

Skins Targa Mapping

Written by Mithrandir

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Pilgrim did all the work and made a mapping for all darkstone skins. The contents of this article descen from the agora-forum. Special thanks to Pilgrim!

Targas are the graphics that Darkstone uses, and there is one skin targa (plus one suffixed with _face which is the profile used in the menu and character sheet) for each of the eight classes. These targas can be edited with an art program, and when placed in the Darkstone/Skin folder then characters created with the same name as the targa will be reskinned with it (or you can rename the targa to that of your character instead). Characters cannot use skins from different classes as because the 3D models are different sizes they will not mesh properly in the game. If you want a targa to be the class's default skin then rename them DSI01 to DSI08. Skins must be saved in an uncompressed 24 bit format (if they appear white during the game then they have been saved compressed instead).

Below are maps of the class targas, numbered to show how the blocks correspond to the model. Some blocks are not numbered because either they are not used or are clearly the weapons, flesh and face (if a smaller face is present then this is the one used beneath a helmet). There are five armour stages (with 0 meaning what the model looks like without armour).

Warrior



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ARMOUR 0

- 01: Vambraces.
- 02: Sleeves and trousers.
- 03: Pants.
- 11: Boots.
- 15: Tunic.
- 25: Lowered hood.

ARMOUR 1

- 11: Boots and vambraces.
- 12: Helmet.
- 13: Helmet's front band.
- 14: Sleeves and trousers.
- 17: Helmet's rear band.
- 23: Shoulder pads.
- 24: Tunic.

ARMOUR 2

- 08: Tunic and shoulder pads.
- 09: Chainmail sleeves and trousers.
- 16: Helmet and vambraces.
- 18: Visor.

ARMOUR 3

- 10: Platemail tunic.
- 16: Elbow cops and knee cops.
- 19: Greaves and gauntlets.
- 20: Shoulder pads and thighs.
- 21: Boots and vambraces.
- 22: Helmet and upper arms.

ARMOUR 4

- 04: Replaces the same outter-thigh part of block 10.
- 05: Shoulder pads.
- 06: Backplate.
- 07: Breastplate.
- 16: Helmet.
- 18: Visor.

Amazon

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ARMOUR 0

06: Boots.

09: Tunic and cape.

10: Robe (tethers mark the front).

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11: Sleeve.

23: Cape.

ARMOUR 1

01: Tunic and robe (tethers mark the front).

03: Helmet.

08: Helmet's horns.

12: Collar.

15: Sleeves.

17: Cape.

ARMOUR 2

01: Winged collar (block's tethers)

03: Helmet.

07: Bib.

08: Helmet's horns.

17: Waistcoat (top of block).

20: Cape (mirrored from the left after the dot).

ARMOUR 3

02: Sleeve's trim.

04: Helmet.

05: Helmet's horns.

13: Waistcoat.

14: Shoulder pads.

16: Cape.

18: Robe.

24: Collar.

ARMOUR 4

8: Helmet's horns.

12: Collar.

19: Scapular (shoulder cape).

21: Helmet.

22: Cape.

Sorceress

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11: Mirror (used for the mirror on the chest), 12: Cape (used for the cape on the chest), 13: Cape (used for the cape on the chest), 14: Cape (used for the cape on the chest), 15: Cape (used for the cape on the chest), 16: Cape (used for the cape on the chest), 17: Cape (used for the cape on the chest) and helmet.

Assassin



ARMOUR 0

01: Head scarf.

08: Tunic's fringed collar.

09: Tunic's back.

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12: Tunic's front and pants.

13: Arm, sleeve and wristband.

14: Trousers.

15: Boots.

16: Inside of boots.

ARMOUR 1

10: Upper sleeves.

11: Boots.

17: Armour and pants.

18: Cape under collar.

19: Lowered hood.

20: Arm of weapon hand.

21: Helmet/hood.

ARMOUR 2

03: Armour, boots, greaves and shoulder pads.

19: Helmet and mouth scarf.

ARMOUR 3

02: Sleeves.

04: Armour, gloves, shoulder pads and knee cops.

05: Chainmail for trousers, helmet and gloves.

07: Hips.

22: Loincloth.

23: Boots and greaves.

ARMOUR 4

06: Breastplate (mirrored from left), boots, greaves, shoulder pads, gauntlets, pants, helmet's back.

07: Helmet/face scarf.

19: Cape/lowered hood.

22: Back of knees.

Thief

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16: Gauntlet, 17: Gauntlet, 18: Gauntlet, 19: Gauntlet, 20: Dagger
Monk



ARMOUR 0

03: Tunic.

04: Sleeves.

05: Robe.

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ARMOUR 1

01: Collar.

02: Robe.

06: Sleeves trim.

07: Helmet.

ARMOUR 2

02: Helmet.

11: Waistcoat.

12: Robe's apron.

13: Robe and sleeves trim (lower band).

ARMOUR 3

08: Sleeves and collar.

09: Helmet and robe.

10: Waistcoat.

ARMOUR 4

08: Sleeves trim (inner strip).

09: Helmet, robe and cape.

10: Waistcoat.

Priestress



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ARMOUR 0

03: Tunic.

06: Wristband.

12: Skirt.

ARMOUR 1

01: Vambrace.

03: Tunic and helmet.

12: Skirt (longer).

ARMOUR 2

02: Chainmail beneath tunic.

03: Tunic, gloved vambraces, skirt, helmet and helmet wings (made from gold trim).

ARMOUR 3

03: Tunic and helmet.

05: Helmet wings.

07: Elbow cops.

10: Skirt, gloved vambraces and scapular.

12: Vertical strip on skirt's front.

ARMOUR 4

03: Tunic.

04: Helmet.

08: Elbow cops.

09: Boots and gloved vambraces.

11: Skirt and scapular.

12: Vertical strip on skirt's front.