very far, this is done in real time, once per 8 seconds (by default).

The feature is included because followers become easily lost, get stuck in corners and can't always get around obstacles or the player can cross areas that haven't been navmeshed (designed so that followers can move along it).

Followers that are waiting for you will not normally be teleported automatically.

Though much effort has gone into making this work well, it can often place followers in locations that they cannot normally go into. This is because the game marks these locations by loading doors, which aren't easy to detect. For this reason, you might wish to toggle on or off Catch Up as you need to or simply make your followers wait.

MCM Features

Allow Teleport turns this feature on or off. When off, you will have completely vanilla behavior and followers will not be moved to you.

Catch Up Distance allows you to determine the distance at which followers will be automatically teleported to you. Whatever distance you set is halved in interiors.

Catch Up Time allows you to determine the polling frequency in seconds when determining followers distance from the player. I would keep this value on the large side, 8 or more seconds.

There is also an option here that allows you to **Ask to Teleport Waiting Followers**. This means that if you asked a follower to wait and you attempt to use this on demand (via **Teleport Followers Hotkey**), then you will have to confirm moving all waiting followers, one by one.

Movement

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally (dynamic movement).

Script Load: Zero load unless you are using Dynamic Speed Adjustment.

Overview

NFF allows you to affect the movement speed of followers, either by a flat adjustment or dynamically. It can also tweak things like how fast they change speeds between walking and running or how far they attempt to keep distance from you.

MCM Features

Movement Boost gives followers a minor movement boost by increasing their movement speed value by a value that you can enter. Keep in mind that this is a flat speed boost and will affect any ground movement including their movement while sandboxing. 125% works pretty well here. When you get to 200% or higher, they start to look like they are on cocaine. Also raising this too high may increase the chance that they will crash right into you when changing from running to walking state.

Dynamic Speed Adjustment causes your followers to move at normal speed when the player is walking, stealthing or in interiors. When the player is outdoors, running/sprinting, not in combat and followers are not near the player/not sandboxing, their speed is accelerated to the static value you set in Movement Boost.

Speed only increases in this way when the player is running/sprinting for at least 3 seconds straight and returns to normal as soon as the player stops, goes indoors or enters combat. It runs inside of the sandboxing script but doesn't require sandboxing to be on. It will cause a bit of papyrus load, but not too much, so take care if you are running lots of mods, especially scripted ones.

Avoidance Proximity controls the detection distance of when followers will move away from you. If you set this value too high, you might have issues talking to them while they are close. This setting is there to help keep followers from getting up in your personal space.

Waiting

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: Zero.

Overview

NFF allows you to tweak some settings related to having followers wait or follow you. Please keep in mind that this may have no effect on Imported followers, since they can use any method decided by their author to cause a follower to be in a following you or waiting state. So they can circumvent the game's wait actor value. This framework sticks to the vanilla actor value method.

MCM Features

Followers under NFF will sandbox in a very small radius while waiting if they are in a dungeon location or in a moderate radius elsewhere.

Wait Without Sandboxing causes followers and never sandbox when you ask them to wait. They will just stand there and not move, regardless of location. Changes to followers that are currently waiting will be applied within a few seconds.

Wait Forever increases the 3 day waiting period in vanilla to forever. In the base game, if you ask a follower to wait and leave them in that state for 3 days, they will stop waiting. This setting can circumvent that behavior.

You can also set a hotkey here to put all followers between a waiting and following state. This may not affect imported followers.

Mounts

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: Zero.

Overview

NFF provides internal mount support for all followers. This a temporary, instant solution for allowing them to mount up when the player mounts. They are not provided with permanent horses. Some features should be adjusted via the MCM if you are using other mods that provide mount support for followers.

MCM Features

Mount Support determines both the type of mount and riding support provided by the framework. *No Support* provides no mounts for followers or riding AI packages. *Spawned Horses* provides summoned horses for followers and basic mount and dismount packages. *Riding Support Only* just provides the basic mount and dismount packages.

If you don't care about mounts for followers or have a mod that handles horse riding and mounts for followers, use the *No Support* option. An example mod would be Convenient Horses.

If you don't use a mod that provides horse and riding packages to followers and want them to have horses, use the *Spawned Horses* option. You can also use this option if you want to use Convenient Horses only with the player and don't want to purchase a mount for every follower.

If you have a mod that provides horses for followers but doesn't include riding packages,

use the *Riding Support Only* option. An example mod would be Immersive Horses.

Global Horse Skin allows you to choose the default skin of horses if you are using the *Spawned Horses* option. It can be overridden on a per-follower bases, under Tweaks.

Horses Stay Around causes horses to persist, even when the player has dismounted. It has no effect if you are not using *Spawned Horses*.

Player Horse

Eligibility: Only affects player.

Persistence: Permanent.

Script Load: Zero.

Overview

NFF offers some features that will help with the player's horse, such as calling your horse, toggling it and its relative position when called.

MCM Features

Call Player Horse Hotkey allows you to assign a key that you can use to call your horse to your location.

Spawn Horse Off-Camera spawns a called horse behind the player, with the illusion that it travels to you from somewhere else.

Call Disables/Enables Nearby Horse allows you to hide the player's horse if it is near and then allow you to recall it whenever you like by using the hotkey assigned, above. It is somewhat buggy where you could lose your horse upon loading a save game if it is hidden prior to saving.

Gameplay Page

Combat

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: None, event based.

Overview

There are a handful of combat-based tweaks that can globally affect followers that can be applied in the MCM.

MCM Features

Reduced Infighting attempts to stop followers from fighting each other. This happens randomly in Skyrim, mainly when followers are caught in an area of effect spell casted by another follower or by effects placed on the ground by a follower.

If detected that followers are getting hostile towards each other, they are directed to stop combat. It can briefly cause followers to pause when fighting enemies.

No Player Damage to Teammates adds a perk to the player that is similar to the Dragonborn DLC's black book effect where teammates are not damaged. Player's destruction spells, weapon-based attacks and shouts (except Unrelenting Force) will have no affect on followers or teammates.

This only takes effect while the player has weapons/spell/fists raised. While this condition is true, weapons will show no damage in your inventory (side-effect, sheath to return display to normal). It only affects teammates and followers that are not hostile to the player along with summoned creatures, if *Minion Support* is enabled.

Unrelenting Force Ignores Followers means if the player uses any level of this shout and followers are in the cone of effect, they will be ignored by that effect.

Improved Combat Awareness helps followers evaluate combat more effectively upon entering a combat state. This should help resolve issues where they do not react when hit or the player is hit.

Ensure Combat Ends is a fix for a game bug that keeps a follower in combat with no enemies around. If a follower is in the "in combat" combat state (and not searching for a target), the player is not in combat and the follower has no combat target, she will be removed from combat. This seems to happen more with followers that are in close range and casting spells, usually those that are concentration-based.

Protected Followers allows the system to protect followers via quest aliases that only allows them to be killed by the player. This has *no effect if a follower is flagged as essential* either through a different quest in another mod or on their actor form. The same goes if another quest from another mod makes an NPC protected. This means that turning this off does not make followers necessarily killable.

Bleedout

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: None, event based.

Overview

These are some tweaks that can be applied to followers to try to help with bleedout situations (the point at which the follower is at zero health and crouched).

MCM Features

Bleedout Time is the amount of time that followers will stay in a downed state and then recover, ready to fight again. This affects a game setting so will apply to all NPCs, not just followers.

Disable Bleedout Recovery will cause followers to stay down when defeated, indefinitely. Usually, they will recover after some time has passed but you may have to enter a new location for that to happen. This was added by request for immersion purposes but may not suit all styles of game play. This may pair well with *Revive After Combat*.

Revive After Combat will attempt to recover followers that are in a downed state, once they and the player are out of combat. It works by restoring a small amount of health to downed followers and is essentially how the Skyrim developers do it in vanilla after a brawl.

Potion Recovery allows you to use a potion on a downed ally in order to revive them during combat. You are able to choose the logic in which potions are used (strongest to weakest or vice versa) or simply choose a specific potion type to use on them. This basically gives the Stimpak ability from Fallout 4 to Skyrim followers.

If this is enabled, simply interact with your follower while they are in bleedout and if available you will use a potion on them and they will revive from the downed state. Only supports health recovery potions in the base game. It can also be used while they are fighting if they are low on health and you want to keep them from going down.

Regard System

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: None, event based.

Overview

The Regard System is sort of a relationship system in that it determines the bond that develops between you and your followers as you adventure and fight alongside each other. It is

somewhat simple at this time but may be expanded in the future. It is more of a roleplay feature but has some benefits at certain ranks.

Regard has no affect or influence from your vanilla game relationship to them. For one, the relationship system for followers is often inflated, making them instantly allies or lovers. For two, even if you are friends with someone and you see them in town from time to time, it can be a different story entirely to spend time with them "on the road". There's also no influence if followers have been with you for a while prior to implementing this feature, everyone starts at 0, except spouses (start at rank 4) and housecarls (start at rank 3).

There are 10 Regard ranks, from 0 to 9 (Indifferent to Reverent). You can check a follower's Regard at any time on the Stats tab.

When a follower is with you, their Regard rank is converted to a larger pool of points (rank x 100) to allow events and happenings in game to increase their points and thus, their Regard rank. When a follower is dismissed, their points are converted to a new Regard rank. When going from points to rank, fractional values are lost, so when dismissing a follower, it's best to do it after they have recently gone up in rank (you are notified of this). For example, a follower with a Regard rank of 4 needs 500 points to get to rank 5. If you are at 478 points and dismiss them, they are still at rank 4. Regardless of this limitation, points are fairly easy to obtain.

The following events grant Regard points at this time: Generally spending time with you (minor increase, calculated every 6 hours), fighting alongside you (per combat "event", minor increase), paying them a salary (moderate increase on a weekly basis), sharing wealth with them via Share the Wealth feature (moderate increase). All points have randomness to them. When a follower goes up in a rank, you are notified with a simple message.

At Rank of *Trustworthy* (3), a follower will occasionally give you gifts. These will be crafting materials and can be ingots, leather or gems. It is assumed that they shopped for you while out of sight or have collected things from time to time.

At Rank of *Faithful* (6), the follower will be more resistant to spells and abilities that would cause them to flee. They will still flee for a moment or two, but should snap out of it fairly quickly.

At Rank of *Reverent* (9), your follower will hold you in the highest regard and be given an Inspired buff. This boosts their Health and Stamina by 25 and makes them more effective when using Destruction, Archery, One-Handed and Two-Handed (+10 skill).

MCM Features

Allow Regard turns the entire regard system and its effects on or off.

You can also toggle on or off the various abilities granted at different ranks if you do not care for their effects.

Lastly, you can affect the **Gift Chance**, which determines how likely a follower will give you gifts. If it is too often for your tastes, lower the value.

Follower Tracking

Eligibility: Current followers only (of any type).

Persistence: While recruited.

Script Load: None.

MCM Features

Allow Tracking basically just activates a miscellaneous quest that allows you to track the positions of followers on the map. You are not given the name of the followers at this time. It may be revisited in the future.

Healer & Tank Roles

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: None, event based.

Overview

NFF allows you to have a follower in a healer or tank role. Any follower can act as one of these roles, even animals (because why not).

Healers can heal the player, themselves or other party members. By default, they use a customized version of the Heal Other spell that can affect any kind of target (with a bonus of 20% of the healer's Restoration skill), regardless of their race. Healing is designed with some randomness in mind, so that it can happen when needed but you can't always rely on it. Healers will scan the area for hurt party members (the condition is anyone at or below 65% of their total health). In priority, they check the player, themselves, then any other party members. They can check during combat every 6 seconds.

Tanks can taunt enemies to them, distracting them from attacking the player or other party members. Taunting can grab any enemies in line-of-sight within 250 feet. The effect lasts 12 seconds and can be checked every 6 seconds. Tanks only taunt if there is more than one enemy to keep from accidentally breaking combat. When targeting a dragon, they will keep it grounded for 12 seconds. Enemies are not magnetized to a tank and the player or other followers can pull enemies off, especially when dealing a lot of damage.

You can have multiple followers in these roles. However, many healers will heal so often

than you and your followers will be invulnerable. Multiple tanks will tend to taunt mobs off of each other.

MCM Features

Heal Check Chance is the chance, per 6 seconds, that a healer will decide to check to see if they need to heal anyone.

Heal Magnitude Multiplier allows you to raise or lower the healing done (base healing is 75 + 20% of their own Restoration skill).

Healing Percents are the percentage of health lost by the player, themselves or party members before they are considered a candidate for receiving a heal.

Taunt Check Chance is the chance, per 6 seconds, that a tank will decide to possibly taunt enemies in the area.

Disable Taunting Visual shows or hides a visual display when taunting. Some have reported that this effect knocks over havok capable objects so if that happens in your game, you can turn off the visual.

You can enable notifications as well here, on screen, for healers or tanks.

Magic

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: None, event based (auto recharge).

Overview

These settings change some magic-based miscellaneous settings for followers, overall.

MCM Features

Weapon Recharging allows to enable or disable the ability for followers to recharge their weapons. You can set this to Off, Use Soul Gems or Auto Recharge. Use Soul Gems allows weapons to be recharged with filled soul gems in their inventory. Due to limitations, this does not include manually-filled soul gems, no matter if the player or the follower is filling them (due to an enchantment).

Auto Recharge allows followers to automatically recharge their own weapons (for free) after combat, periodically. Followers recharge at a flat value of 150 points, with a bonus based on their own Enchanting skill. Auto Recharge also receives the benefits of soul gem filled, described earlier.

Candlelight Style allows the framework to control followers casting the candlelight spell when its dark and changing how the candlelight looks. This is done via a package where a custom candlelight spell is cast if the follower has the vanilla candlelight spell. You can adjust it on a per-follower basis under Follower Tweaks.

Minions

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: None, event based.

Overview

Minions allows you to set up NFF to attempt to “capture” summoned creatures that were cast by followers, teammates or the player and better control them. The framework refers to them as minions.

It will help to reduce infighting between minions and your followers in the case of friendly fire. It can also cause them to follow the player during their duration. Minions will also be supported by NFF’s traps option, to keep them from triggering traps.

It works by scanning the area to try to pick up non-hostile summoned creatures in a fairly large range (1600 units). It isn’t 100% perfect because it is hard to detect precisely if a follower has summoned or reanimated a creature.

This system can detect up to 5 summoned minions at one time and store 10 minions. This feature may be improved in the future.

MCM Features

Minion Support toggles on or off this feature in its entirety.

Minions Follow will cause minions to follow the player.

Acquiring Minion Notification shows a notification when minions are captured by the framework.

Mentoring & Teaching

Eligibility: Current followers only (of any type).

Persistence: Taught spells are permanent. Affinity is only awarded while a follower is with you.

Script Load: None, event based.

Overview

These options allow you to teach your followers spells from books or spells you have readied. It also allows you to learn skills from your followers via affinity.

The Affinity system allows you to learn some combat-related skills from your followers when you fight alongside them with the idea that they are taking from the ability to allow you to skill up by dispatching enemies and getting hits in before you do. Every so many "fights", a follower's skills are checked against the player's to see if you learned anything from them, granting you a small skill increase in one skill that they have. If a follower has a much higher skill than yours, it's more likely that you learn something from them. However, there's always a base chance that you'll learn something as even a master can learn from a student. Affinity should be quicker when you are at low levels and have lower skill and slower when you are at higher level with better skill.

MCM Features

Learn Spells From Books allows you to trade spell books to your followers, allowing them to learn the spell. This only occurs if the follower doesn't have the spell *and* has enough magicka to cast it.

Teach Spells You Know allows you to teach the spell you have equipped in your right or left hand to a follower. It follows the same rules, above in terms of magicka cost. This can be done via dialogue (if enabled) or via the Command Followers power.

Teach Spells Dialogue shows the dialogue used to teach followers a spell, if you have the above option enabled. It will appear under NFF's dialogue submenu.

Spells Learned Notification gives you a notification when a follower learns a spell through a book or through teaching it to them.

Allow Skill Affinity allows followers to teach skills to you. This can be used to toggle on or off the Affinity system entirely.

The **Chance Modifier** is the base chance that you'll learn something new. This chance raises if the follower's skill is higher than the player's skill. Keep the chance modifier fairly low, 5-15%.

Interaction Page

Behavior Defaults

Eligibility: Current followers only (of any type).

Persistence: While recruited, activates conditionally.

Script Load: None.

Overview

This section allows you to choose the default overrides for the game values of Aggression, Assistance, Confidence and Morality. Aggression and Confidence are the more likely values to come into play during combat. In the case of Aggression, you cannot make followers very aggressive or they will attack everyone.

Changes here only affect followers that you have not acquired previously and it just here to allow you to create your own global settings.

MCM Features

Changing any of these drop downs does essentially what the overview states. You can find more information of how these variables might affect the game via the Unofficial Wiki here: <https://en.uesp.net/wiki/Skyrim:NPCs>

Main Dialogue Features

Eligibility: Current followers only (of any type).

Persistence: While recruited for most dialogue options.

Script Load: None.

Overview

These selections allow you to toggle what extra features you'd like to be able to use on followers. All of these selections will show up in the main area of a follower's dialogue choices.

MCM Features

Expendable Recruits is discussed in the beginning of this guide, where it concerns follower types.

Divorce Spouse allows you to divorce someone you've married in Skyrim. Divorcing your mate will make them angry for a little while (4 hours) and if they are in the party, they will leave. This feature may not work properly with mods that allow multiple marriages, so use that mod's system instead.

Elope allows you to run away with someone and skip the entire marriage scenario and events with Maramal. It only provides the cook meal, collect gold (from setting up a store) and lover's comfort buff. You cannot choose a house for them, though you can use NFF or another mod to change their home location. You cannot elope with children.

Dismiss Steward allows you to remove a steward from a hearthfires-capable home. It should work fine with the 3 vanilla hearthfire homes but I cannot guarantee compatibility with

every home or modification of a home.

Extra Dialogue Features

Eligibility: Current followers only (of any type).

Persistence: While recruited for most dialogue options.

Script Load: None.

Overview

These selections allow you to toggle what extra features you'd like to be able to use on followers. All of these selections are less conditional than the section prior, but to reduce clutter will show up in the submenu area of a follower's dialogue choices. Only items that are not covered in another section are represented here.

MCM Features

Framework Submenu shows or hides the entire submenu area. This must be enabled to show any other items in this section or any items that are noted to show up in NFF's submenu.

Get Behind Me allows you to ask a follower to get behind you, if they are in your way. It will do a short teleport and place them behind you.

Snap Out of It is a fix for glitches that can happen in Skyrim where a follower might be running in place or repeating some action over and over. It does this by applying a stumble effect to the follower, shaking them out of the glitch.

Expel Follower allows you to force a Follower to be removed from the framework and add or removes them from the correct Factions. Only applies to non-Imported Followers. Can be used in place of normal dismiss dialogue in other cases. It is mainly for debugging purposes.

Mobile Player Chest

Eligibility: Affects player only.

Persistence: Always available but does have conditions.

Script Load: None.

Overview

NFF allows the player to have access to a protected, persistent storage container. This is to help alleviate pack-mule situations, where you can use the player chest instead of having all your followers carry all your stuff.

Via a hotkey or through the Command Followers power, you can place the player chest, in order to move it to a different location, if you wish to access it by opening it. It cannot be placed in any location marked as a dungeon. It can be moved around a town, city or home location as much as needed. Otherwise, it can only be moved once per 4 hours.

Also via hotkey or Command Followers power, you can open the player chest (remotely). It can be opened in a town, city or home location as much as needed. Otherwise, you can open it once per 12 hours, even in a dungeon.

The player chest is also used as a "safe storage" area for follower storage solutions offered by NFF.

MCM Features

In the MCM, you can set hotkey for placing or opening the chest, if you wish.

Hiring

Eligibility: Affects player only.

Persistence: Always available but does have conditions, some randomness involved.

Script Load: None.

Overview

Hiring allows you to set a weekly cost for having followers with you, simulating either you paying them or they just having a gold drain on the player, in general.

This section also allows you to set the baseline cost of expendable followers when engaging in dialogue with them to try to tempt them to join you.

MCM Features

Initial Weekly Follower Cost allows you to apply a cost to newly obtained followers. It doesn't affect followers that are currently with you. If you apply a follower cost to Lydia of 250 gold per week, then change it to 150 gold, she is still locked into your original agreement with her. If you set this value to 0.0, then no cost is applied to recruited followers.

Expendables Cost allows you to set the maximum cost of hiring an Expendable Recruit. Mid-range and low-range values are calculated based on the maximum cost.

Selling

Eligibility: Current followers only (of any type).

Persistence: While recruited, only one selling follower at a time.

Script Load: None.

Overview

Selling allows you to cause a follower to sell items for you. They will attempt to find the closest city or town's shop and travel to it. They are also given a key to the shop so that they are not breaking-in after hours. When selecting items to be sold, the gift menu is used so that the value of modified or magical items can be accurately obtained. Followers have a maximum time they spend selling equal to 1 hour, in game, unless you change this value in the MCM.

While selling things, followers are protected and will try to avoid engaging in combat.

MCM Features

Sell Items allows you to turn on or off the dialogue that appears in NFF's submenu. If disabled, you can still sell items through the Command Followers power.

Sell Items Threshold is the maximum time that a Follower can be away from the party when selling items for the player.

You can also set a hotkey here to target a follower for selling things for you.

Follower Import

Eligibility: Current followers only, checks player teammate flag.

Persistence: Always available but does have conditions.

Script Load: None.

Overview

This section allows you to enable imported followers (it is now off by default as it causes confusion for new users that don't read how the feature works and its pitfalls). It also provides some safety features concerning imported followers.

MCM Features

Allow Import/Export Dialogue must be enabled to show the dialogue that appears when a follower might be a candidate for import. It is off by default. Only turn it on if you understand how imported followers different from the other types.

Confirm Import/Export shows a confirmation box that you must agree to before importing or exporting a follower, so that you don't do it by accident.

Recommend Import Tweaks will show a series of dialogues that will recommend the safe settings for most imported followers. Safe here means *less likely* to interfere with their own framework.

Crafting/Interaction Defaults

Eligibility: Current followers only (of any type).

Persistence: Always available but does have conditions.

Script Load: None.

Overview

NFF allows you to give some followers utility by allowing them to create things or sharpen their weapons or to allow them to interact more with other NPCs. This section allows you to set the defaults for all newly recruited followers. You can fine tune individual followers on the Follower Tweaks page.

The crafting system is more of a quality of life feature and doesn't require you to give followers raw materials. The balance is that followers will only craft up to a certain amount of items and only once per so many hours. Followers are periodically checked while in the vicinity of a forge, alchemy station or other necessary area and randomly selected to see if they can craft different items or interact with NPCs.

Create Torches allows followers to craft 3-5 torches if less than 8 torches are in their own inventory. This can be done once per 8 hours, near a forge.

Create Arrows allows followers to create a random number of arrows (6-12 minimally), that are based on their level (usually 1 tier lower than the type that the player is likely to find at their current level in a dungeon). They will create more arrows at one time if their Archery skill is high. You can also cause followers to create steel bolts instead but that has to be done on a per follower bases on the Tweaks page. Followers will not create arrows of a certain type, based on their level, if they reach above 120 in their inventory. They must be near a forge to create arrows or bolts.

Create Potions allows the follower to create health potions when near an alchemy station. They will create potions appropriate to their level, with more created if they have high alchemy skill.

Sharpen Weapons allows followers to add a buff to their weapons that causes them to apply a small damage buff that lasts for 6 hours. They must be near a sharpening stone to do this.

Drink at the Tavern is a fluff interaction that allows followers to approach innkeepers or servers when inside of an inn and ask for a drink. They do not really consume anything nor do

they get an positive effect for doing so. A follower that has many drinks in a short amount of time can become drunk, causing them to stumble around while idle.

MCM Features

The MCM allows you to toggle whether or not newly recruited followers will be allowed these features from the start.

Allow Drunk Effect can be turned off as it can cause followers to look very strange, depending on the skeleton you use for NPCs or which idles you have installed from other mods.

Idle Chatter

Eligibility: Affects standard followers.

Persistence: Permanent while a follower is with you.

Script Load: None.

Overview

This feature allows you to affect how often followers say random things while idle and if they say anything at all.

While NFF tries to affect Relationship Dialogue Overhaul with an option in the installer, you may not notice much in the way of changes if using that mod. It usually has many conditions placed on idles, that cause most followers to not speak lines very often unless they are in the right place under the right circumstances.

I've been back and forth on how this is implemented. First, I used a package condition, which got very complicated. I'm now using a blocking silent line at the top of a follower's dialogue stack to handle whether or not followers will say idles. At any rate, right now there's no real guarantee with this feature and it probably should be re-examined in the future.

MCM Features

Idle Chatter Enabled allows you to turn on or off idle dialogue for all followers.

Idle Chatter Frequency allows you to change how often followers wait between choosing a new idle to say. This affects the next allowed idle value in the game, which is often shared by all followers. Leaving this at 0.0 minutes does not turn off idles but instead uses the default used by the game (1 hour) *or* the default used by RDO (random, up to 4 hours between lines).

Optional Companions

Eligibility: Affects certain NPCs.

Persistence: Always available but does have conditions.

Script Load: None.

Overview

This section allows you to allow several vanilla NPCs to become followers, once you have completed some quest for them or progressed to a certain point in the game. This does avoid (but compliments) NPCs that Relationship Dialogue Overhaul handles in a similar way.

MCM Features

Saadia allows you to recruit and marry Saadia once you have completed the quest "In My Time of Need"

Ysolda allows you to recruit Ysolda when you have completed the radiant quest to bring her a mammoth tusk.

Winterhold Mages allows you to recruit and marry Colette, Drevis, Faralda, Nirya, Phinis, Sergius and Tolfdir when you have become the Archmage of Winterhold. This also requires RDO to be fully functional. Without RDO, only Drevis and Faralda will have the required recruit dialogue. Sergius and Tolfdir will require RDO if you want to marry them.

Thieves Guild Members allows you to recruit and marry several Thieves Guild members if you have defeated Mercer. It excludes the guild members that have unique voices and can be followers in RDO.

System Page

Follower Action Keybinds

Eligibility: Affects player only.

Persistence: Always available if you have followers.

Script Load: None.

Overview

This section gives you some features that you can map to different keys for ease of use. Otherwise the commands are found in the Command Followers power or through dialogue (if enabled).

MCM Features

Command Followers allows you to use this ability without requiring you to have the actual power as part of the player's abilities.

Followers Attack will cause all followers to attack a targeted opponent. If followers are already engaged in combat, they may not fulfill this request.

Followers Retreat will cause all followers to retreat from battle for 45 seconds and they will move back to the player and ignore combat. You can use Followers Attack to reverse a retreat.

Calm Followers applies the calm affect to all followers. This is useful if they persist in fighting with each other.

Followers Behind You places all followers behind you via teleportation.

Trade Items allows you to trade with a targeted follower, at a distance.

Player Casted Abilities

Eligibility: Affects player only.

Persistence: Always available if you have followers.

Script Load: None.

Overview

This is essentially the powers-version of some of the hotkeys, above. You get a power to activate instead of binding it to a key

Debugging

Eligibility: Affects a targeted NPC.

Persistence: Always available.

Script Load: None.

Overview

This section allows you to get more information about a follower who is currently in the game's crosshair. It is useful if you need to find out specific details of a follower or NPC, or the quest that is governing them or if they are in a scene or controlled by an AI package that is part of a quest.

MCM Features

Purge NPC allows you to kick a follower and remove all factions from them that might be applied by NFF.

Force Follower allows you to force an NPC to be a follower if they have the correct voice, either through the vanilla voices allowed for followers or by any extra followers that RDO supports (if RDO is installed).

Force Marry/Elope does the same as above, but for marriage.

Save/Load Configuration

Eligibility: Affects player only.

Persistence: Always available but does have conditions.

Script Load: None.

Overview

This section allows you to save all global settings to a file and restore settings from a previously saved file. It does not save any settings that are specific to individual followers, involve home bases, history or outfits (per follower).

Core

Eligibility: Affects player only.

Persistence: Always available but does have conditions.

Script Load: None.

Overview

You can affect features related to the central core of the mod in this section.

MCM Features

Real-Time Follower Count, if enabled, checks in the background to see if the framework needs to adjust the game's follower or animal count that is stored for the player. These numbers are often changed by other parts of the game or by other mods (through quests), so it is strongly advised to leave this enabled. If disabled, the follower counts are checked under some conditions, such as moving to a new area or initiating dialogue with a follower. When enabled, there is a low impact script running in the background every 10 seconds or so.

Enable ConsoleUtil must be turned on if you have ConsoleUtil (LE) or ConsoleUtilSSE (SSE)

installed and wish to use some advanced features of the framework like changing class or setting a follower to level automatically with the player. This is turned on manually by you to keep papyrus from showing errors from checking for a plugin you might not have installed.

Restart Main Quests will remove all current followers and restart the main Dialogue Follower quest. This is useful if you have followers stuck with you for some reason and they are attached to the Dialogue Follower quest *or* you are getting some erratic behavior from vanilla dialogue options (note that NFF does not alter vanilla dialogues in most cases).

Game Difficulty Override

Eligibility: Affects player only.

Persistence: Always available.

Script Load: None.

Overview

This section simply allows you to change the damage multipliers according to the current difficulty set in the game. It does not affect followers.

Changing the difficulty in game menu will cause any changes here to reset.

In-Game Menu Style

Eligibility: Affects Command Followers and some other menus.

Persistence: Always available.

Script Load: None.

Overview

NFF uses enhanced menus found in SkyUILib instead of the generic menus in vanilla, which are severely limited.

The navigation for the new menus is somewhat odd. You can use clicks or arrow keys to select menu items. However, you must use the Tab key to quickly commit selections.

MCM Features

Use Enhanced Menus turns the new menus on or off. With them off, you will not have access to history outside of the MCM and no access to the favorites feature.

Stop Time in Enhanced Menus will use Skyrim's stop time effect and mute the game sound, while you are in a menu.

Notifications

Eligibility: Affects display only.

Persistence: Always available.

Script Load: None.

Overview

This section allows you to change the vanilla notifications to a colored version or to turn on or off the notifications for startup tasks.

MCM Features

Allow Colored Notifications uses SkyUILib to produce colored notifications on the screen. If you have any customized hud features from other mods, leave this disabled. Some have reported an extreme number of lines for notifications (upwards of 16). If this is the case for you, leave this disabled. No, I cannot change how it works, it is an open library. No, I will not modify it.

Startup Tasks Notification this enables or disables the messages you receive when loading a game, that the framework is ready for use. It is usually a good idea to leave this feature enabled. I am simply showing you completely transparency during this process and letting you know at which point would it be safe with no issues to play around with NFF's features. Prior to the tasks complete message, NFF does several tasks in the background with worker scripts. Once all the workers are done, they report back to the system to let you know it's good to go. The cost of some of NFF's features is having to process/cache some things here and there at game startup, so that it works well at all other times in the game. I promise, the notification doesn't exist to torture you.

Follower Tweaks Page

This section is relative to the follower you have selected in the drop down on the upper left, under Viewing.

Follower Actions

Eligibility: Current followers only (of any type).

Persistence: Always available but does have conditions.

Script Load: None.

Overview

These features tend to involve general actions of a follower that aren't specifically combat-based.

MCM Features

Allowed to Sandbox allows you to toggle on or off sandboxing for any specific follower, regardless of the main setting in the framework. Keep in mind that if the main setting is set to off, this will have no effect. This also affects imported followers, however if they have their own sandbox feature you should turn it off for them here.

Allow Idle Chatter allows you to control idle chatter specifically for a follower, regardless of the main setting in the framework. Keep in mind that if the main setting is set to off, this will have no effect. It cannot be set for imported followers as idles are governed by their own follow package and quest.

Allowed to use Stealth AI allows you to toggle on or off stealth tweaks (from the main setting in the framework) for a specific follower.

Set Follow Range allows you to set the distance at which a follower follows you when not in combat. Keep in mind that these distances aren't always maintained due to how Skyrim's engine handles followers. It cannot be set for imported followers as they use their own follow package.

Allow Follower Inventory allows you to enable or disable follower storage on a per-follower basis. Disabling this just hides the dialogue from showing, it doesn't disable anything in-game.

Auto-Looting allows you to set specifically what a follower can loot and with **Send Loot to** you can set where those items are stored.

Use Default Follow sets a follower to use the following packages inherent to the game or if dealing with an imported follower, to the following packages as part of that follower.

Allow Inventory gives you access to an animal or mechanical follower's actor inventory.

Candlelight allows you to set a specific style for followers that use the candlelight spell.

Follower Mount

Eligibility: Current followers only (of any type).

Persistence: Only while followers are recruited.

Script Load: None.

Overview

This section allows you to adjust horse features when using a mount provided by NFF.

MCM Features

Allow Horse allows you to toggle a follower using a horse on or off. It is only applicable if you are using Spawned Horses provided via this mod. If you have a follower that summons a horse when you summon yours as part of their mod, you should turn this off for them.

Follower Horse Skin allows you to customize the skin of a specific follower's horse if you are using the Spawned Horses feature.

Follower Horse FX allows you to add special effects to a follower's horse if you are using Spawned Horses. This is mainly an rpg/flavor setting and has no effect on a horse's abilities.

Interaction

Eligibility: Current followers only (of any type).

Persistence: Only while followers are recruited.

Script Load: None.

Overview

In this section you can fine tune some interactions between followers and other NPCs or allow them to comment on player activities.

MCM Features

Drink at the Tavern allows followers to drink while with a player at an inn. It occurs randomly as long as the inn is occupied, any where from entering the inn to an hour or so while hanging out.

Player Interaction causes followers to randomly comment when the player levels or is crafting. It requires the follower to have a vanilla-based voice, though Serana and Frea are also supported.

Can Use Regard turns on or off the Regard system for a specific follower.

Reset Regard can be used to start a follower over in terms of acquiring regard points and it resets their Regard rank.

Follower Packages

Eligibility: Current followers only (of any type).

Persistence: Only while followers are recruited.

Script Load: None.

Overview

Package Priority allows you to change the priority of packages that NFF applies to followers. It is usually more useful on imported followers if they are not using one or more of the framework's AI packages.

Follower Combat

Eligibility: Current followers only (of any type).

Persistence: Only while followers are recruited.

Script Load: None.

Overview

You can affect how followers function in combat in this section. Most of these settings are only in play while a follower is with you.

MCM Features

Combat Role allows you to define a combat role for a follower, as described in the Follower Roles section.

Taunt Sound allows you to adjust the sound or voice that is used when taunting enemies. Only applicable if the follower is in a Tank role.

Combat Style allows you to change the combat style of a follower. This affects their behavior while in combat.

The Framework allows you to attempt to use a combat style on an imported follower. It may not work in all cases, depending on the imported follower's controlling quest priority. Using a combat style on a follower also allows you to set their combat range and set their combat role.

Combat style affects:

- Likelihood they will attack, how often they will attack and chance of using power attacks (if any).
- How often they will block and bash (if they are able to).
- Type of equipment they will use, classed into Melee, Ranged, Magic or Staff.

- How much they will circle and opponent and the chance to back off.
- How often they will strafe to avoid projectiles.

It does not affect:

- Skills, abilities or spells.
- Stealth maneuvers or abilities.

The following combat styles are offered:

Default

This is the combat style that is native to the follower, whatever that might be. It allows you to “reset” them to their original style.

Mercenary

Emphasis on melee but can drop into ranged or magic if those are available. More offensive than defensive. In your face warrior style.

Defender

Emphasis on melee and less likely to drop into ranged or magic use. More defensive but offensive enough to try to stick to an enemy. More of a tanking style.

Berseker

Emphasis on melee and less likely to go into ranged or magic use. Able to use a weapon in each hand. More offensive than defensive.

Archer

Emphasis on ranged with some melee use. Offensive build that is decent at strafing ranged attacks. Traditional bow or crossbow build that is more likely to avoid melee.

Ranger

Good mix of ranged and melee use, can use a weapon in each hand, with more emphasis on going ranged when possible. An offensive build with good strafing ability. Bow or crossbow build that is able to mix it up between melee and ranged.

Spellword

Mix of melee and magic with a bit of staff use. Moderate mix of offense and defense. This is a good style for shamans or a follower that uses a weapon in one hand and casts spells with

the other.

Wizard

Traditional offensive mage with a bit of staff use. Good at strafing ranged attacks and holding back to use spells.

Magician

Offensive mage build that will use spells but also highly favors staff use. Very good at strafing ranged attacks.

Priest

Traditional defensive mage with a bit of staff use. Excellent at strafing ranged attacks and acting defensively.

Balanced

Fairly balanced build in terms of offense and defense. Capable of using all types of equipment equally.

Class allows you to change the class of any follower. This will happen permanently. If used on a follower that has a custom class, you cannot restore their original class. Classes represented include: assassin, barbarian, conjurer, destruction, elemental, monk, mystic, necromancer, nightblade, nightingale, ranger, rogue, scout, sorcerer, spellsword, thief, warrior1h, warrior2h, and witchblade. The list of classes can be found on this unofficial wiki page: <https://en.uesp.net/wiki/Skyrim:Classes> . The ones that start with *combat* are represented, so assassin is *combatassassin* on the chart. This feature is done solely through console commands, so ConsolUtil is required and it is greyed if it is not installed and not activated on the system page of NFF.

Set Combat Range allows you to determine the distance at which a follower keeps from you during combat. Skyrim's engine can override this depending on the situation. Imported followers cannot have their combat range set unless they are also using a combat style offered by this framework.

Defensive Stance causes a follower to act defensively in combat. They will not attack unless the player has attacked first (hurt during combat, can take a few seconds to register) or the follower has been attacked (struck in combat). Followers will also engage if the target they have acquired is within short range (about 395 units or the other side of a small room).

No Combat State causes a follower to not react at all during combat, no matter what happens. They will be completely oblivious during combat and act normally. This is a good setting for followers you want to have as a pack mule. If you are trying to create a passive healer type follower that does pay attention to combat, try this: Set their Traits to Unaggressive,

Cautious and Helps Nobody and apply the Priest combat style to them.

Werewolf Transformation allows followers to turn into werewolves. You can set the damage **threshold** to determine how much damage they take before enraging and changing. Only unique followers are able to become werewolves. Caster will cast spells as werewolves so melee followers might be a better choice. Use your best judgment here.

Enforce Combat Range forces the follower to stay with the player if the follower is distant from the player (beyond far range). The enforcement is regardless of the follower's normal combat range.

Use Default Combat is mainly for followers that have their own special combat packages. If enabled, Combat Style, Combat Range, Defensive Stance, No Combat State and Enforce Combat Range will all be ignored.

Damage Multiplier allows you to set up the damage multiplier for a follower if you feel they are doing too much damage (or not enough). This is a permanent change to the actor that persists even when you dismiss them.

Follower Protection

Eligibility: Only affects followers who are not essential and are unique.

Persistence: Permanent.

Script Load: None.

Overview

You can **Set to Essential** to flag a follower essential so that she cannot be killed by you. You cannot use this feature to make followers or npcs killable due to issues that it can cause in the game, particularly with quests. It will not affect guards or other npcs that you have temporarily recruited, though they will be protected while they are your follower (only killable by you).

Crafting

Eligibility: Affects most followers.

Persistence: Only while followers are recruited.

Script Load: Minimal, when the player is idle.

Overview

This section allows you to set up crafting features on a per-follower basis. It essentially

follows the same rules as the global setting. This is also where you would set followers to create steel bolts instead of arrows, if you prefer.

Follower Stats Page

This section is relative to the follower you have selected in the drop down on the upper left, under Viewing. It gives you an overview of a follower's level, health, magicka, stamina, movement speed and skills.

Allow Stat Editing allows you to change values on this page, under Base Stats and Skills. If you have ConsoleUtil installed and enabled for NFF under the system page, you can level them to the player's level by clicking on Level, instead of having to use the batch file.

If you directly edit base stats or skills, those changes will last until you change them back (or so they are supposed to). Changed values have a different color and are showing in editing mode.

Behavior allows you to affect how the follower acts in combat in terms of what types of enemies she will attack, who she will help, her bravery and the types of crimes she will commit and permit. Changes to these values only are used while the follower is employed by the player.

Follower Gold Cost allows you to set a specific amount of gold that it costs to retain an individual follower per week. Changes should be applied automatically.

Follower Perks Page

This section is relative to the follower you have selected in the drop down on the upper left, under Viewing.

It allows you to view nearly all the perks available to a follower, split up by their relative skill section. Multiple ranks of perks will show with tier and a number in parenthesis. In the case of perk overhauls, it natively supports vanilla, Ordinator and Volkrii perks. Other overhauls will still display information but may show different tiers as duplicates of the base perk (instead of Armsman (Tier 1), Armsman (Tier 2), you may would see Armsman, Armsman, for example).

Perks are drawn from a table since the methods to show perks are horrible (as in, there aren't any). This means that custom perks that are unique to some followers will not show up in this section.

Follower Abilities Page

This section is relative to the follower you have selected in the drop down on the upper left, under Viewing.

It allows you to view the resistances, spells and abilities of a follower. It is split into Base (those that the base actor starts with) and Granted (those that are applied in game via effects or learning new spells).

In the case of Granted spells and abilities, any spell that has a cast time of zero, a cost of zero and an area of effect of zero will not be displayed. This is done to remove temporary effects from other mods and spell effects that are granted via a perk, which is already covered in the previous section.

The main inclusion of this area is to allow you to see what spells you may have taught your followers.

You can also remove all spell that is taught to a follower by clicking on it.

Follower Outfit & Gear Page

Most of this section is relative to the follower you have selected in the drop down on the left.

Outfit System

Eligibility: Unique followers only (standard or import, no animals).

Persistence: Permanent until removed.

Script Load: Zero load if using just a standard outfit, minor impact if using switching features.

NFF features a robust and useful outfit system. You can create outfit sets for up to 200 followers, each having their own set. A set may consist of a standard, town and/or home outfit. Each set also comes with additional, unlimited storage in the way of a clothing satchel, that replaces the temporary extra storage that NFF gives to all followers.

Followers are able to switch between standard, town and home outfits as the player moves into different locations. Former followers that are no longer with you can optionally have their outfits change in certain locations, if appropriate.

Overview

Creating an outfit is handled mainly by dialogue when speaking to a follower. You are given the choice of creating or changing a standard, town or home outfit. Outfit changes are permanent, even if you dismiss a follower later.

The **standard outfit** is the follower's all-purpose outfit that she uses while adventuring with you. This choice will replace the outfit that comes with the follower, which is stored so that you can restore their original outfit later, if you wish.

The **town outfit** is the outfit that the follower will wear when in a city or town exterior OR in a dwelling or inn interior. These areas must be marked with the proper keywords in the vanilla game or via the mod if it is an added location.

The **home outfit** is the outfit that the follower wears while in an interior area designated as a player home or one that you have defined as a "home away from home" via the MCM.

When first defining an outfit, no matter which part of the set, the follower's extra storage, provided by NFF, is replaced with a permanent clothing satchel which you can access via speaking to her. Any wearable items that are not part of their base outfit are automatically moved to the satchel (to prevent a bug where wearable inventory items could be accidentally destroyed). This only occurs the first time you set up any outfit set for the follower.

You can change any defined outfits in the set at any time you wish and they will be updated once you leave the trading window. You may, in some instances, visually see items completely removed then applied. This is an outfit switch required for the game to successfully register the new outfit or changes made to it.

Removing an outfit is available via dialogue once you have created a standard, town or home outfit for the follower and the dialogue options will change dynamically. Removing an outfit will return those wearable items back to the player.

If you remove all outfits from the follower, she will be freed from the outfit system (this frees up a slot out of the 200 available). All of the items in her clothing satchel will be moved to the extra follower storage, if it is enabled for her or to the (mobile) player chest, if not. Furthermore, her original outfit will be restored.

Clothing Satchel

The clothing satchel is provided as an all-purpose, additional inventory for any follower with at least one outfit defined in a set. You can place anything in the satchel (gold, gemstones, extra weapons, etc) and I urge you to use it to keep your follower's main inventory clean. It was named "clothing" satchel to give you an indication of its original purpose - a place to store clothing you don't want your followers to attempt to wear.

A Warning

Its original purpose, besides the extra inventory, is to circumvent a nasty bug in Skyrim when changing an outfit can destroy any non-outfit items worn by the follower. This *usually* only occurs when the follower is wearing identical base items that are also present in an outfit. So for safety purposes, wearables are moved out of the follower's main inventory prior to creating an outfit for her. However, the moving of wearables is only done by the script the first time you create part of an outfit set for that follower, so from this point on, avoid putting wearable things in their normal inventory for safety.

Extra care was taken to make sure that moving items around from your follower to other containers works without issues and that all destination containers are persistent. However, the **SAFE** route you may wish to take is to make sure she has no wearable items in her inventory before creating an outfit. That way there is no chance of things getting destroyed by a game bug. This doesn't apply to weapons but can potentially affect jewelry and shields.

I also have noticed some issues with unique items, such as the *Gloves of the Pugilist*, that can get destroyed when affecting inventory or switching outfits. I recommend removing unique named items if you have any doubts but I believe these are items that change with your level, as the gloves do when you acquire them.

At any rate, you have been warned.

Shield, Helmets & Jewelry

If you define a base outfit without a shield and also leave a shield out of the town and home outfits, I don't think you'll have a problem with it getting destroyed if you give them a shield after making the initial outfit. I didn't experience any issues with it. It would also allow you to enchant the shield, if you wish.

On the other hand, I would recommend just making a helmet part of an outfit if you want them to wear one. Then just use the other options provided by NFF for hiding and showing helmets.

I would also recommend just including necklaces, rings and other jewelry into your outfit, especially if it is found with enchantments out in the world. It may be okay to put these things in their inventory instead as most outfits do not include these things. You can never be 100% sure though, especially when dealing with modded content.

Outfit Switching

Follower that are with you are able to dynamically switch into their town or home outfits as locations change. This will happen if the player is not in combat and not in a dungeon location (requires keyword to detect). It is fairly quick in most cases but may take some time if you have many followers following you or they are wearing very high quality outfits with many parts.

Usually only followers that are currently recruited by you will be affected by outfit switching. This is to keep the mod in the lightest state possible. If you only define a standard outfit (and not a town or home one), then they will never be set to switch (which requires no processing at all).

However, I have added the option of allowing followers in the vicinity but not with you to also have their outfits dynamically switch, if needed. This supports up to 25 followers in a loaded area and is only checked when the player switches locations OR as the player moves around, once per 60 seconds. It is a fairly-light basic check and only processing anything if the

follower can switch. You will need to enable this in the MCM, if you want this active.

Hotkeys and Command Followers Power

You can create or remove an outfit via hotkeys you define OR via the command followers power. However, this is limited to the standard outfit. It is far too bulky to squeeze in the finer settings and you'll have to take care of town and home outfits by dialogue only.

Enchantments and Tempering

Unfortunately, player applied enchants and tempering do not work. This is because an outfit is defined from base forms, which don't feature player improvements. However, any items that you give to them are stored in separate chests (one for each outfit in a set) so the player improvements don't disappear from the actual items, they just aren't applied to the follower.

If a wearable item comes with an enchantment or improvement, found out in the world or purchased, the follower will use it. This is because these are actually completely different base forms as defined in vanilla or the mod you are using.

I realize this is a pretty big suck for some people but it's how the game operates.

There is a risky work-around. It's not the safest road but you could change their outfit to something really insignificant (a simple clothing item purchased or found in the world) and then give the follower items you have improved.

MCM Features

Outfit options are shown on the right side of the Outfit & Gear section of the MCM. These are mainly for information purposes but they are a few settings you can tweak.

Under **Outfit Settings**, you can see the number of **Outfits in Use** and by clicking on it, see a list of all followers that have sets defined for them, consisting of one or more outfits.

Show Body Slots allows you to view body slots that each wearable item covers in the Outfit Item List, further down.

Is a Home Location is a feature that you can use to define any interior location to become an area where followers will switch to their home outfits, if defined. Simply click on it to apply. This requires an actual detectable location (via the Vanilla game or modded area). Therefore if Tamriel is listed, it is a generic area and you cannot use it for this purpose. If the location is greyed-out with a different name showing, then it is an area that is already defined as a player home and cannot be altered. Clicking on again will toggle it as not being a home location.

Follower Outfits just provides a colorful section, giving you an overview of the presence of a Standard, Town or Home outfit for a viewed follower.

Show Custom Outfit Dialogue allows you to show or hide the dialogue from showing up when talking to a follower. You cannot change this setting if one or more outfits are currently defined in an outfit set.

Outfit Item List shows all of the items that are part of an outfit, listed via the **Items Shown** menu.

Adventuring Gear

Adventuring Gear was a previous feature in NFF where instead of changing a follower's outfit it would create a list of items and force those items (in their inventory) to be worn by the follower. The benefit here is that you would also be able to enchant or temper your follower's gear (player enchants).

Though this has been completely removed, there is a way to simulate this functionality. It isn't perfect but should work most of the time.

Create a standard outfit for your follower but leave it blank (don't trade anything to them). They will switch to being naked. Now, when you trade player-crafted and enchanted/tempered items to them, they should wear them. No outfit switching occurs if a follower only has a standard outfit.

Do not create a home or town outfit for this follower. Since switching outfits can possibly destroy wearable items in their inventory under some random circumstances, it is not advised.

The only game issue is that once a follower is dismissed and the game no longer holds their 3D in memory, it is possible they will just take off all of their clothes. I do have a tweak in place for scanning that should refresh them, so this might be a non-issue.

Home Bases Page

NOTE: This section is not fully updated.

Home bases are this framework's take on being able to set up the home location of your follower (where they go when you dismiss them). Instead of having a potentially different location for each follower, home bases instead allows you to create up to 10 hubs that followers can stay at. This is somewhat similar to Fallout 4's concept of "settlements" except that you can create them anywhere.

You can place at home base at any area in the game, even modded ones. Essentially, when you dismiss a follower, they will travel to this area and sandbox it in a fairly large radius.

At the top of the Home Bases page, you will have a menu next to an entry called Select/Create Base (or just Create Base if you haven't created one). Selecting an empty one will create a base, which you can give a unique name to, using the form right underneath it. If you select an existing base, you can manage it (set or rename locations, assign followers and so

on).

Once you have created a base you will need to travel to the location that you want to be the main location and click on the Home entry. After doing so, the area will be marked when you exit the MCM menu. Exiting the menu is required to define any location, since the MCM's interface blocks adding or moving any markers in the game.

Just like the base, you can give its home a unique name.

Any followers that are assigned to this base will spend the majority of their time at the home location. You can also determine Work and Relax locations in the same way, both of which are optional (and can be given unique names).

The work location is where assigned followers will sandbox between 8am and 4pm. The relax location is where they will sandbox between 6pm and 2am. At all other times they will be in the home location.

Once you have at least one base created and it's home location determined, you can assign followers to it. At this time, this system is limited to only choosing followers that are currently with you. However, after doing this, you can move followers from base to base pretty easily.

The Residents area allows you to move followers from one base to another or remove them from residing at any base.

If you remove a follower from a base, then they will return to their original home location when you dismiss them. Some downloaded followers will not have a default area defined so will just stick around at any area that you are dismissing them in.

The home base feature will work along mods such as My Home is Your Home but you should use one or the other when assigning locations for your followers.

The same is true for modded locations, homes and new lands that you download. You could create a home base in Bruma, for example. The only caution here is that you should remove a base that is attached to a modded location if you remove that mod.

Slots & History Page

This area of the MCM menu shows all of the available follower slots (aliases), who is in them and which position that are at.

Sort Follower Slots

If you don't like gaps in the slots list or you just want to refresh the aliases and packages of your followers, you can check this feature. Slots are sorted once you exit the MCM menu.

Persistence: Current followers only (of any type).

Script Load: Fire and forget.

Follower History

This feature shows all of the followers that you have previously had in your company. By using the drop down list you can show the current location of any former follower.

By clicking on the Location shown, you can teleport directly to that follower. You can instead elect to summon the former follower to you. Either of these events will happen once you close the MCM menu.

By default, the History Length is 25 followers. You can change this range from 0 to 50. Setting this to 0 disables the History feature.

You will only have a follower history from the point you installed this mod (or updated to version 2.14).

Follower history is created in the order in which you have recruited, imported or hired followers. If you uninstall one or more followers mid-game, this may cause some gaps in the history that will fill up over time.

Persistence: Permanent, stored in a quest.

Script Load: Fire and forget.

Frequently Asked Questions

Why doesn't NFF do what AFT/UFO/EFF/another thing does?

Just want to place some general thoughts down about this and understand that I'm not trying to give you smart assed answers, just a truthful ones.

First, because it isn't AFT/UFO/EFF/etc. When I first started making this, my thought wasn't to build the next AFT (not to pick on AFT, but let's use that as a catch-all) or to be the successor to anything. It was built because I've always wound up with some issue with something so maybe I can just build my own thing and add features that I felt were useful or interesting to have for followers, even if those thought process might be a little different than of someone else.

Second, I also wanted to find my own ways to do what I wanted to achieve by learning the scripting system instead of just copying something else, which never really goes well unless you know why it is doing what it does.

Third, I weigh in the impact of features or changes to the mod. Initially I was hesitant to cause anything truly game breaking but I realize that this is not something that is under my control. However, I am not going out of my way to add things that would have a huge potential to break someone's game when they might not be as experienced as a user and are putting a trust in me, believing that I know what I am doing (boy are they in for a shock, lol).

Fourth, I might not value a type of feature as highly as you do or another author does. You might see something as "game breaker", I might see it as "trivial". I am pretty satisfied if the core of this mod works the way it should (allow you to include up to 10 followers, allow basic functionality with them as you would expect under the vanilla system). Everything past that is "gravy".

Fifth, NFF is the way I want NFF to be. I have included some requests and usually I muse over them for a long while. Sometimes I am in alignment with an idea, sometimes I am not. Just because a person feels strongly about a feature being necessary, doesn't guarantee anything. And no, I don't take offense at all if it happens that something is such a game breaker that you need to return to AFT or something else. There are a lot of other mods that aren't for me or didn't do what I expected or wanted them to do and I uninstalled them. It happens.

How do I Uninstall this Mod?

Skyrim doesn't really support uninstalling of mods mid-game because scripts, global variables, factions and other forms can and usually are embedded into your save file. Sometimes these things will resolve on their own after some time but often they do not.

- The best thing you can do mid-game to uninstall is:
- Dismiss all your followers.
- Go to a new cell (indoors or whatnot) and wait 1 hour in-game.
- Remove the mod.
- Load your game, Skyrim will complain about missing mod.
- Wait for everything to settle (a few moments) and wait 1 hour in-game.
- Save your game.
- Run your save game through a save cleaner.

You can try this tool (SSE):

<https://www.nexusmods.com/skyrimspcialedition/mods/5031>

There are no guarantees that any of this will work successfully.

What version of SKSE does this mod require?

It doesn't provide any DLL files. There is no required version.

Does this mod support Skyrim VR?

There isn't actually official mod support for Skyrim VR. That's not the end of it when it comes to the community, of course. However, I have no way to test or make changes based on issues with Skyrim VR, such as handling crashes or instabilities.

My followers are walking away or not following me and similar dialogue issues.

- First, lower NFF in your load order. Low, low, low. Right above your merge/bash patches. If you use LOOT, edit metadata so that it is: "Late Loaders".
- If you are having this issue with iNPC followers, make sure the patch in NFF's fomod is installed.
- If you are using RDO, make sure at least the first script patch is installed.

My Followers Don't Recruit/Dismiss/etc.

Under normal operation with no interference due to other mods, this shouldn't happen. These are the possible causes/fixes:

- Game is not updating DialogueFollower or the DialogueFollowerScript. Go to the System tab of NFF's MCM menu, go all the way to the bottom right and check "Restart Main Quests". Exit the MCM. Save then load your game and see if the behavior persists.
- Make sure DialogueFollowerScript is replaced in-game. A different mod could replace with its own version of this script, which will break NFF. Incorrect deployment from MO/Vortex where NFF doesn't have priority could cause this.
- Alternatively, re-run the FOMOD and install the option "Replace Base Dialogue Scripts". This will replace all the vanilla dialogue fragments and send them directly to the controller script instead of using DialogueFollowerScript as the "middle man".

Will You Increase Slots Beyond 10?

No. I feel that is sufficient.

Does Follower X work with NFF?

I am not adverse to looking at followers but I simply do not have the time to download every follower mod that exists and try them. You could try them. If they have vanilla voices or custom voices without their own framework (they plug into the existing DialogueFollower script), they should be fine. If you read something like "you can use this follower in addition to your normal follower", they would have to be imported (borrow a slot in the framework).

When they borrow a slot, the intent is that they can make use of the features of NFF and if things go awry, you can export them out and leave them alone. However, if you import them, then change things about them in NFF, they could break functionality of those followers IF the author has scripted or conditioned them in a way that expects them to have certain traits or values that you changed in NFF. As a follower can be fleshed out by an author a thousand different ways, I can't tell if this is going to be the case.

For me, Sofia, Serana, Misty Skye, Mrissi all work fine. I say "for me" because other folks have indicated that one or more don't work for them. I don't know what specifically they have done, what mods they use and all of that business.

I would avoid using Lucian, Inigo and any follower that has a page that states "do not manage with AFT" or "do not manage with a follower manager" or similar. You can still use them, just not imported in NFF.

I have tried Recorder and Vilja and these followers didn't seem to perform too well for me or I noticed errors in the papyrus logs or had issues with some other mods and didn't keep them installed for long. This is solely my own experience and not a critique of how good or bad anyone is.

Can I turn followers into werewolves or vampires?

You will be able to turn followers into werewolves in 2.5.1. I will not be adding a feature to turn followers into vampires and you can already download many follower mods that include vampire followers. I'm not interested at this time of adding some feature where followers turn into vampire lords. Changing into a werewolf feels more like a classic portrayal of a werewolf, whether they are head werewolves or lesser ones. Vampire shapeshifting is usually reserved for vampire leaders and why would the leader of other vampires follow the player around? Other than aesthetic choice, implementing Vampires is harder because it requires a core race change that many custom followers (custom in function or appearance) lack support of.

Does this mod interfere with mods that add spells or abilities to vanilla/dawnguard/dragonborn followers?

No, it does not.

Can I Add/Remove Perks to/from a Follower?

It isn't possible to add or remove perks to/from a follower inside of the game via script or console command. You can only affect the player.

Wiki (read the note): <https://www.creationkit.com/index.php?title=AddPerk - Actor>

Can I Remove Spells that come with a Follower?

You cannot remove spells that come with a follower because it is likely that those spells are added to the actor's base form.

Wiki (read the note):

<https://www.creationkit.com/index.php?title=RemoveSpell - Actor>

Is this mod compatible with AI packages added to followers?

Maybe. If you change the priority that is set for default on vanilla followers (50), it will probably interfere with mods that provide packages. Imported followers are unlikely to utilize mods that provide packages unless those mods have specific support built in for a widely used follower. The base priority in NFF for imported followers is 70.

Is there a Permanent Follower Death Feature?

No, there isn't a perma death feature. I don't have plans to add it, primarily because if used on the wrong follower, it can cause quests to break. While you might have played enough to know the ramifications of your actions or if you save frequently enough to avoid game breakage, not everyone has the same level of experience with the game. A follower could die

at some point at the past and the later on, one or more quests bug out and it isn't totally obvious that this was the cause of an issue and then folks are telling me NFF broke quest "X" without realizing it was a missing essential NPC that died causing it. I also want to avoid keeping huge lists of NPCs that need special attention (like exemption from this or that feature).

Why can't I use player-filled gems for recharging?

Game design limitation. The scripting functions that check objects can only look at the world instances (spawned, created) in certain, limited cases. Often when it looks at an object, it looks at the base form that the object is derived from. If a gem starts as empty, then scripting sees the gem is empty because you don't fill the base gem, you fill a copy of it that was made in the world, which is seen as "empty". If this is burdensome, use auto-recharging instead.

Does the Attack Damage Multiplier Affect Spells?

No, the multiplier only affects physical damage from unarmed or weapons. This is a game limitation as attempting to change Destruction Mod values on a follower have no effect. Game limitation.

I have another Mod that uses "SkyUILib", will this cause a Compatibility Issue?

SkyUILib is a modders resource that is intended to be included with a mod that uses it. The author of SkyUILib states on the description page of the mod that this resource in no way should be modified as it will cause compatibility issues with other mods that rely on it.

Read the section under Important if you don't believe me:

<https://www.nexusmods.com/skyrim/mods/57308>

Long story short: The SkyUILib files between two different mods should be identical. If they are not, the author using the resource has modified it and is going against the wishes of the contributor who created this library for others to use.

Why does the MCM menu shows strings instead of text (\$)

You are running a non-english version of Skyrim. Go to \Interface\Translations\ and change the "_English" part of "nwsFollowerFramework_english.txt" to reflect your language.

If it is a few strings displaying like this, it could be an error on my part.

I'm having issues with Immersive NPCs where followers leave or don't show up

I'm afraid I don't have a silver bullet fix for this one. I cannot get it to happen in my own games at all and I have tried Oldrim and Skyrim SE.

You could try to use Restart Main Quests in the MCM menu and check to see if they are not in the framework and have no follower-related dialogue. If so, save your game, load that save and see if it helps.

See if moving 3DNPC.esp up in your load order so it is above index 80 (the 80th mod active) corrects the issue. I suspect it could be an order issue plus the number of mods you might have active.

Make sure nwsFollowerFramework.esp is last or very near last in your load order. Keep it under a bashed patch if you use Wyrebash.

Entering a new cell/location causes a slight hiccup

This may be due to autosaves. You could try turning off autosaves when entering a new cell, turn autosave off entirely or just live with it.

My followers won't learn spells

They need to have enough magicka to learn the spell or they won't learn it, because they can't cast it.