# Babo Follower Framework Manual

◎ Mod Description

Babo Follower Framework mainly focuses on stories and cohesive plausibility. Just think about it. You go to Nexus and download a bunch of awesome looking followers and you can meet them in Riverwood Inn. Of course there`s no doubt they are gonna follow you to the end with no reason. Wow... such a devotion is so noble, isn`t it? No more! This nonsense, lameness, stupidity, ignorance must stop! You`re a hero. There must be a couple of reasons why they willing want to follow you. Don`t you sometimes feel sorry for them just to be waiting forever till you call her or him? That`s right! It looks more like slavery not fellowship!

◎ So.. how does it work?

Basically this mod doesn`t do anything. This is why it`s called 'Framework' in the first hand, which means you`ve got to register your followers by yourself. Practically this mod consists of a number of quest lines. This could be a annoying part but actually this is the main feature of this mod. You can download ' standalone followers' from Nexus or anywhere and then apply your followers' appearance to the mod. If you skip this procedure, you will meet ugly looking troll face in person and you will scream. I`m not gonna lie. But it`s quite simple and I`m pretty sure you guys can follow my instruction without difficulties.

○ How to apply a custom follower to the mod

First you make sure you download a custom follower. I prefer Overknee, MBWS followers but just pick your own tastes. But don`t forget to choose a standalone follwer.
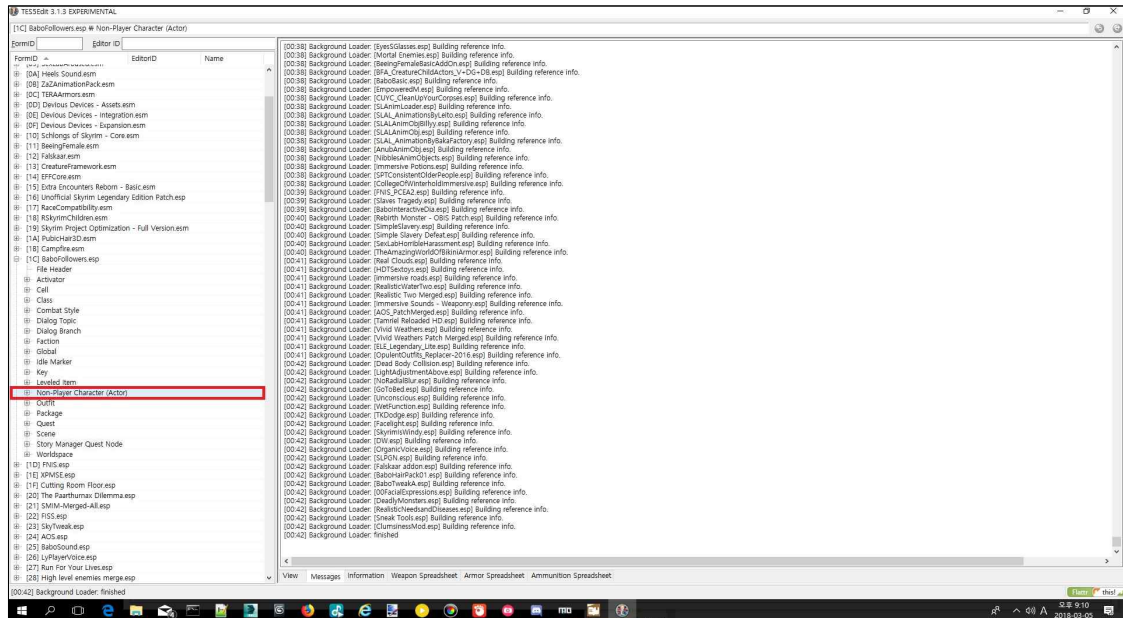

You downloaded already? Now it`s time to dive into TesVEdit. It won`t be complicated so don`t worry. Let's go to BaboFollower.esp and click Non-Player Character(NPC)
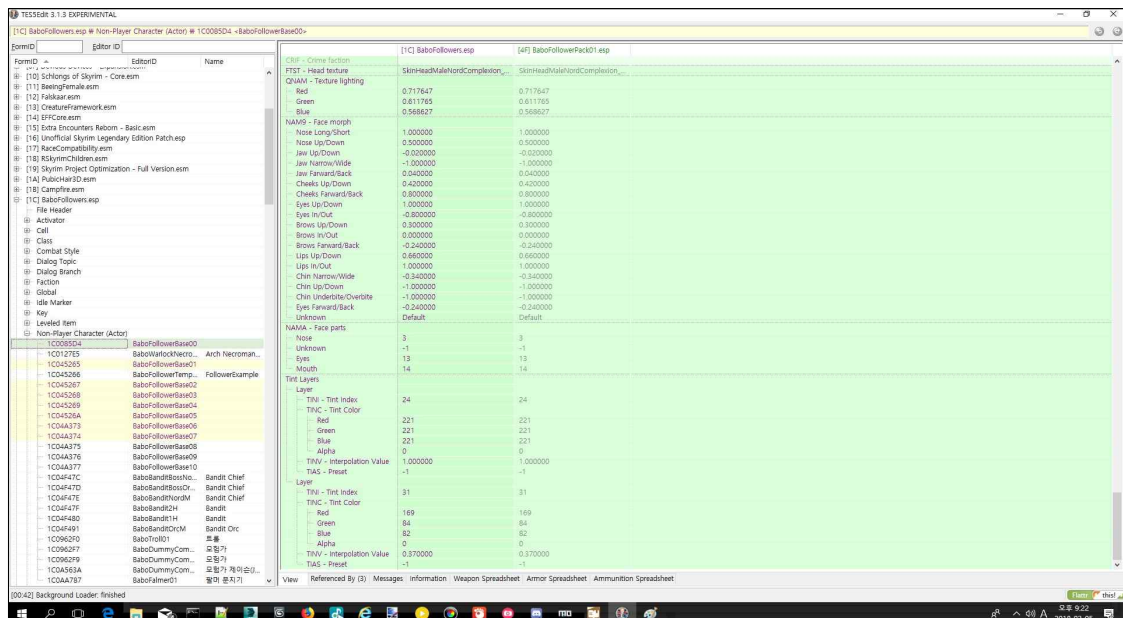

Now you can see the screen just as I do. The pic above may look different than yours because I already applied. If this is the first time, you will only see white background not green or yellow colors. Among those lists, we are dealing with

BaboFollowerBase00 ~ 07. From 00 to 07(for now) you can register your custome followers. In short, you have 8 spaces for your 8 followers. How about trying 00 first.
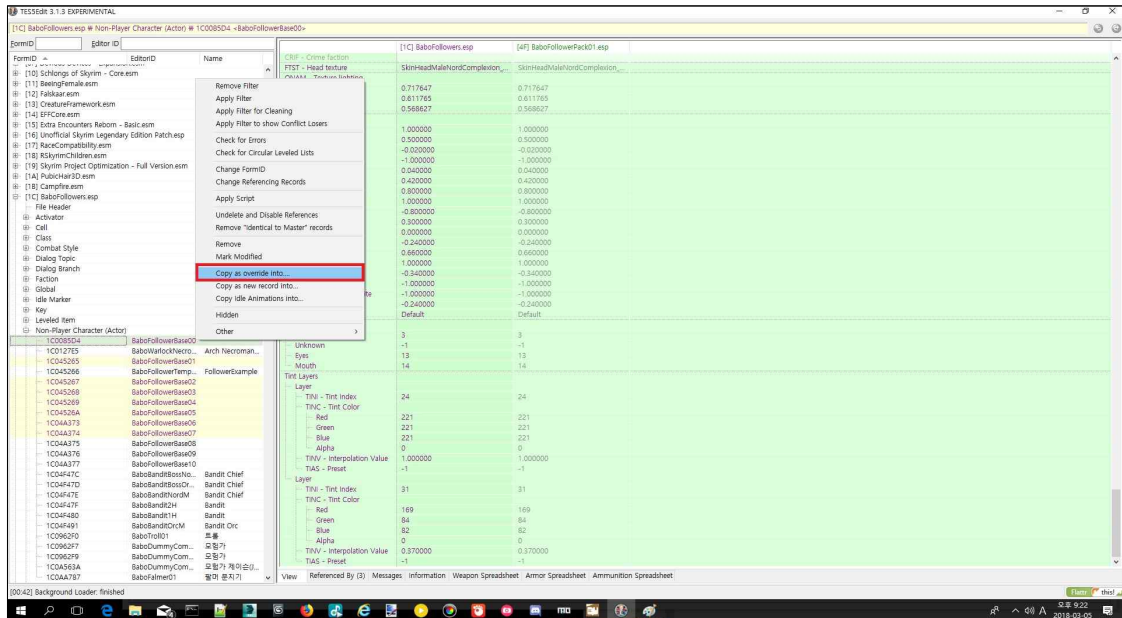

RIght click with your mouse, you will see the options just like this. Click ' Copy as override into... ' .
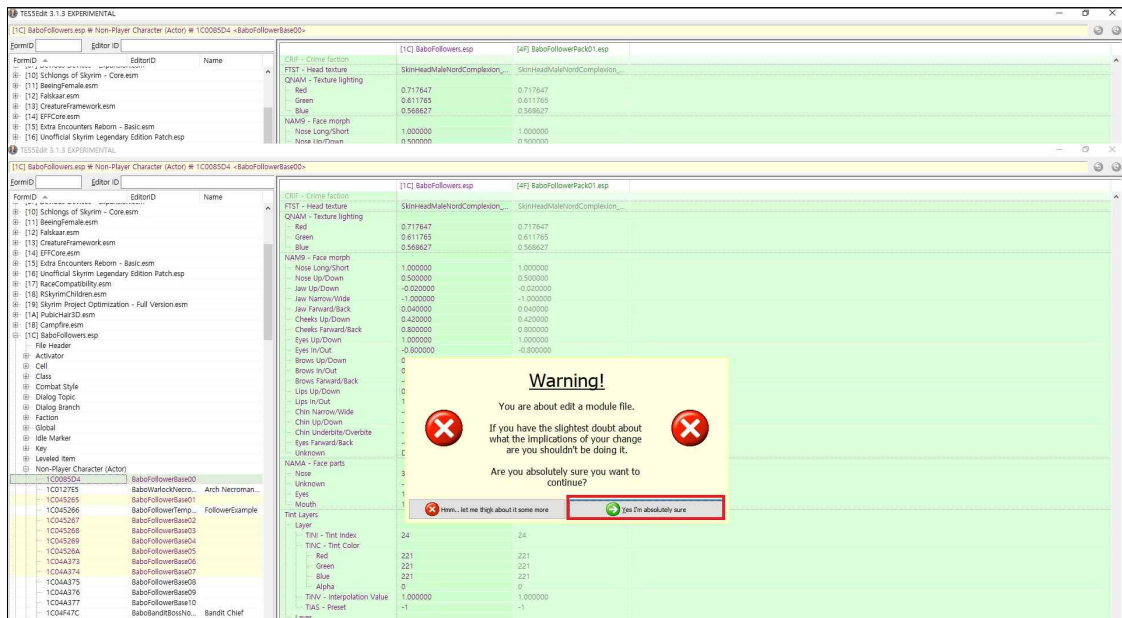
A warning sign pops up. Just ignore it and proceed with the green button. Now this is somewhat tricky part of all things. You can see all the lists of esp plugins. All you gotta do is find what you`ve just installed, a follower mod plugin. Found it? Make sure to click it and proceed.
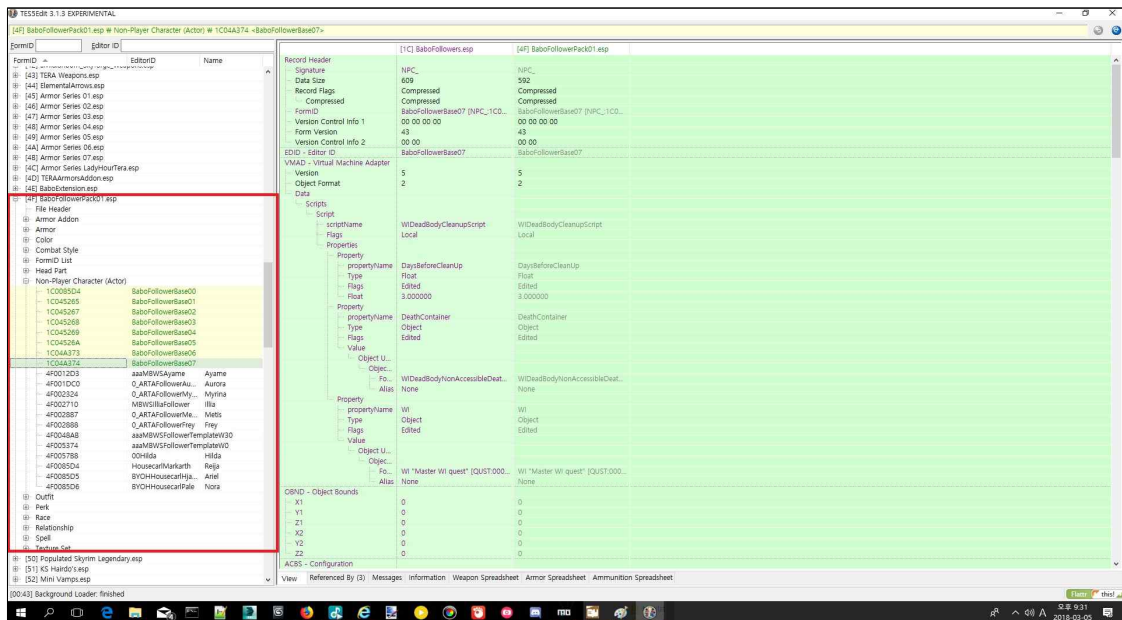
I made my own merged plugin already named BaboFollowerPack01.esp. It doesn`t matter. What matters is you can now see your previous work, your copied as override data. You want to register register your follower NPC. This time I will register my Reija NPC here for example.
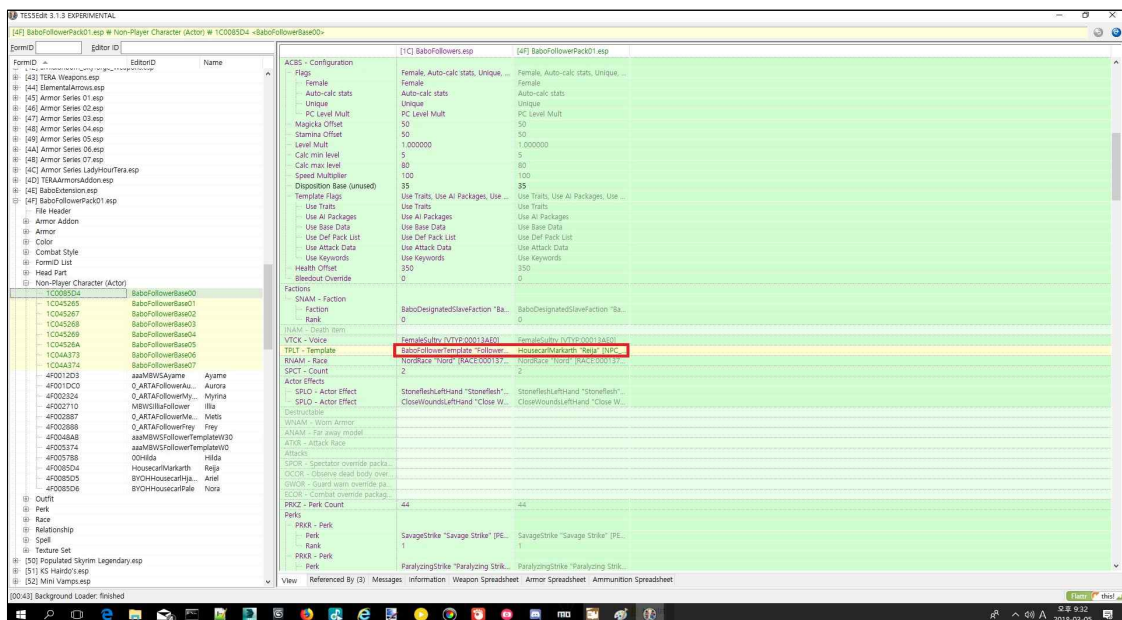
Very easy. Just copy Reija NPC`s form ID and paste it to Template part and that`s it. Now number 00 is ready to go. It`s time to play Skyrim to check if it works in game.

This Youtube video clip is a reference to the instruction. If you still don`t understand what you`re up to then just watch this.

https://www.youtube.com/watch?v=3_Cw5DiWXaU&feature=youtu.be

○ **MCM**

You made it! So far so good? I hope so... It`s time to move on to MCM setting. It`s very simple. Trust me. Very simple. Each story needs its certain numbers of followers, and it seems Story 00 need only one follower, which we registered earlier. To see 00 story, we don`t need any other NPC characters except ' number 00 follower. ' However, Story01 needs two followers at least. Unless both of them are registered and clicked on MCM, It`s not gonna work. Make sure two followers are registered this time. Now you figure it out somehow?

○ Trigger Conditions of Each Quest

Num.	Quest Trigger Condition	Quest Event Location	Spoiler
Story 00	MCM toggles on / Player level 10 or more	Whiterun Drunken Huntman	Brittleshin Pass
Story 01	MCM toggles on / Player level 18 or more	Falkreath Deadman`s Drink Inn	Bilegulch Mine
Story 02	MCM toggles on / Player level 26 or more	Whiterun Dragon`s Reach	Graywinter Watch
Story 03	MCM toggles on / Player level 22 or more	Markarth Understone Keep, Calcelmo	Markarth Understone Keep Nchuanzel
Story 04	MCM toggles on / Player level 10 or more	Markarth Understone Keep, in front of the yarl	Bleak Wind Bluff
Story 05	MCM toggles on / Player level 20 or more	Riften, Right in front of the Player`s house	After completing the quest, you can get a new home.

◯ Characteristics of each NPC

Story Num.	NPC Num.	Sex	NPC personality	Combat Style	Additional custom lines
Story 00	00	Female	WIP	One-handed w Shield	X
Story 01	01	Female	WIP	One-handed w Shield	X
	02		WIP	Electric mage	X
Story 02	03	Female	WIP	Inherit a combat style from a original NPC	X
Story 03	04	Female	WIP	Two-handed warrior	X
	05		WIP	Archer	X
	06		WIP	Assassin	X
	07		WIP	Restoration mage	X
Story 04	08	Male	WIP	Inherit a combat style from a original NPC	X
Story 05	09	Male	A scholar or researcher. He and his sister live in a secluded cottage right above a waterfall. He loves, cherishes his adorable sister so much.	Mainly use electric magic	–
	10	Female	A scholar or researcher. She and her brother live in a secluded cottage right above a waterfall. She doesn`t like to fight and is a warm-hearted girl.	Use all of elemental magic	–

○ Appendix

You don`t need to read this part. This is for those who are able to understand.
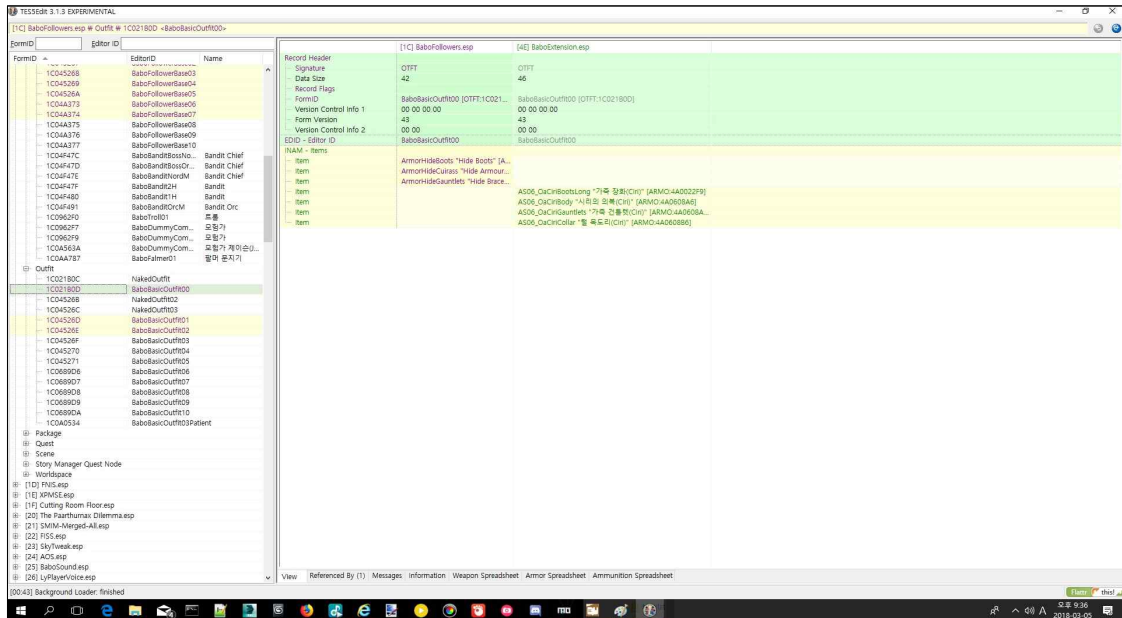
'BaboBasicOutfit' is for afterward NPC`s basic outfit. Techinally after all the story line has ended, NPC will come out wearing this outfit. It becomes their basic outfit. If you want to customize this as well, you can try.