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Documentation: In progress **Quick start: In progress**

Offline copy from ModDocs. Source links remain clickable.

Starfield modding

Starfield has its own **Creation Kit**. Bethesda announced it as a free Steam tool alongside the game's Creations support in its June update. It is related to Bethesda's older editors, but do not assume Fallout or Skyrim plugin instructions map directly to Starfield.

> **Quick start:** use the Starfield Creation Kit to save one small plugin, activate it in a test setup, and verify a visible change in game. Preserve a clean save and note the game and editor versions.

Decide what you are changing

Begin with an edit that can be tested quickly, such as a simple record or placement. A new point of interest, ship part or quest has more dependencies than a record adjustment and is a poor first proof that the toolchain works. Keep the game's Creations publishing flow separate from local development: the first milestone is a plugin that loads locally, not a public release.

Starfield's game build, installed content and Creation Kit build must agree. Bethesda's update notes describe the tool's availability and point to current game changes. An older community tutorial may predate the build you run; confirm it targets your version before following a precise file-path or record procedure.

Create a controlled first plugin

Install the tool through Steam, launch it against your Starfield installation, and create a new plugin with a distinct name. Load only the masters needed for your small test. Save, close, reopen and confirm the plugin can be loaded as the active project. This verifies the editor-to-disk path before you spend time building a location.

Edit or add one record with a visible effect. If it is a new record, give it a unique identifier and make sure the game has a way to present it: placement, a menu, a list, or another verified route. Save the plugin and launch a disposable game save with a minimal mod set. Verify the changed behavior and then repeat after a save/reload. If the record appears only in the editor, first check that the plugin is active and the game actually reaches the new content.

Grow toward locations and quests

Build a location in checkpoints: a reachable entry, a small traversable space, collision and navigation, then gameplay and decoration. Test travel into and out of it before adding more assets. Quests should also be staged: a trigger, one measurable state change and completion. If you add custom art or scripts, verify that those resources are packaged and referenced correctly. Treat any example from another Bethesda game as a concept, not a literal Starfield recipe.

Package and document dependencies

Test the packaged plugin without loose working copies. Describe required Starfield version, DLC or other masters, and what the mod changes. Use original assets or references to assets in the player's installed game; do not redistribute game files just because the editor can read them. Keep the source project separate from the playable package.

This page is **unfinished**. It documents a conservative toolchain and testing route, not a verified end-to-end Starfield quest, ship, planet, point-of-interest or publishing tutorial. The official Starfield Creation Kit announcement is the confirmed starting point; advanced steps need version-specific documentation and testing.

Sources / References

External project and documentation links cited in this guide. Check the upstream release and version before following version-sensitive steps.

- June update
- update notes