

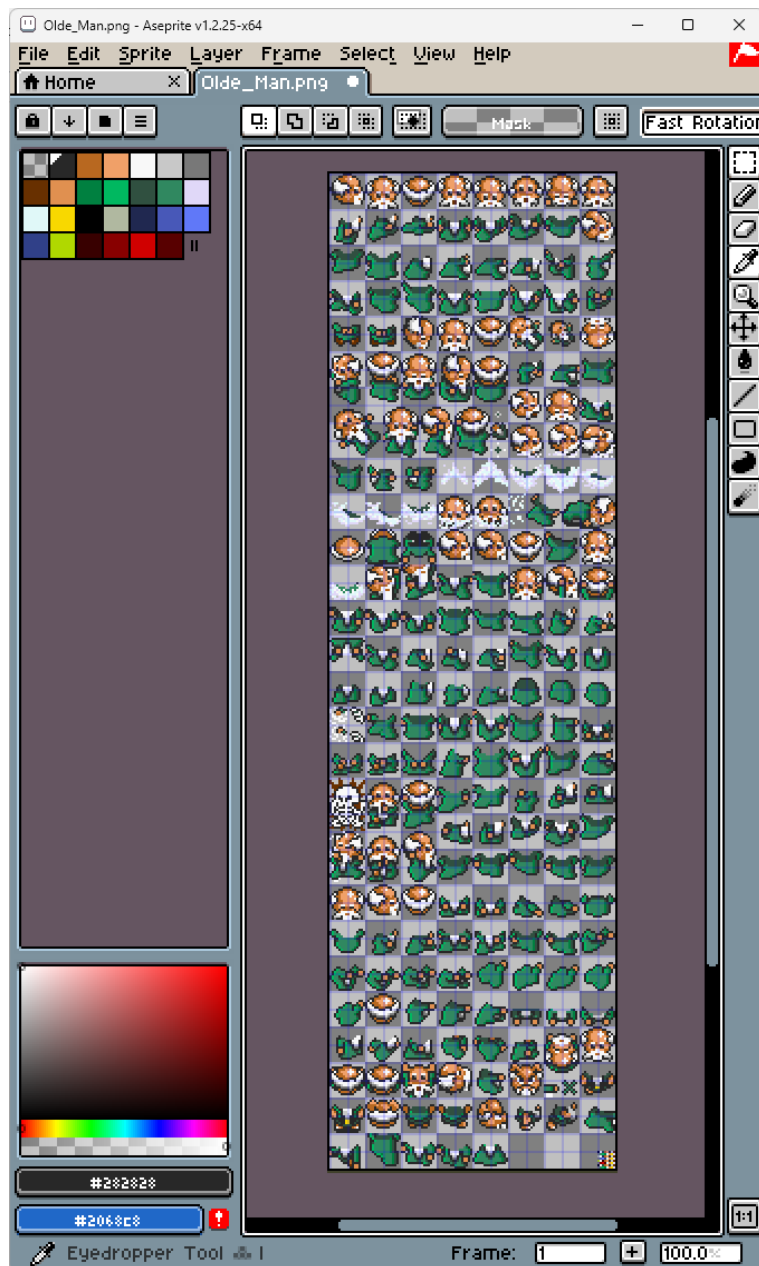
Instructions for adding custom palettes for your character

This is optional and your character would still work without the custom palette, but without it your character won't change colors when upgrading the tunic. If you don't need your character to change colors you can skip these steps.

Before proceeding, please make sure you have already read the instructions for adding custom characters and you have already added one you wish for the palette to change.

In these examples I will be using Aseprite, but any sprite editor could probably be used.

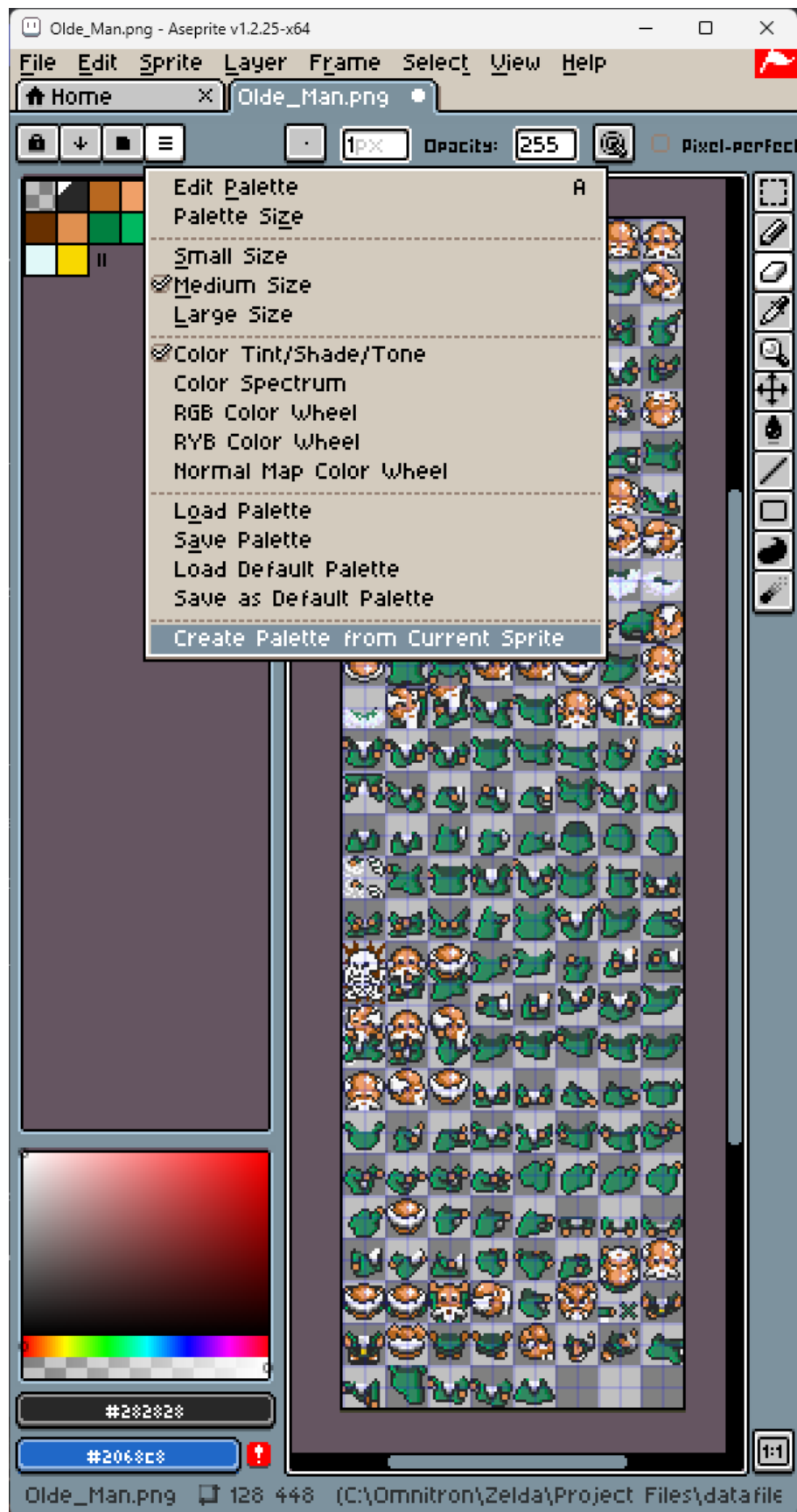
1. Start by opening your character sprite sheet



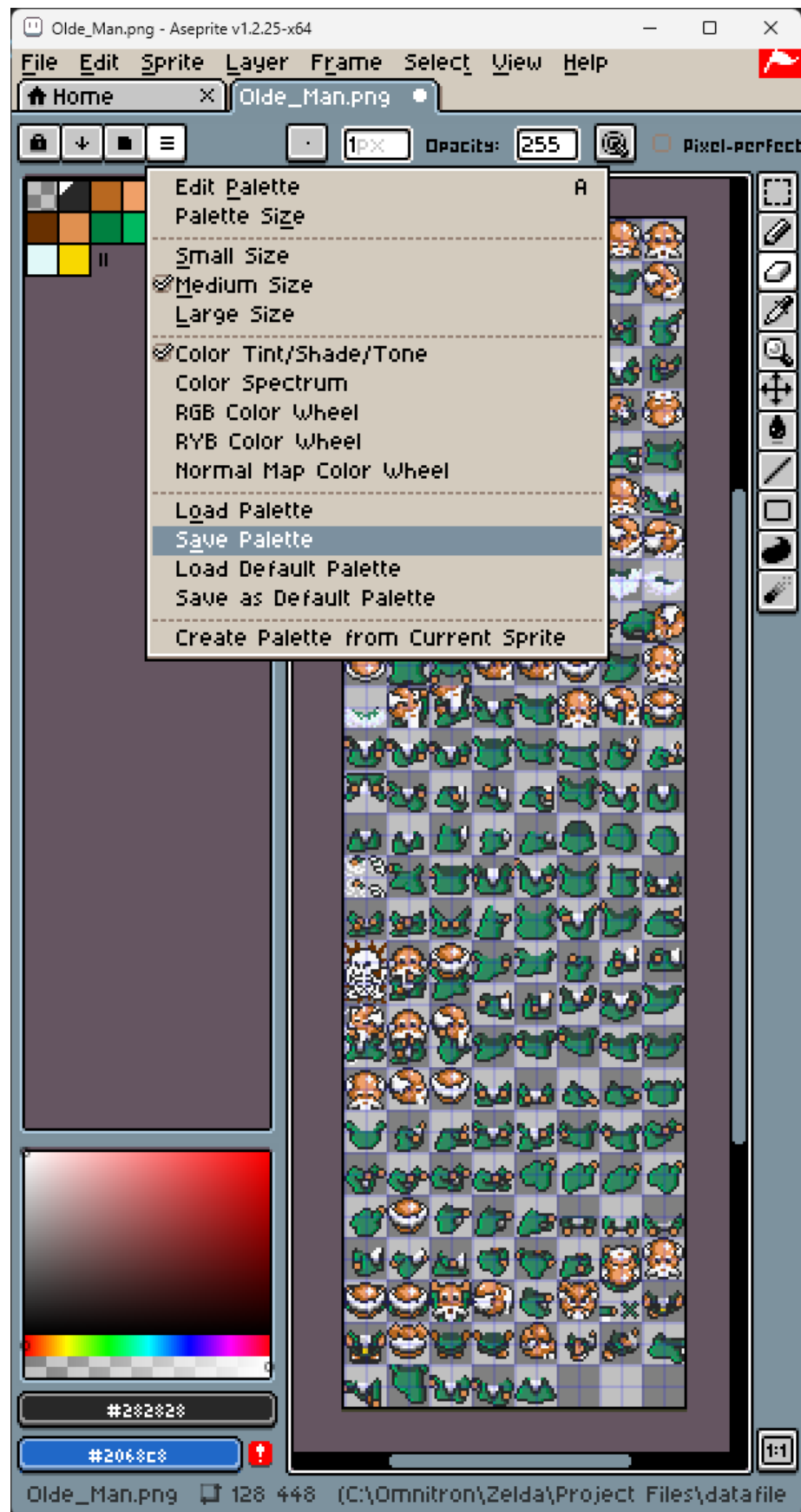
2. The goal is to extract only the essential colors the sprites use. First erase any extra colors, art, signatures, etc, that don't appear on the sprites. Most of the sheets that come with the game have little color codes in the corner, you should also erase those as well.



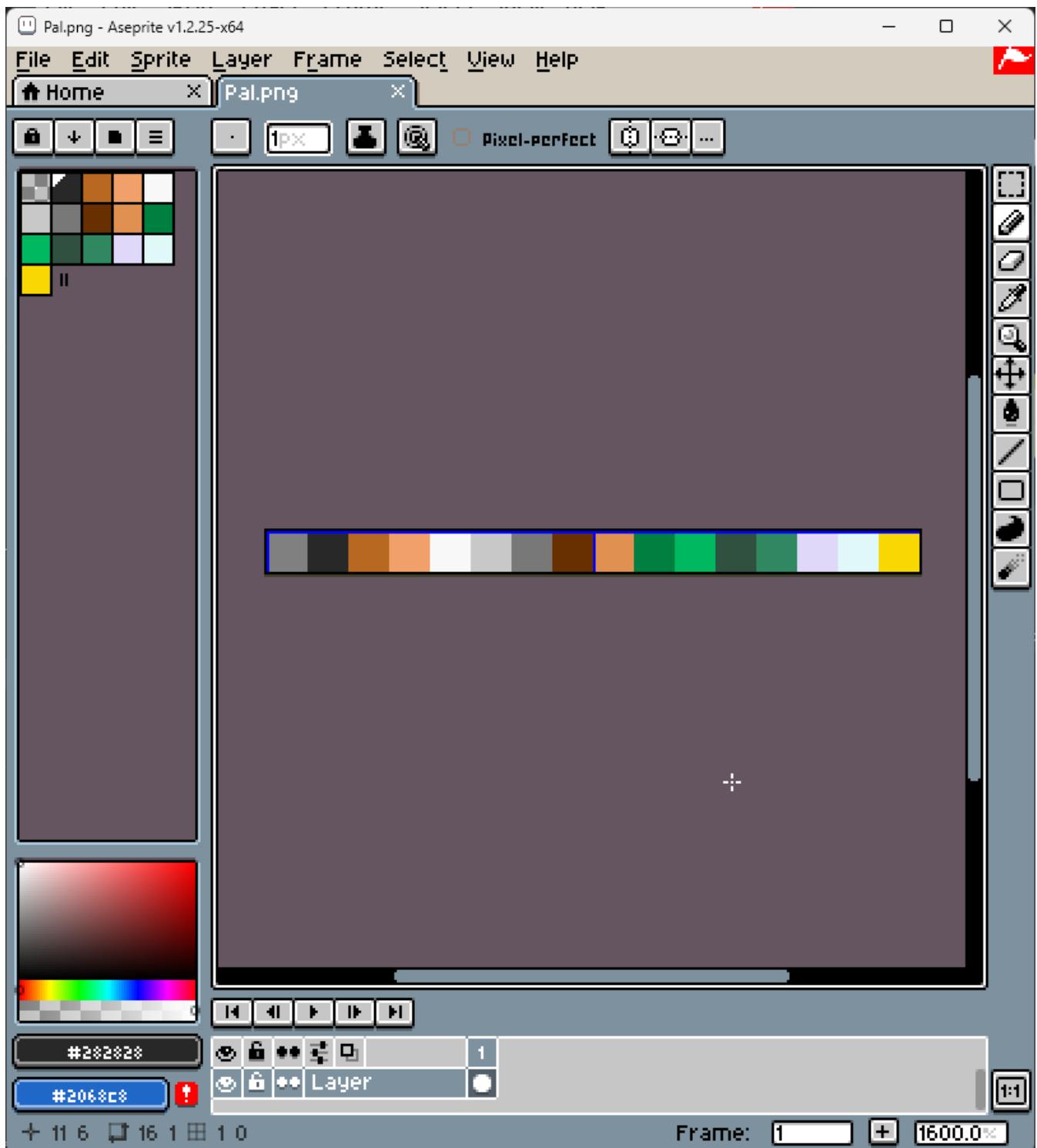
- When you're done, you want to update the current palette by selecting 'Create Palette from Current Sprite' from the Current Sprite' from the palette menu, then click Ok.



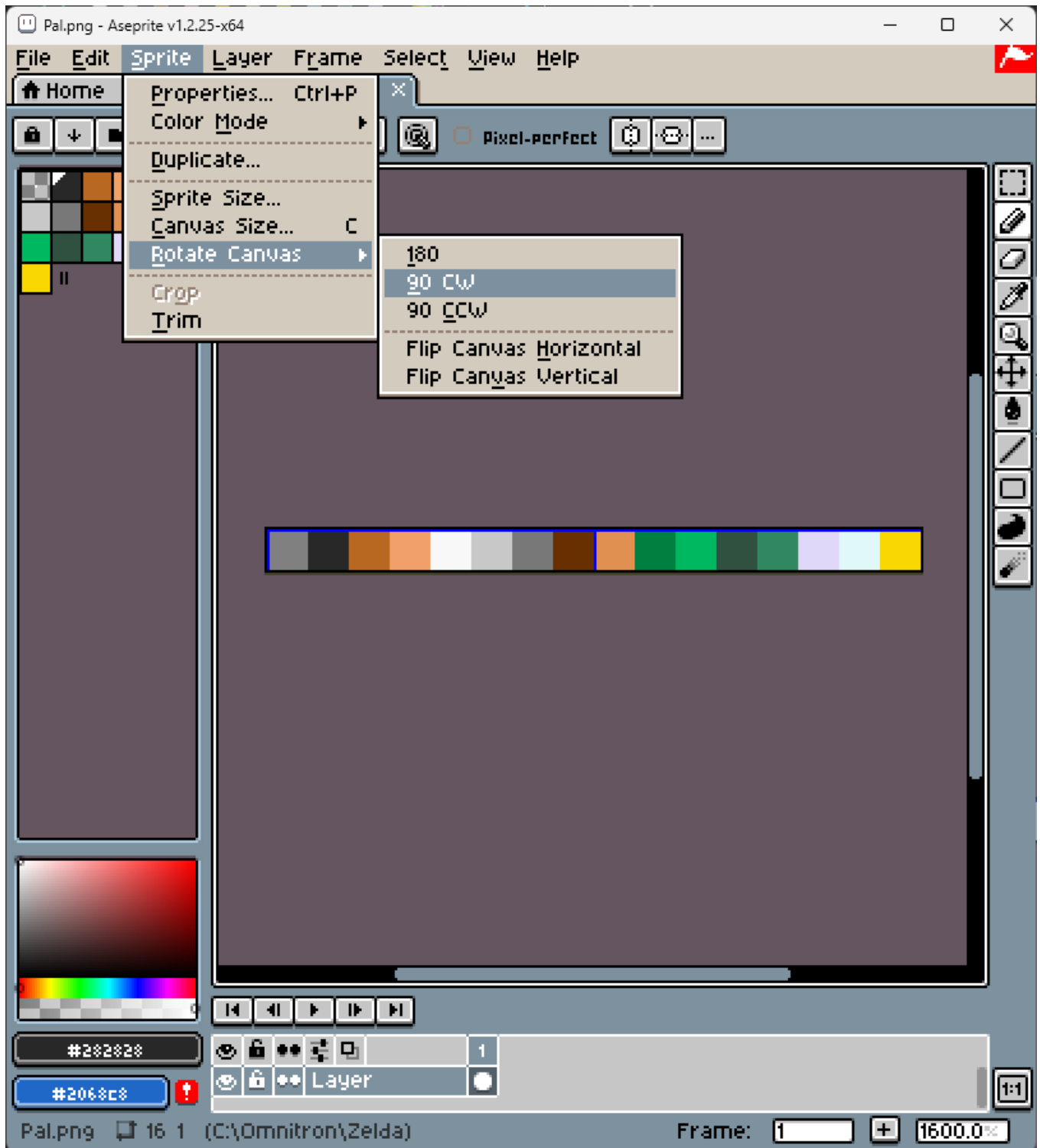
4. When the palette is reduced to only the essential colors, save the palette as a new png file from the palette menu.



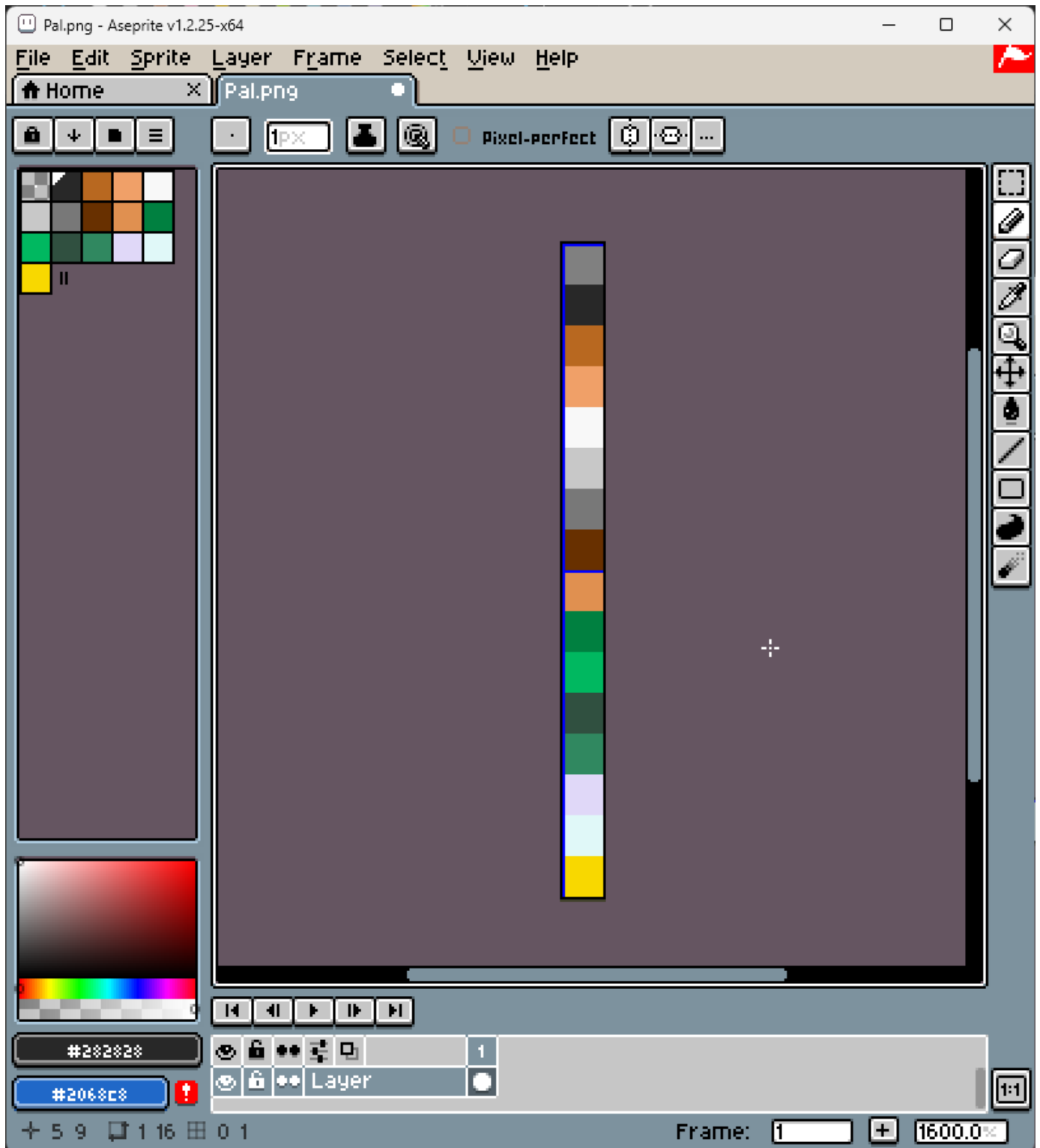
- Next, open that new palette file, you will see all the colors lined up in a row. If your palette spans more than 1 row, you will have to edit it so it's all on the same row like in the picture.



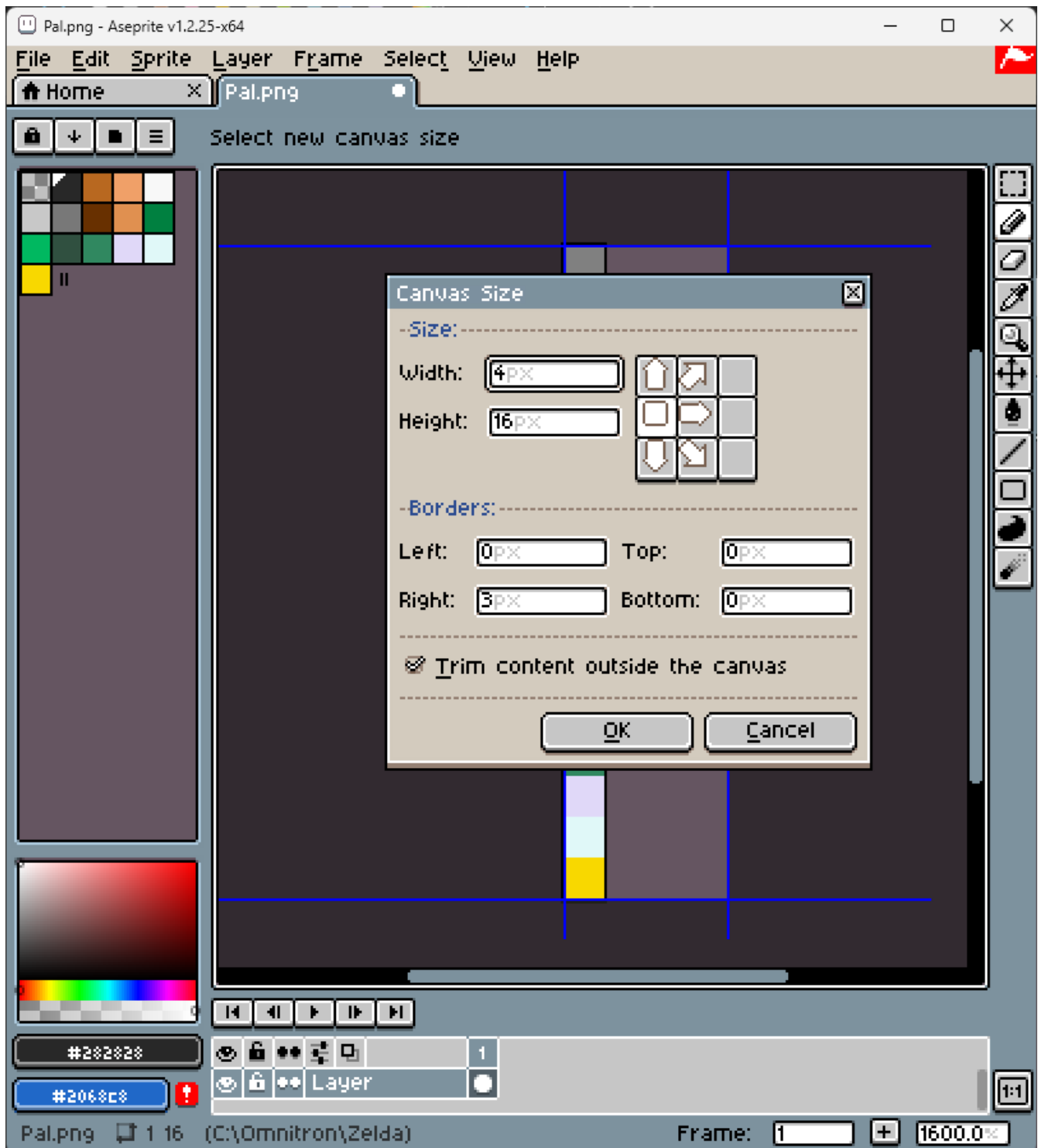
6. Next rotate the palette 90 CW so it's vertical.



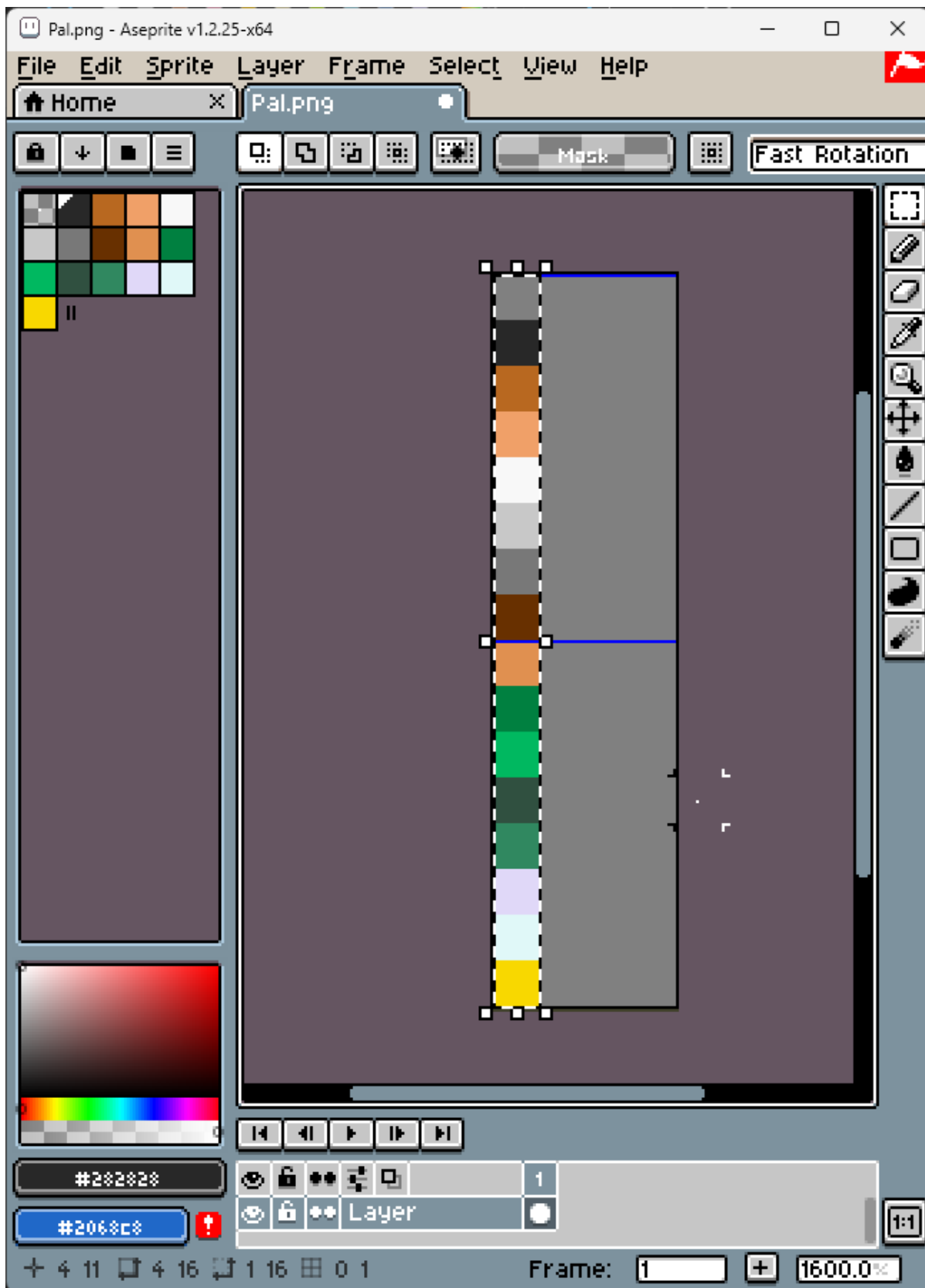
7. Your rotated palette should look like this:



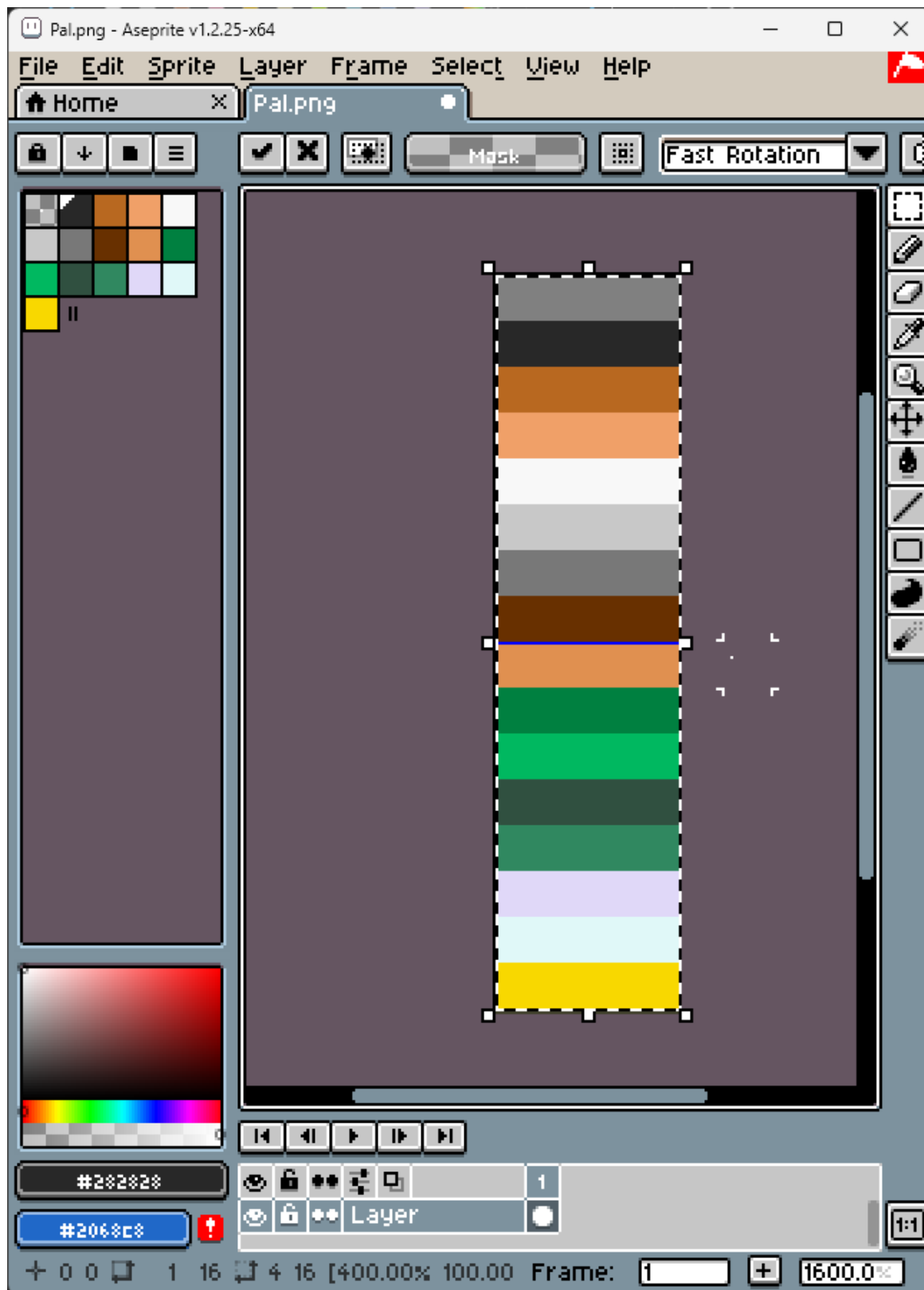
8. Now expand the canvas from the Sprite menu 4 pixels wide to the right (Click the left arrow to expand right)



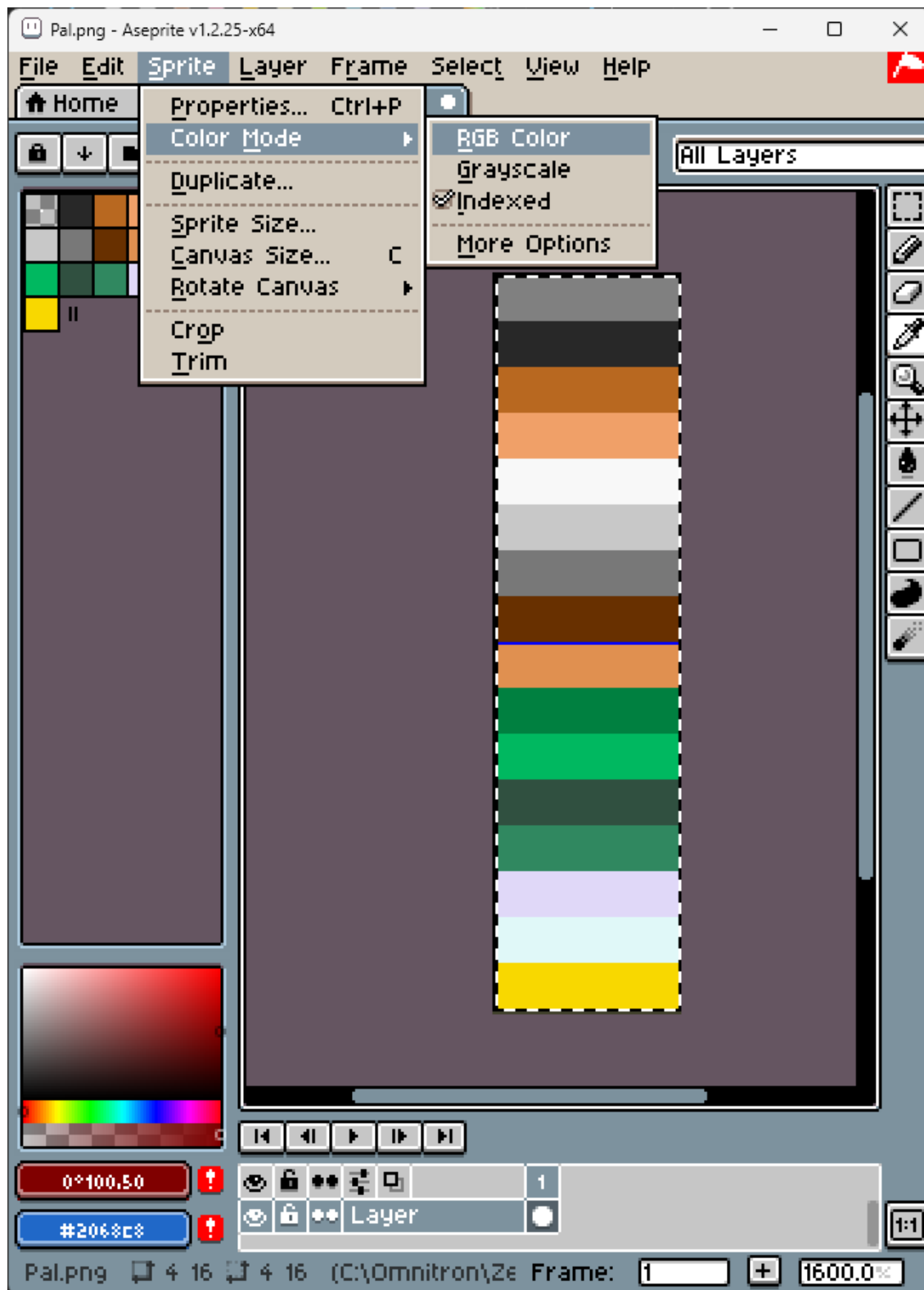
9. Now select the first column of pixels...



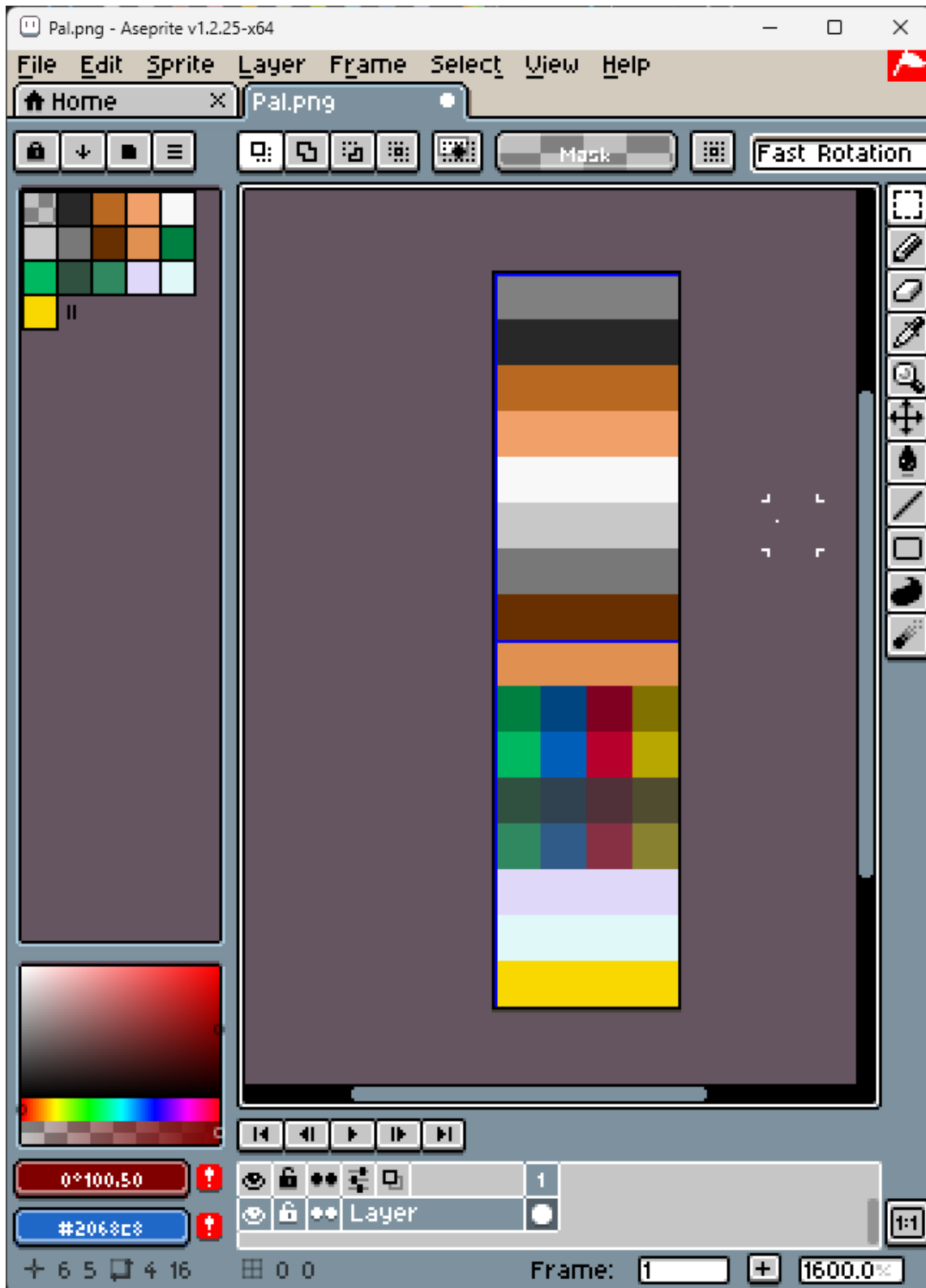
10. ... and expand it to the right so it fills the canvas



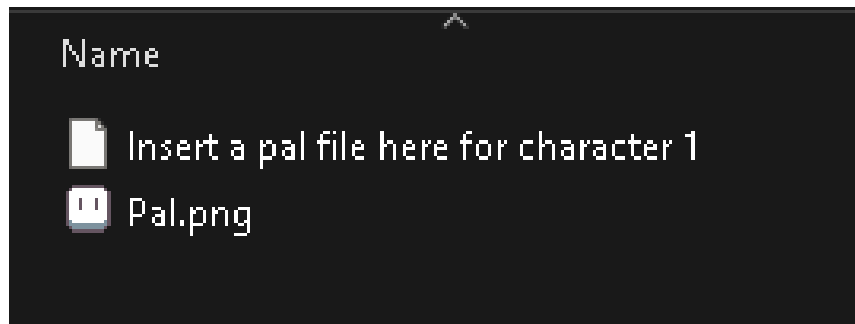
11. Now switch the color mode to use RGB Color instead of Indexed



12. Now replace all the colors you want that will change with each tunic level. Column 1 is all the colors for the default tunic, column 2 are the colors for first tunic upgrade, column 3 for the 2nd tunic upgrade, and so on.



13. Once you are done, save it as a PNG file and place it in the appropriate Pal folder for your character. The file can be named anything you want. Only place 1 pal file in the folder and nothing else.



14. Now when you play, your character will change colors with the different tunic levels

