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Set non essential skyrim

For other uses, see Essential characters. How to set Npcs as Skyrim not similarly essential, some characters are listed as 'protected'. It means they can be killed, but only by Dragonborn; Not by followers or enemies. There are many figures crucial to the progress of missions, and if killed, will effectively make large parts of the game completely broken. To protect against this, some characters are marked as 'essential' by the game. Some characters lose this vital flag after their crucial role is realized; These players then become non-essential and nothing can be killed. Yes, this character cannot be temporarily killed. This character can't be killed at any time. You can't always kill that character. A name marked as insurgent (if available) could be the stork Aela the Huntress end of 'Glory of the Dead.' Yes, prisoner Alikar, Amaund Mutira, end of kill empire. No Awalstein Grey-Man Greater Balgruuf no Commander Caius no Farkas if the glory of the dead is a trove and Wilkes is still alive. If Vilacas is killed (after the glory of the dead), then the journey must be completed 'purity'. Parkes and Wilkes are unique in that one's vital status can change based on the death of the other. Yes, Runger Irlath Kolak Whitman during the Honor of Blood. The weak Malos Machius Olva not Olfried was born in the Battle of Provence Avenicci not Skajur during the 'Silver Hand'. Savior Sinnmir Vignar Grey-Moon Vilacas If the glory of the dead is complete and Parkas is alive. If Parkes is killed (after the glory of the dead), then the journey of purity must be completed. Parkes and Wilkes are unique in that one's vital status can change based on the death of the other. Yes Ysolda End of 'Night to Remember'' A name marked as insergent (if available) could be an Ahtar follower after Roggvir's execution. Yes Adventus Caesennius Beirand Bolgeir Bearclaw Bryling after 'chained to the death' Captain Aldis after the execution of Roggvir Dervenin Dorian Elisif Fair no Ericur after civil war questline Falk Firebird General Tullius during the 'Battle for Solitude'. Temporary Gianna Gisley Gollum-E during 'The Folly of the Villain' Jaree-Ra during 'Lights Out!' does not legitimise Ricky during the battle for loneliness. Temporary Noster Eagle-Eye Sabine Nytte Varnius Junius Viamno and Vitoria Vici during 'Tied To Death.' a name marked as unmataline (if applicable) could be devotee Anoriel Asgir Snow-Shod during 'Chained to death'. Bercy honey-hand Brynjolf after 'under new management' temporary Delvin Mallory Esbern temporarily helga after collecting her debt first. Hemming Black-Breyer came close after claiming her debt first. Lelia gives law to Louis Letrush after promises to keep, but currently eavesdrops. Mermel Maul Mercer Fry during visually blind. From temporary job the lioness always bleaches a black-Briar Talen-Jei fossil after collecting his debt first. Tonelia Unamide Snow-Licorice The name Adam Vex is marked as insurfiuous (if available) and could be a follower of Evanos Retino not Brunwulf's free-winter Calixto Curium end of 'Blood on Ice.' 'gelmer stone-punched the end of 'Battle of Windhelm. Jorleif Niranye tempo during summer shadows. Rolf Stone punched a vicious torsten-sea goot smash-shield after but never arrives, only if Nielsen is killed. Ulfrik Stormcalac, end of the Battle of Wyndhelm. A temporary name is marked as insulator (if available) could be follower Anton Virane during a 'recipe for disaster'. Brother Varlos during the taste of death. yes, Kelchimo Altris ended the conspiracy of The Andon Fallin Screw-Ups Jerell Igmund Muiry after but never comes. They whaled their noses during the conspiracy that was solved. Raerek Reburrus Quintilius Thonar silver-blooded after 'no one escapes the Cidhna mine.' Thongbor blood silver alert Tiranos during the house of horrors. Yngvar The singer's name is marked as insurmotent (if available) and could be a Dengeir follower of Stuhn Jarl Siddgeir Legate Skulnar Nenya Sinding during 'Sick Met by Moonlight'. Tekla Zaria name marked as not essential (if available) could be follower Brina Marlis Erandur during 'Waking Nightmare'. Yes Frorkmar Tom Banner Horik Halfhand Judd Skald The eldest name is marked as non-essential (if available) could be a follower of Aslephion Idgrod Ravencrone Idgrod young Joric Legate Taurinus Duliis Sorley builder Thonnir after 'laid to rest' is completed (Some of the mafia will die if Thonnir is not talked about going it alone) a temporary name marked as insurfiable (if available) could be a follower Korir Kraldar Malur Seloth Nelacar Thaena Thonjolf where marked as insurfiable (if available) can be a proponent bought during magnus' eye. Arniel Gunn Ugur of Danleyn Colt mance Dervis Floren Antir Faralda Mirabell Erwin Finnis Gestor Savos are during Magnus' eye. Temporary tolfdir Urag gro-Shub name marked as not essential (if available) can be an Arnbjorn devotee during 'Death incarnation' or 'Destroy the Dark Brotherhood!' Astrid during with such friends. Or death incarnation. There's no Bbet Cicero during the cure for madness. Yes Festus Krex during 'Death inCarnate' or 'Destroy the Dark Brotherhood!' monk during the destroy of the Dark Brotherhood!. Veezara during 'Death inCarnate' or 'Destroy the Dark Brotherhood!' a name marked as insurgent (if available) could be temporary Hadvar Legate follower Emmanuel Adamant Legate Fasendil Legate Hrolld Legate Quentin Cipius Legate Sevan Telendas Name marked as not essential (if available) could be Frozen-hearted Arrald devotee goes under oath-gives Kotir Red-Sho Al Ralof Temporary Thorynn Sun-Killer Yrsarald Three Piercings Location name marked as not essential (if available) Could be follower Annekke Crag-Jumper Darkwater Beyond after completed her (radiant) search to 'kill the bandit's leader' Arngeir High Hrothgar Avrusa Sarethi Sarethi Farm Inn during 'Recipe for Disaster' there are many outside Falkreath End 'Dre's Best Friend' Temporary Borri High Hrothgar Chief Yamarz Largashbur End of 'Cursed Tribe' Temporary Commander Maru Dragon Bridge During 'Hail Sithis!' Coro Lorus Farm After 'Delayed Burial' Diage Red Wave During 'Lights Out!' There is no Delphine Riverwood Dracitos in a temporary bethesda neglected to remove his always essential status (bug) Einarth High Hrothgar Elenwen Thalmor Embassy after 'diplomatic immunity' or 'endless season' Felldir Old Sovngarde Temporary Geleebros College of Winterhold Gormlath Golden Hilt Sovngarde Temporary Hackon One-by-One Eye Sovngarde Temporary Karelia Snow Veil Temporary Sacred Maiq Liar Random Locations Nerien Mzulft Odahvring Everywhere Outside Paarthurmax Throat of the World During 'Paarthurnax' No Pactur Stonehills Quarainr College of Winter Razehold Thalmor Embassy R'saad Places Various Sabine Nytte Red Wave Sam Guevenne at various locations Sanguine Morvunskar Sheogorath Blue Palace In Thandil College of Winterhold Teeba-Ei Rockwallow My Torgyg Sovngarde Tsun Sovngarde Vantus Loreius Farm After 'Delayed Burial' Wilhelm Ivarstead Wulfgar High Hrothgar Only Becomes unessential if update 1.4 or lower is installed. A name marked as not essential (if available) could be serna follower Yes Lord Harkon during a 'gracious verdict'. Weingalmo if the Dawn Watch joins. Orthjlf if the Dawn Watch joins. Frank Sederi if Dawn joined. Prolific bloodmort if the Dawn Watch joins. Garran Marthy if the Dawn Watch joins. Valericka temporary name marked as indeterbent (if available) can be an Isran follower during the temporary 'destruction of the Dawn Guard' Surin Jurard during the 'Destruction of the Dawn Guard' Florentius Baenius during the 'Destruction of the Dawn Guard' where it is marked as insurmotent (if available) there can be a Galathil devotee there Flaggad as insurgent (if applied) could be devotee Adriel Arano Lierli Morvayn Cindiri Arano Captain Veileth Glover Mallory Milor Iemth Crescius Caerellius Geldis Sadrí Drovas Relvi Mogrul during 'New Debt' Vendil Severin during 'Cold Singing' Min Severin during 'Cold Singing' Tilisu Severin during 'Cold Poetry' a name marked as ineffective (if available) could be a proponent frea yes Stom Crag-Strider during 'Men's Gardener' Aeta Baldor Iron Designer Ostiaf after 'At the Top of Apocar Nikulas Morwen's name is marked as ineffectual (if available) and could be a temporary Nelothi devotee talvas Fathryon after 'from the Ashes' Yes Varona Nelas during a 'dale-disapproved' I would kill a black Mavon-Briar-. And, I can't think of anyone else. The whole point is, when I play dragonborn or if Dragonburn has my personality, it's probably going to be one of the worst people. If you attack them in a bleeding state it won't make any difference but attacking them when they recover will train your skills. Will become hostile after a few hits, so I don't recommend. There's a lot going on under skyrim's hood, and if you're feeling a little technical you can start messing with the functions of the game using Skyrim console commands and cheats on the game's developer console. With a few commands, you can instantly complete missions, teleport around the world, or even access spells that never made it to the final version of the game. So if, you want to skip through some of the game's busy work, drastically change your character structure, or nerf the living daylight out of a giant, we have Skyrim console commands for you. We brought together all the commands and serums that can be used in Skyrim in one handy list, as well as a quick guide to entering them correctly. You will also notice that our list is divided into several key categories ranging from basic cheats and fun and working down towards some more granular tweaks you can employ. Just be sure to check what each console command does before popping it into the developer console – you know what they say; with great Skyrim console commands, comes great responsibility. To use Skyrim commands, you'll need to open the Developer Console screen. This is easily done by pressing the title key (-), which can be found under the Esc key, and just to the left of key 1 on an American English keyboard. If you are using a British English keyboard, you will need to press the grave key (`) located in the same place. When typing console commands, keep in mind that commands aren't case-sensitive, so don't worry about locking caps. In these cases, do not type the <#> brackets, as well as the #. Instead, type the name of the item you want and continue handling by replacing # with the numbers of the items you require. For example: .additem<itemID> <#>is the command to add new items to your inventory. If you want to add 100 gold to your inventory, you would type a .additem player 00000f 100 commands that require an item to be focused. So, open the console, and then click the object. The name of the intended object will then appear in the middle of the screen. Tim immortal mode turns immortality on and off. Your character's still going to get damaged, but you can't get killed. The state of God tgm turns the state of God on and off. Provides infinite health, magicka, and endurance. Carrying weight does not affect speed of movement or fast travel capability. Kill the kill target immediately kills the target. Will not work on NPC 'essential'. Add gold 7 .additem 00000f 100 adds 100 gold to your inventory. Replace 100 in your selection quantity for more or less gold. The resurrection of <#>the dead brings the dead NPC back to life. Use <1> <#> </1> </#> </itemID> <#> </itemID>number removes the body and creates a fresh copy of the NPC. Fallout 4 Doom Mode. Inserts an item <itemID> <#>Add item plugin to target inventory. Set NPC level to <1> <#>Setting<2>, sets the level of <1> <#> </1> </#> </itemID> </player> <1> <#> </itemID> </#>Set the SetAngle angle <axis> <#>Set the destination rotational axis. Replace <axis>with x, y, z values of the required axis. This value is useful for positioning items exactly. Get the current step GetStage <QuestID>Accepts the current search step for the selected search. Show Quest Steps player.sqs <quest id=>Shows all stages of a journey. Set the completed/ineterlet search step SetObjectletive sets step <QuestID> <stage> <1 to= set= 0 to= unset=>Search as whole or indes though. Set the SetStage of <quest id=> <stage value=>The Quest step defines a journey to a specific stage. Useful for if a fault journey. Moving to movetogt <QuestID>takes you to the search destination. Show all current tasks showqueststargets showing all current search IDs. Complete each tasks straw and complete all the steps of each journey. (Buggy and not recommended) complete the journey CompleteQuest <QuestID>Completes a journey. Scream Lock <shoutID>player.unlockword opens a dragon scream to be used by the player. Add Adshout <ShoutID>Scream adds a shout to the player's skill list. The scream must be locked first. Changing Race SetPlayerRace changes the race of your <Raceid>set to Race Player.SetRace <RaceID>An easy version on race change, it allows you to have race unavailable in creating characters, such as dragon using DragonRace as raceID. Adjusting a fov <#>display field allows you to define the display field. The default setting is 75, and the maximum setting is 160. Set free camera speed sets the <#>speed of the free flying camera. The default setting is 1. Setting 2 will double the speed, setting 0.5 will be half the speed. Camera Angles animcam allows you to change the angle of the camera without changing the direction your character is facing. Keeps the camera moving regardless of the movement of characters. Turning on the first and third person's views in the third person's view, the character's arms will still be displayed behind the player's character, allowing you to be both in the first and third person at the same time. Because you're a crazy person. Open the Showracemenu <HabitRight> Forces purpose to equip witchcraft. Spells cannot be obtained by using the command, so they must already be known by the target. Item <itemID> Unequipitem <itemID><#><From RealRight> Forces the destination to collect an item they use. Make NPC Mortal/Son <BaseID> <#> Determines the mortality of the target. Use <0></4> </3> </1> </#> </itemID>Mortal, or <1>immortal. The disappearance of the disabled causes the target to disappear. The destination will still load in the cell, but will not be visible. Reappearing as enabled causes a disabled destination to reappear. Detetele MarkForDelet deletes a permanently targeted item. It completely removes the target, and doesn't just make them disappear. Setting ownership allows you to make an item ownerless. When picked, don't own the player. Locking a targeted chest or door opener. Lock <#>Locks chest, door, or person. The # value is a difficulty level locking, between 0-100. Anything higher than 100 is a lock that can't be given. The resurrection of <#>the dead brings the dead NPC back to life. Use <1>to resusnate them with all items intact. Using a number does not remove the body and creates a fresh copy of the NPC. Blank inventory removes all items from the target inventory. Add <player>to move all items to your inventory. Gender resizing changes the gender of the intended NPC, or the character of the player. Will change the shape of the body, but not the head and face. Inserts an item <itemID> <#>Add item plugin to target inventory. Set NPC level to <1> <#>Setting<2>, sets the level of <3> <4> NPC focused. Because of Skyrim's scaling system, this one is a bit tricky. You must assign four values. Each number is: 1: <% of the computer level * 10> NPC level compared to the player, based on the % player level. (1000 = 100.0%) 2: <1 level +/-> How many NPC levels it will be above or below level at 1. 3: <Start-start level> lowest level NPC it can be. 4: <Sweet level> The highest NPC level it can be. Switch rm session mode switches between run and go modes. Switch lawn mode tg makes the grass turn on/off. Activates and cables the twf frame border on and off the frame border. Make the teofis image settings such as blur and cable. If you are stuck in an item, targeting the item and using this command will allow you to go through it. Enables and activates toggle menu interface menus. Will completely remove the HUD. Turns the Freefly Tc camera on and off for a free flight camera. Type tcl to also pause the game. Toggle artificial intelligence TAI turns artificial intelligence on and off. Characters won't respond to you. Switch to fighting artificial intelligence TCAI turns on and off combat AI. Characters can become hostile, but they won't attack. Combine with the TAI command to disable NPC detection completely. That way, no pocket detection stops. Toggle Tc Player Control on and off NPC control. To use, target NPC and type the command. The NPC will now be controlled, and the player will have control over both their character and the NPC simultaneously. Toggle tmm map markers <#> Turn on and run map markers. <0> Cancels all, <1> allows everything, <1.0,1> shows everything, without a quick ride. Hunter <itemID> <#> <apricots/right> forces a target to equip an item in their inventory. Choose which hand they use by deleting < Left/Right>. As you go. Witchcraft Hunter <SpellID> <HabitRight> Forces purpose to equip witchcraft. Spells cannot be obtained by using the command, so they must already be known by the target. Item <itemID> Unequipitem <itemID><#><From RealRight> Forces the destination to collect an item they use. Make NPC Mortal/Son <BaseID> <#> Determines the mortality of the target. Use <0></4> </3> </1> </#> </itemID>Mortal, or <1>immortal. The disappearance of the disabled causes the target to disappear. The destination will still load in the cell, but will not be visible. Reappearing as enabled causes a disabled destination to reappear. Detetele MarkForDelet deletes a permanently targeted item. It completely removes the target, and doesn't just make them disappear. Setting ownership allows you to make an item ownerless. When picked, don't own the player. 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(1000 = 100.0%) 2: <1 level +/-> How many NPC levels it will be above or below level at 1. 3: <Start-start level> lowest level NPC it can be. 4: <Sweet level> The highest NPC level it can be. Set Scale <#> Target Object Scale. If nothing is targeted, it applies to your character. When applied to a character, it increases or decreases speed and damage. Teleport NPC switch to NPC teleport player to you. Set player relationships player.setrelationshiprank <RefID><#> changes the relationship between an NPC player, which changes their nature to you. Replace the number with numbers 1-4. Adding or expanding items from NPC Inventory Opening Strait <#> NPC to a specific player will have different items depending on their faction ranking. Use this command, replace # with 1-4 depending on the player's rating status. This will allow you access to their inventory. GetPos <axis> Returns the destination location value. Replace <axis> with x, y, z values of the required axis. Set the <axis><#> setting to set the destination location value. Replace <axis> with x, y, z values of the required axis. Replace <axis>with x, y, z values of the required axis. This value is useful for positioning items exactly. Get return angle <axis> returns the rotational axis of the destination. Replace <axis> with x, y, z values of the required axis. This value is useful for positioning items exactly. Get the current step GetStage <QuestID>Accepts the current search step for the selected search. Show Quest Steps player.sqs <quest id=>Shows all stages of a journey. Set the completed/ineterlet search step SetObjectletive sets step <QuestID> <stage> <1 to= set= 0 to= unset=>Search as whole or indes though. Set the SetStage of <quest id=> <stage value=>The Quest step defines a journey to a specific stage. Useful for if a fault journey. Moving to movetogt <QuestID>takes you to the search destination. Show all current tasks showqueststargets showing all current search IDs. 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