

Starfield: How to Become an NPC or Edit an NPC

Before you start keep in mind:

- This will overwrite your Characters presets! Make sure to save before or copy your characters preset to an “throwaway npc before” after reading this guide you should know how to do this!
- I try to keep this guide simple with a lot of images, don't be scared of the page amounts!
- The Change may or may not stay persist after restarting the game in my tests they stayed but I can't say for sure! (need more testing)
- Find Your Key to Open the Dev Console it will depend on your game language for English is should be ~ for German it's ö (I don't know for other languages)
- My English is not the best sorry for spelling or grammar mistakes

In this guide I will turn my Player into Sam Coe you can do this with ANY other NPC no matter gender.

I recommend typing “TM” to hide the Game UI and make the console more readable

1. Open the Dev Console and Click on the Source NPC you want to copy **FROM**



Make sure an “NPC” is selected named NPCs will have their name written there too like Sam here.

- If there's no npc selected after you clicked on it use your mousewheel to scroll until you find your “source” NPC

2. Type the command "This" into the console then press enter. It will output the NPCs ID Into the Console we need this in the next step



If you done everything right you it should look like this

Getself >> (ID)

- If that's not the case make sure you selected the NPC properly before

3. Click on your TARGET NPC (in this case its my player) once again make sure its properly selected with the right ID, then Type "capp (ID OF YOUR SOURCE NPC)" (the id after getself) and press enter



This will apply the NPC's Lookmenu settings to the target Player/NPC if you done everything right.(it will overwrite your existing one)



Keep in mind only face and body settings are copied, you can do this for ANY NPC or even the reverse way. You can also use slm player 2 to edit the npcs preset and then reapply it to the npc using the reverse of the way you just did.