



Welcome to SODSV!

This mod combines the **Seasonal Villager Outfits**, created by TanpoPONoko, ParadigmNomad and a large community of artists, with the ongoing **Diverse Stardew Valley** project, created by notsnuffie, and continued by a large community of artists of its own. The seasonal variant outfits, portraits and sprites for this content pack were created in large part by tenthousandcats, Airyn, leilacystal, brontitall, and hugbeam; a full list of artist credits is included in the download. The Content Patcher coding and Github hosting has been done by minervamaga and cel10e.

In this content pack, both vanilla and modded versions of nearly every character are included — only Clint, Linus, Pam, and the Wizard currently have just vanilla versions. The mod is **configurable** to toggle each character between complete sets of vanilla and modded variants, each with seasonal outfits; some characters even have multiple modded versions! This toggle functionality is provided by the **config.json** file. A sample "**example-config.json**" file is included in the download with default options selected; rename this sample file to **config.json** to have its settings be recognized by the game.

Installation and Dependencies

This mod requires the SMAPI modding framework; if you have not installed SMAPI before, see https://stardewvalleywiki.com/Modding:Player_Guide/Getting_Started for instructions.

This mod also requires Content Patcher, a mod framework that allows sprites and portraits to be changed in-game without actually replacing game files; be sure to download and install [Content Patcher from Nexus](#) before using this mod.

Once those two dependency mods are installed, then download the file for this mod, extract it, and move it to the /Mods folder in your game files to install it. A sample config is included with this mod to provide guidelines for the settings.

To uninstall the mod, simply move it out of the /Mods folder in your game files.

Configuring the Mod

To configure the options included in this mod, open the **example-config.json** file from the mod folder with a text editor on your computer (TextEdit on Mac, Notepad/Notepad++ on Windows, or any code-editing application will work). If this is your first time using the mod, rename the file to **config.json**.

In the file, you will see a long list of options formatted like:

```
"AbigailVariant": "vanilla",
```

The text in the first set of quotes (e.g. "AbigailVariant") is the name of the option, which is used in the code of the mod: **do not change** this text, or the option won't work properly!

The text in the second set of quotes (e.g. "vanilla") is the option that is currently chosen; this is what you will change to whichever option you prefer for that character. A full list of each option and its possible choices is provided below.

Some options in the **config.json** only apply to certain variants of characters or depend on the values of other options. Do not delete options from the config file even if they seem irrelevant to your game!

If for some reason you delete, rename or corrupt the **config.json** file, it will be recreated automatically the next time the game launches, with default options selected.

Options FAQ

How to use the toggle options

- Almost all of the toggle options ("[NPC]Variant", etc) have three options: vanilla, modded, and disable. (**Alex, Evelyn** and **George** have vanilla, hispanic, samoan, and disable; **Leah** has vanilla, native, butch, and disable.)
 - Choosing "vanilla" will show the vanilla version of the NPC with different outfits for each season. This is equivalent to using the **Seasonal Villager Outfits** mod.
 - Choosing "modded" will show the **Diverse Stardew Valley** version of the NPC, with different outfits for each season. Many Diverse Stardew Valley NPCs have further options such as art style or cosmetic variants that can be found in their [individual options](#).
 - Choosing "disable" will turn off this mod's function entirely for the NPC. They will show their vanilla style and default outfit all year-round. This option allows you to use other NPC mods (for example, if you prefer another mod for one character) without conflicts.

NPC-specific options

- All NPC-specific options will start with a default value selected in the **config.json**. For example, when there is a choice between two different-colored outfits, one color (usually the first alphabetically) will be the starting default. All of these options work fine without review, if you prefer to just load the mod without spending much time setting options.

List of Options

This page contains the full list of options provided in the config.json of this mod. To navigate, use the table of contents below.

The **Individual toggle options** section lets you choose between the vanilla or Diverse Stardew Valley variants of each character, or disable this mod for a character entirely (i.e., to use a separate mod instead of this one).

The **Character-specific options** section contains detailed explanations of the options this mod includes for each character.

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Individual toggle options

NOTE: The images given here are meant to broadly represent each choice, and many characters' appearances can be further tweaked by choosing art styles, outfits, and more in the **Character-specific options** section below. Additionally, every variant (except for characters you choose to disable) has a full set of seasonal outfits.

- For all characters except **Alex, Evelyn, George, and Leah**, the toggle options are vanilla, modded, or disable to switch between the vanilla seasonal outfits, Diverse Stardew Valley seasonal outfits, or to disable the mod for that character.
 - For **Alex, Evelyn, and George**, the toggle options are vanilla, hispanic, samoan, or disable.
 - For **Leah**, the toggle options are vanilla, native, butch, or disable.

AbigailVariant

Choices: "vanilla", "modded", "disable"



AlexVariant

Choices: "vanilla", "hispanic", "samoan", "disable"



CarolineVariant

Choices: "vanilla", "modded", "disable"



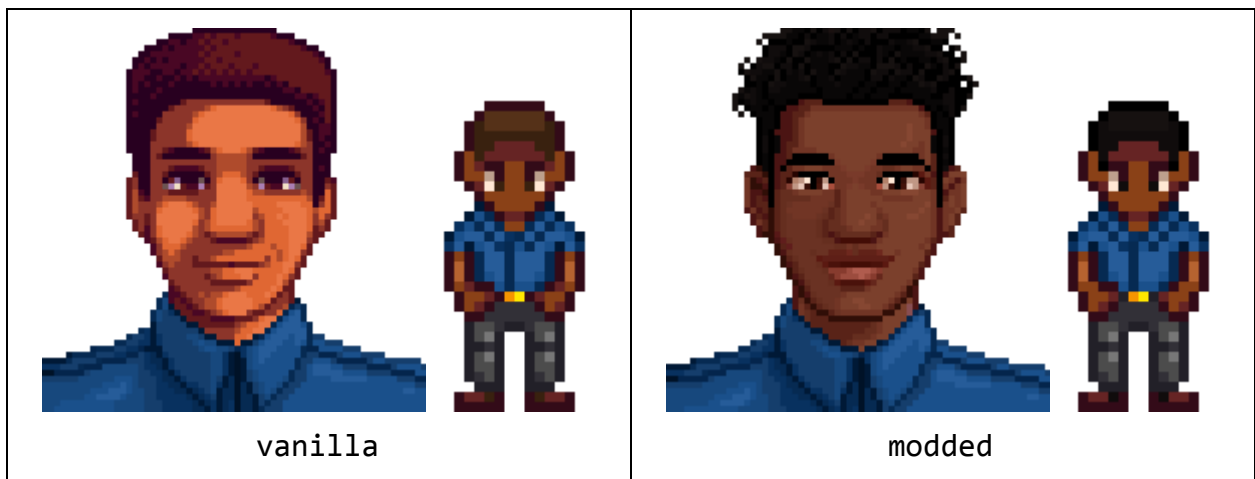
ClintVariant

Choices: "vanilla", "disable"



DemetriusVariant

Choices: "vanilla", "modded", "disable"



ElliottVariant

Choices: "vanilla", "modded", "disable"



EmilyVariant

Choices: "vanilla", "modded", "disable"



EvelynVariant

Choices: "vanilla", "hispanic", "samoan", "disable"



GeorgeVariant

Choices: "vanilla", "hispanic", "samoan", "disable"



GuntherVariant

Choices: "vanilla", "modded", "disable"



GusVariant

Choices: "vanilla", "modded", "disable"



HaleyVariant

Choices: "vanilla", "modded", "disable"



HarveyVariant

Choices: "vanilla", "modded", "disable"



JasVariant

Choices: "vanilla", "modded", "disable"



JodiVariant

Choices: "vanilla", "modded", "disable"



KentVariant

Choices: "vanilla", "modded", "disable"



LeahVariant

Choices: "vanilla", "native", "butch", "disable"



LewisVariant

Choices: "vanilla", "modded", "disable"



LinusVariant

Choices: "vanilla", "disable"



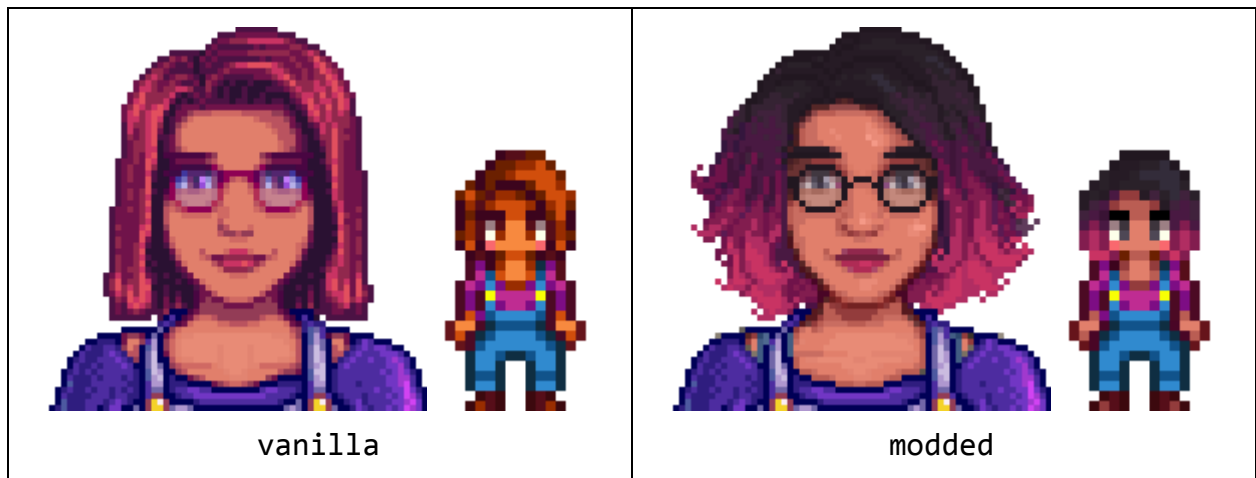
MarnieVariant

Choices: "vanilla", "modded"



MaruVariant

Choices: "vanilla", "modded"



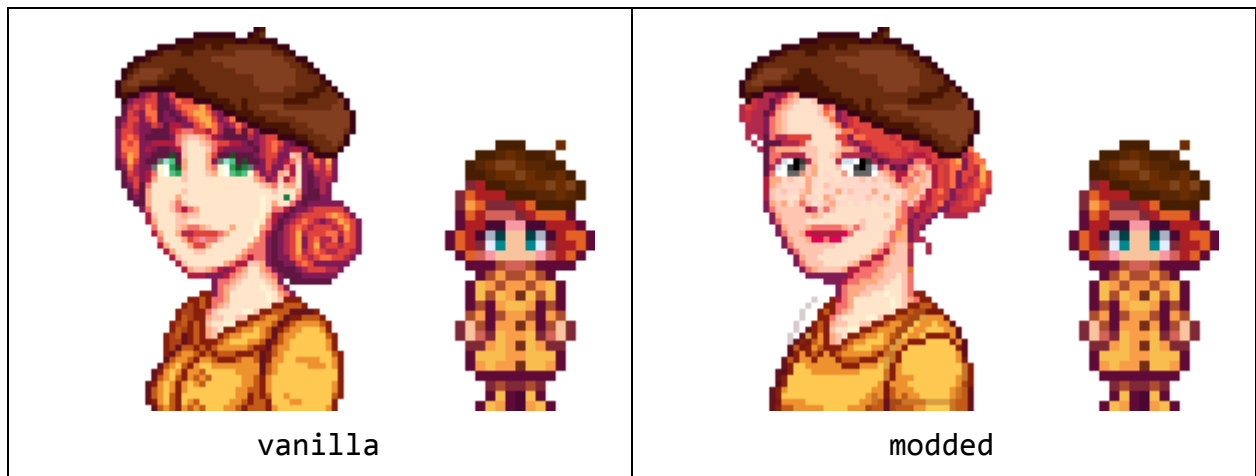
PamVariant

Choices: "vanilla", "disable"



PennyVariant

Choices: "vanilla", "modded", "disable"



PierreVariant

Choices: "vanilla", "modded", "disable"



RobinVariant

Choices: "vanilla", "modded", "disable"



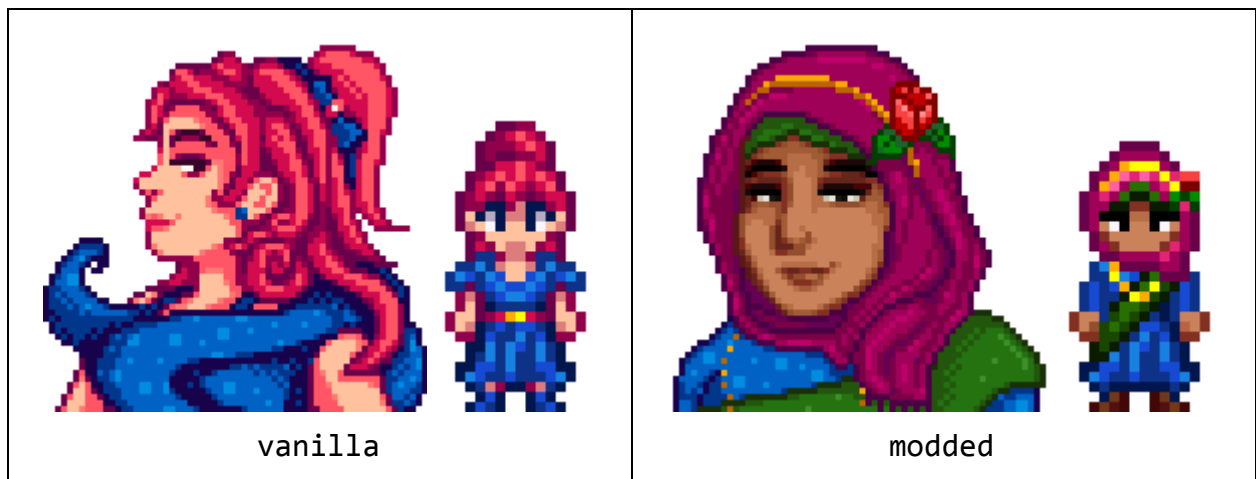
SamVariant

Choices: "vanilla", "modded", "disable"



SandyVariant

Choices: "vanilla", "modded", "disable"



SebastianVariant

Choices: "vanilla", "modded", "disable"



ShaneVariant

Choices: "vanilla", "modded", "disable"



VincentVariant

Choices: "vanilla", "modded", "disable"



WillyVariant

Choices: "vanilla", "modded", "disable"



WizardVariant

Choices: "vanilla", "disable"



MaternitySprites

Description: Changes the sprite of your character’s wife to a maternity outfit when ‘true’. This has to be enabled manually; the mod cannot turn it on or off automatically.

Choices: "true", "false"

The butch Leah variant and the modded Penny variant have no maternity sprites.

vanilla:						
modded:						(n/a)

Abigail

AbigailSpringJacketColor

Description: Changes the color of Abigail's spring jacket in sunny weather between red and blue.

Choices: "blue", "red"

NOTE: The modded version of Abigail is shown here for reference, but the choice applies to both versions.








AbigailRainHat

Description: Changes whether Abigail wears hats in rainy weather or not.

Choices: "hat", "nohat"

Note: The modded version of Abigail is displayed here for reference, but the choice appears for both versions.

"hat"		"nohat"
	spring rain	
	summer rain	
	fall rain	

AbigailBodyType

Description: Chooses between vanilla and plus-size body type for Abigail.

Choices: "vanilla", "plussize"



Caroline

CarolineHairColor

Description: Selects either black or green hair for modded Caroline.

Choices: "black", "green"



CarolineSpringVariant

Description: Changes Caroline's outfit in spring.

Choices: "sweatercollar", "stripedknit"

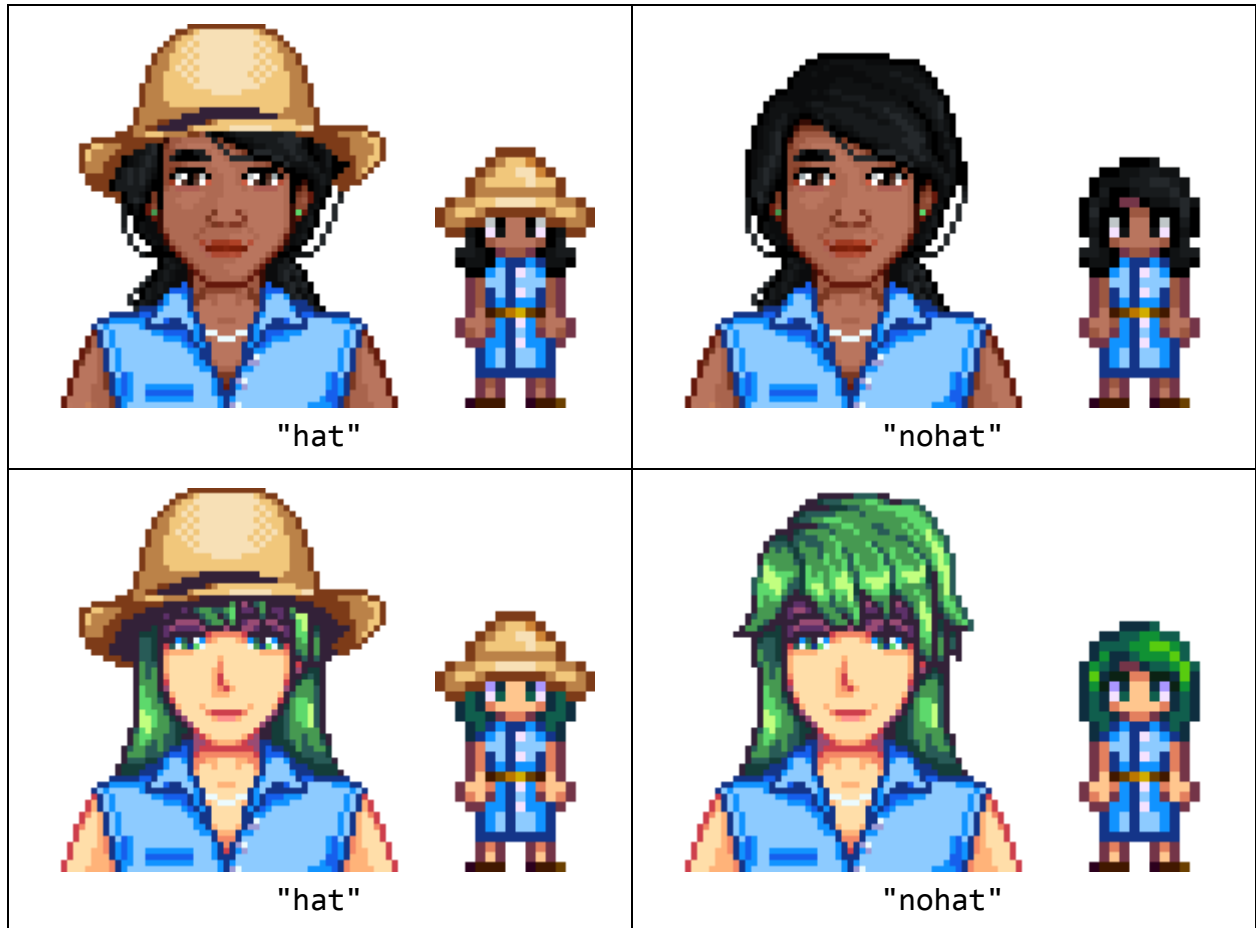
NOTE: The modded, black-haired version of Caroline is displayed here for reference, but the choice applies to all versions.



CarolineSummerVariant

Description: Choose whether Caroline wears a hat in summer.

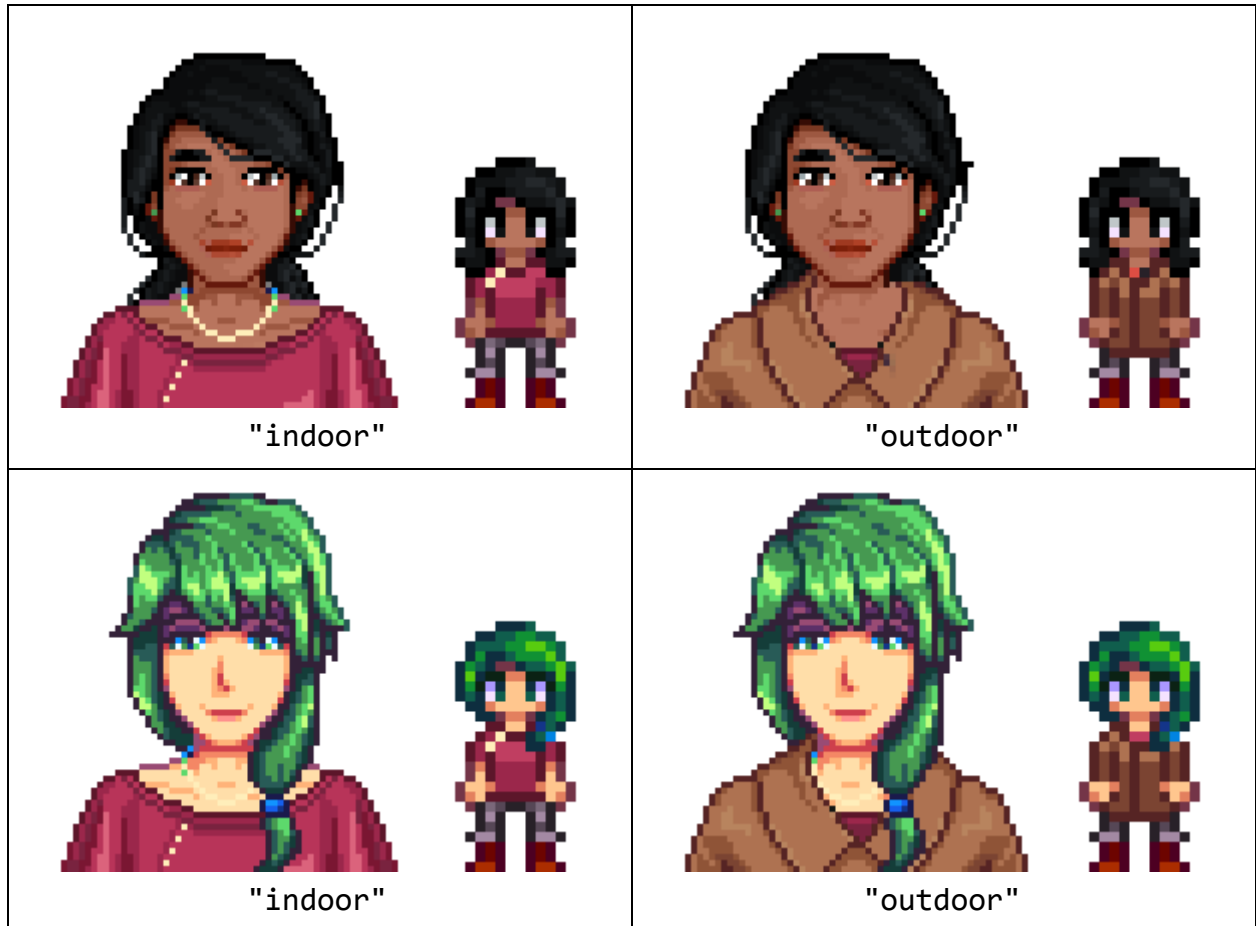
Choices: "hat", "nohat"



CarolineFallVariant

Description: Choose what outfit Caroline wears in fall: 'indoor' for a red shirt and necklace, 'outdoor' for a brown jacket.

Choices: "indoor", "outdoor"



Clint

ClintStyle

Description: Changes whether Clint wears an apron or not for all seasons.

Choices: "apron", "noapron"



Demetrius

DemetriusSkinColor

Description: Selects the skin tone of modded Demetrius between black and albino.

Dependent on: Only the modded version of Demetrius is affected by this choice.

Choices: "albino, black"



Elliott

ElliottFacing

Description: Changes whether Elliott's portrait faces to the front or side.

Dependent on: Only the vanilla version of Elliott is affected by this choice.

Choices: "front", "side"

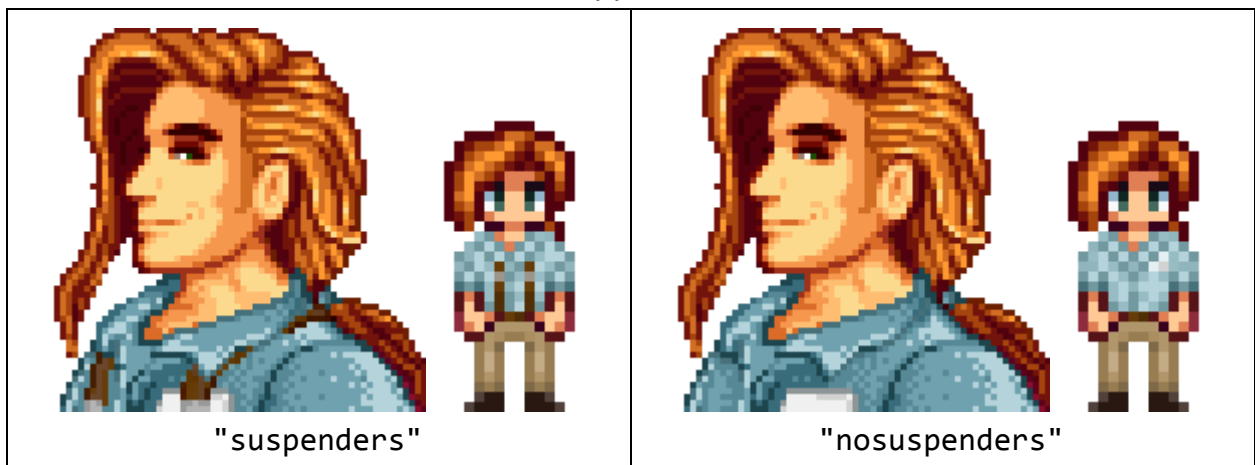


ElliottSummerVariant

Description: Changes whether Elliott wears suspenders or not with his summer outfit.

Choices: "suspenders", "nosuspenders"

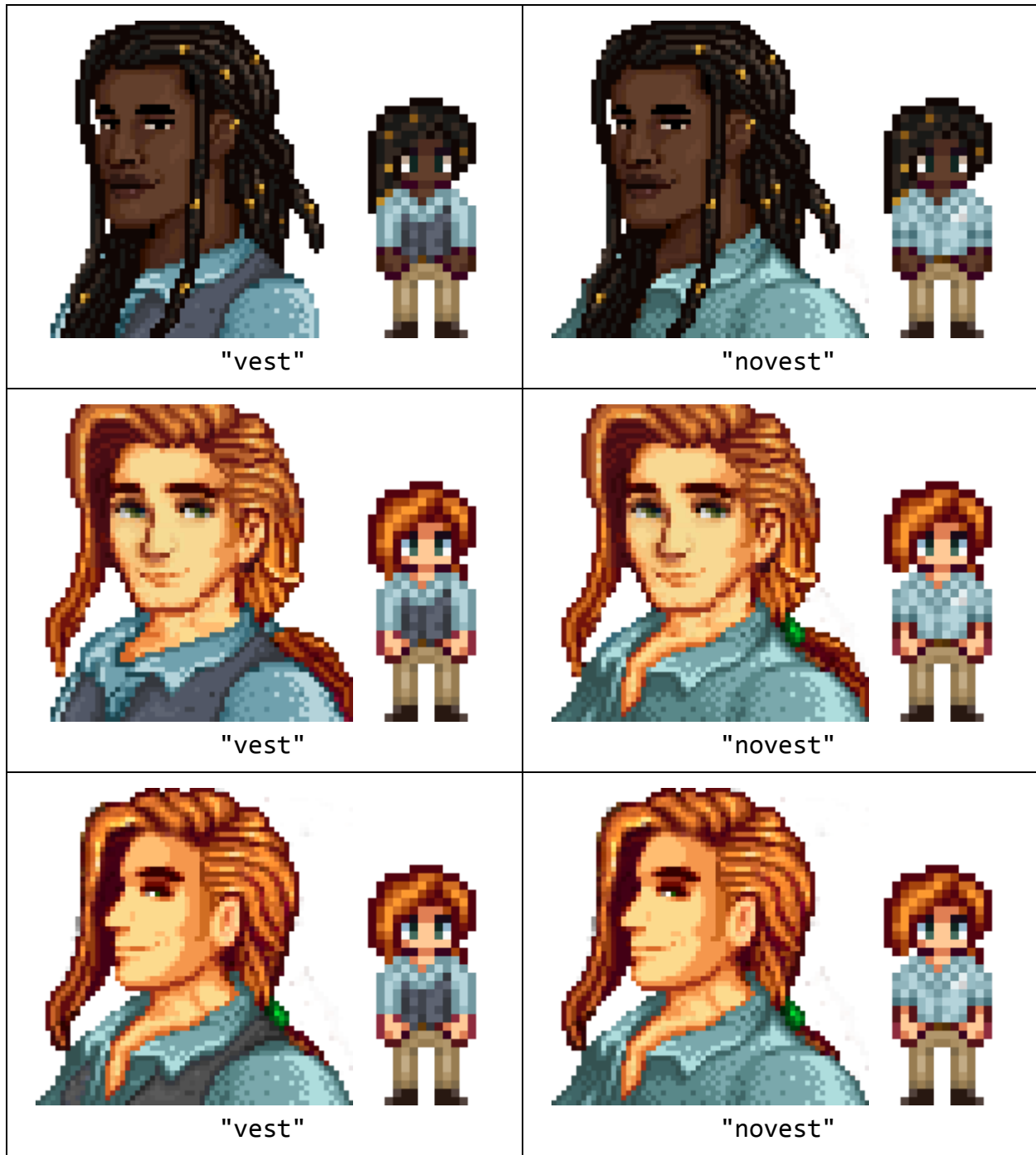
Note: The vanilla, side-facing version of Elliott is shown here for reference, but the choice applies to all versions.



ElliottSummerRainVariant

Description: Chooses what outfit Elliott wears on rainy summer days.

Choices: "vest", "novest"



Emily

EmilySpringShirt

Description: Changes whether Emily's spring shirt is sleeveless or not.

Choices: "sleeves", "nosleeves"

 <p>"sleeves"</p>	 <p>"nosleeves"</p>
 <p>"sleeves"</p>	 <p>"nosleeves"</p>

EmilySpringRainJacket

Description: Chooses the color of Emily's rain jacket in spring.

Choices: "pink", "yellow"



EmilyWinterOutfit

Description: Chooses whether Emily wears a dress blouse or a collared shirt in her winter portrait.

Choices: "dress", "shirt"



"dress"



"shirt"



"dress"



"shirt"

EmilyWinterHat

Description: Chooses whether Emily wears a hat or not in winter.

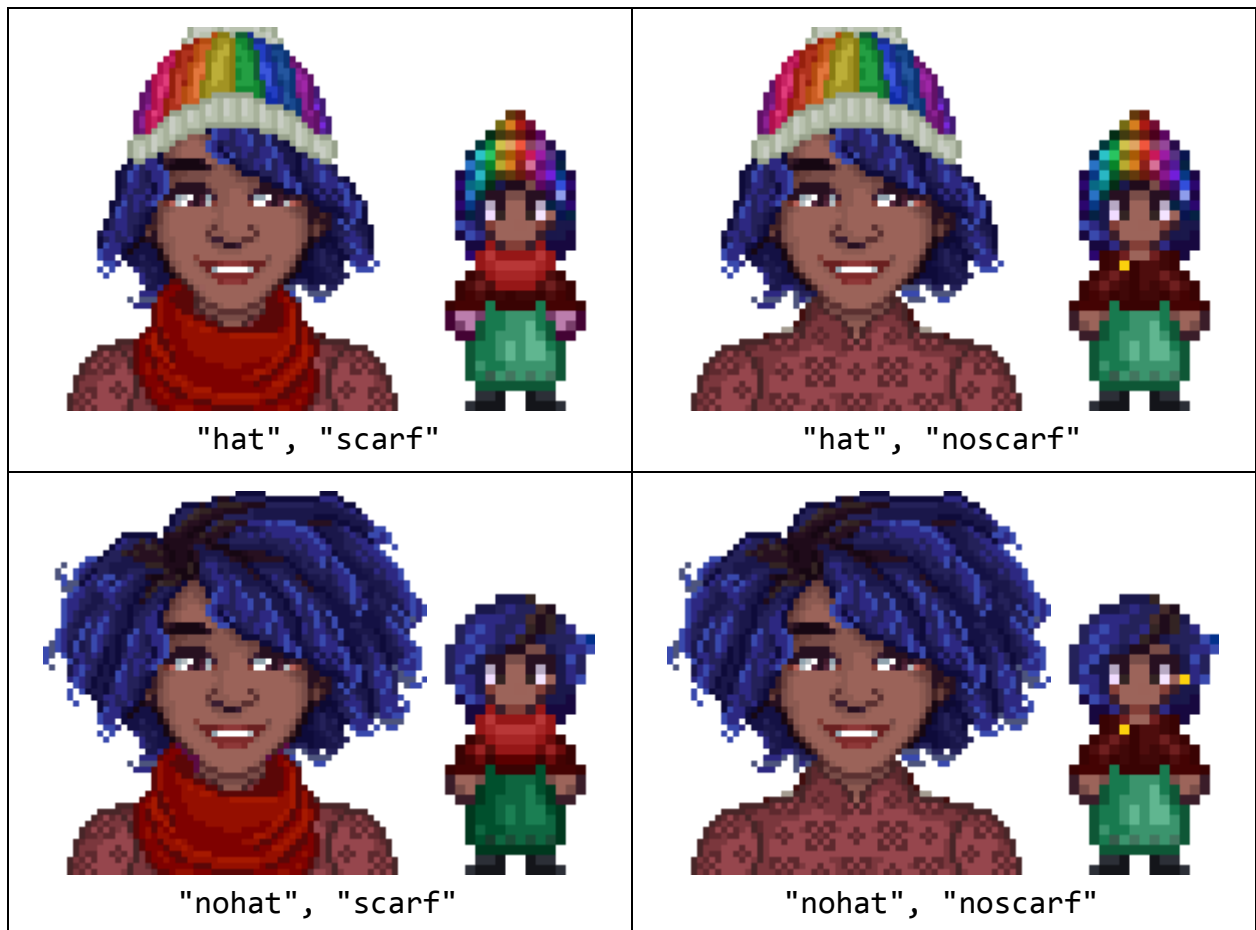
Choices: "hat", "nohat"

EmilyWinterScarf

Description: Chooses whether Emily wears a scarf or not in winter.

Choices: "scarf", "noscarf"

Note: The modded version of Emily wearing the "dress" outfit is shown here for reference, but these choices apply to the vanilla version and shirt outfit as well.



Evelyn

EvelynSpringOutfit

Description: Chooses between a green and pink outfit for Evelyn in spring.

Dependent on: Only the Samoan variant of Evelyn is affected by this choice.

Choices: "green", "pink"



EvelynSummerOutfit

Description: Chooses between a blue and pink outfit for Evelyn in summer.

Choices: "blue", "pink"

"blue"	"pink"
	
	
	

EvelynWinterOutfit

Description: Chooses between a blue and pink outfit for Evelyn in winter.

Choices: "blue", "pink"

"blue"	"pink"
 	 
 	 
 	 

George

GeorgeSamoaVariant

Description: Chooses between 10kCats' or Juelsy's art style for Samoan George.

Dependent on: Only the Samoan version of George is affected by this choice.

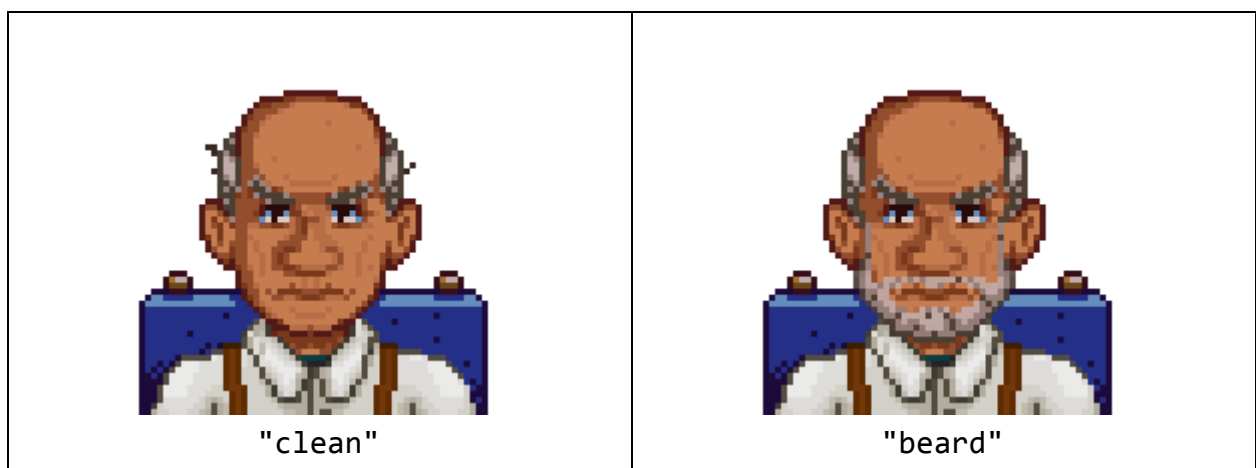
Choices: "10kcats", "juelsy"



George10KCatsShave

Description: Chooses whether 10kCats' Samoan George is clean-shaven or bearded.

Choices: "clean", "beard"



Haley

HaleySpringAltOutfit

Description: Enables an alternate outfit in Haley's spring portrait.

NOTE: To use one of Lavender's alternate black Haley portraits, set this option to "false", navigate to "Portraits/Haley/Modded/Alternate Spring Portraits" in this mod's files, rename the portrait you prefer to "Haley_Spring_Indoor.png", and switch it with the existing file in the parent folder.

Choices: "true", "false"

NOTE: The modded version of Haley is shown here for reference, but the choice applies to both versions.




HaleySpringIndoorSpriteVariant

Description: Chooses between five variants of Haley's spring sprite varying her skirt color, camera color, and whether or not she wears dreadlock cuffs.

Dependent on: Only the modded version of Haley is affected by this choice.

Choices: "browncam", "blackcam", "nocuffs", "pink", "pinknocuffs"

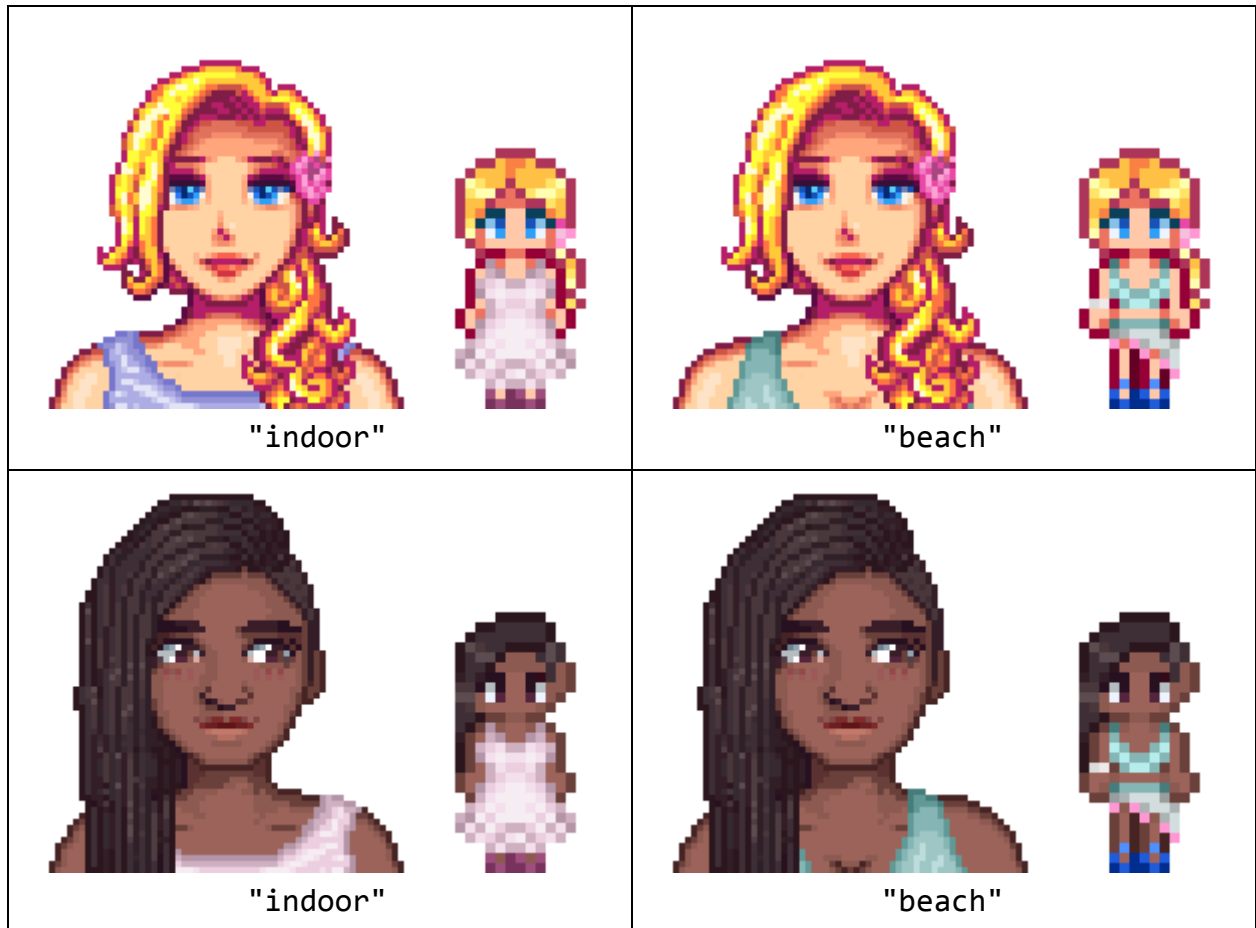
Note: All variants except "browncam" have a black camera.

				
"browncam"	"blackcam"	"nocuffs"	"pink"	"pinknocuffs"

HaleySummerVariant

Description: Choose the style of Haley's summer outfit.

Choices: "indoor", "beach"

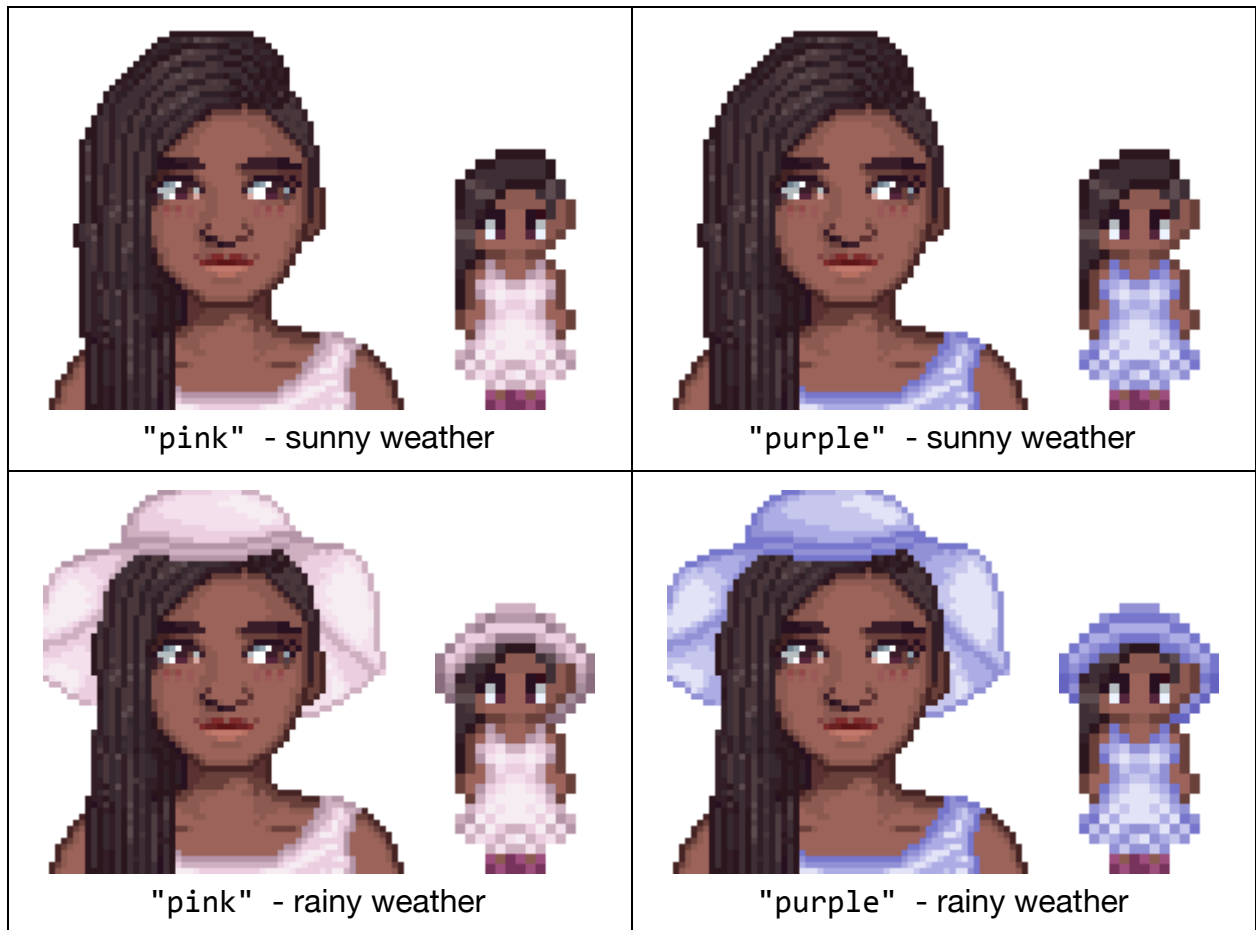


HaleySummerIndoorColor

Description: Choose the color of Haley's summer "indoor" (see above) outfit.

Choices: "pink", "purple"

NOTE: The modded version of Haley is displayed here for reference,
but the choice applies to both versions.



HaleyFallPalette

Description: Changes the color palette of Haley's fall outfits.

Choices: "red", "blue"

NOTE: For reference here, the sunny-weather outfit is displayed for modded Haley, and the rainy-weather outfit is displayed for vanilla Haley, but both versions have both outfits.

"red"	"blue"
	
	

HaleyWinterColor

Description: Changes the color of Haley's winter coat.

Choices: "grey", "pink"



Harvey

HarveyPunjabiVariant

Description: Changes which variant of Punjabi Harvey to use: Sikh, non-Sikh, or non-Sikh with a more rounded beard.

Dependent on: Only the modded version of Harvey is affected by this choice.

Choices: "sikh", "nonsikh", "nonsikhround"

"sikh"	 The image shows two pixel art representations of a Sikh character. On the left is a large headshot of a man with a blue turban, a full black beard, and black-rimmed glasses. He is wearing a green suit jacket over a white shirt and an orange tie. On the right is a smaller full-body version of the same character, standing and wearing brown pants and green shoes.
"nonsikh"	 The image shows two pixel art representations of a non-Sikh character. On the left is a large headshot of a man with dark, wavy hair, a full black beard, and black-rimmed glasses. He is wearing a green suit jacket over a white shirt and an orange tie. On the right is a smaller full-body version of the same character, standing and wearing brown pants and green shoes.
"nonsikhround"	 The image shows two pixel art representations of a non-Sikh character with a rounded beard. On the left is a large headshot of a man with dark, wavy hair, a full black beard, and black-rimmed glasses. He is wearing a green suit jacket over a white shirt and an orange tie. On the right is a smaller full-body version of the same character, standing and wearing brown pants and green shoes.

HarveySpringOutfit

Description: Chooses whether Harvey wears a vest or not over his shirt in spring.

Choices: "vest", "novest"

NOTE: The vanilla version of Harvey is pictured here for reference, but the choice applies to all versions.



HarveyFallOutfit

Description: Chooses Harvey's outfit in fall between a black jacket and red scarf, or a brown jacket with no scarf.

Choices: "blackredscarf", "brownnoscarf"







NOTE: The vanilla version of Harvey is pictured here for reference, but the choice applies to all versions.



HarveySikhSpringColor

Description: Chooses Sikh Harvey's turban color in spring.







Choices: "blue", "orange", "purple"

sunny weather		rainy weather
	"blue"	
	"orange"	
	"purple"	

HarveySikhSummerColor

Description: Chooses Sikh Harvey's turban color in summer.







Choices: "blue", "orange", "purple"

sunny weather		rainy weather
	"blue"	
	"orange"	
	"purple"	

HarveySikhFallColor

Description: Chooses Sikh Harvey's turban color in fall.







Choices: "blue", "orange", "purple"

sunny weather		rainy weather
	"blue"	
	"orange"	
	"purple"	

HarveySikhWinterColor

Description: Chooses Sikh Harvey's turban color in winter.

Choices: "blue", "orange", "purple"

sunny weather		snowy weather
	"blue"	
	"orange"	
	"purple"	

Jas





JasModdedStyle

Description: Chooses between 10kCats' or SarahSyna's art style for modded Jas.

Dependent on: Only the modded version of Jas is affected by this choice.

Choices: "10kcats", "sarahsyna"

NOTE: Jas's spring and summer sunny-weather outfits are shown here for reference.

"10kcats"	"sarahsyna"
	
	

Jodi



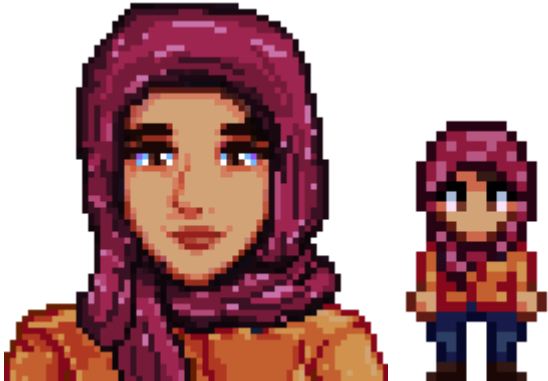
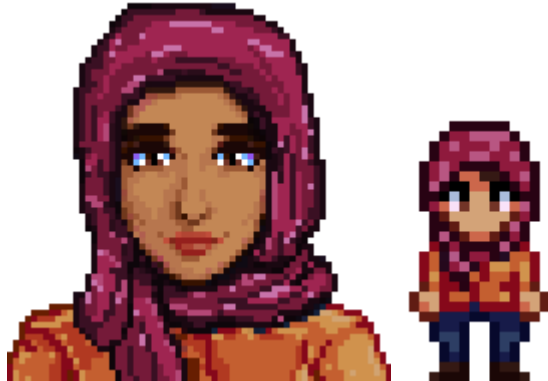
JodiSkinColor

Description: Chooses between a lighter or darker skin tone for modded Jodi.

Dependent on: Only the modded version of Jodi is affected by this choice.

Choices: "lighter", "darker"

NOTE: Jodi's summer and fall sunny-weather outfits are shown here for reference.

"lighter"	"darker"
	
	

JodiSpringHijabColor

Description: Chooses the color of Jodi's hijab in spring.

Dependent on: Only the modded version of Jodi is affected by this choice.

Choices: "lavender", "mint"



JodiFallShirtColor

Description: Chooses the color of Jodi's shirt in fall.

Choices: "orange", "pink"

NOTE: The vanilla version of Jodi is shown here for reference, but the choice applies to both versions.






Leah

LeahSpringOutfit

Description: Chooses the outfit portrayed on Leah's sprite in spring.

Choices: "dress", "pants"






NOTE: This choice only applies to the vanilla and Native American versions of Leah.

"dress"		"pants"	
			

LeahSummerSprite

Description: Chooses whether Leah's summer sprite shows her midriff or not.

Choices: "midriff", "nomidriff"





"midriff"			"nomidriff"		
					

LeahFallOutfit

Description: Chooses the outfit portrayed on Leah's sprite in fall.

Choices: "dress", "pants"

NOTE: This choice only applies to the vanilla and Native American versions of Leah.

"dress"		"pants"	
			

LeahWinterCoatColor

Description: Chooses the color of Leah's coat in winter snowy weather.

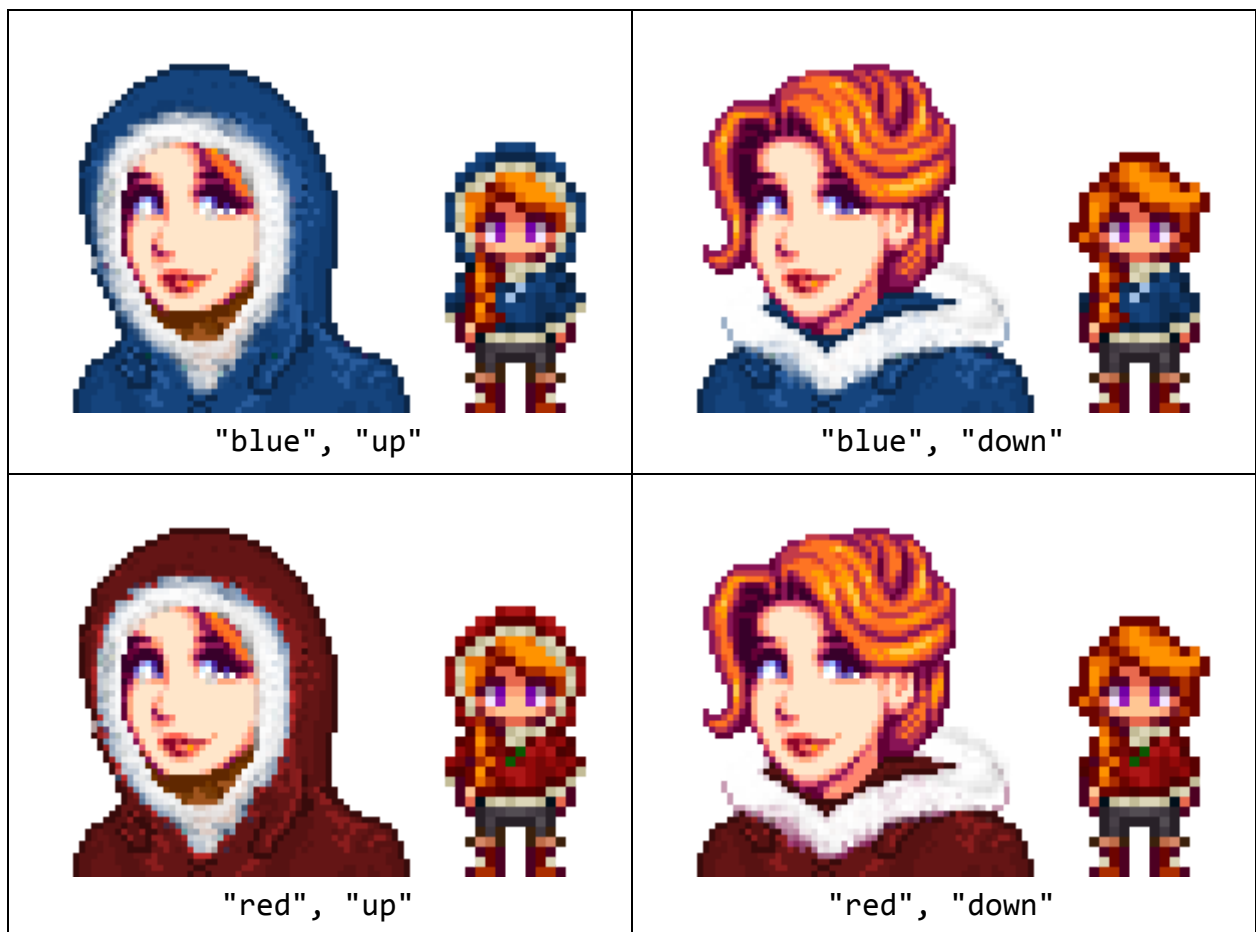
Choices: "blue", "red"

LeahWinterCoatHood

Description: Chooses whether Leah wears her hood up or down in winter snowy weather.

Choices: "up", "down"

Note: The vanilla version of Leah is shown here for reference, but the options apply to both the vanilla and Native American version. The butch version of Leah is not affected by this option.



Marnie





MarnieModdedStyle

Description: Chooses between SarahSyna's or hugbeam's art style for modded Marnie.

Dependent on: Only the modded version of Marnie is affected by this choice.

Choices: "sarahsyna", "hugbeam"

NOTE: Marnie's spring & summer sunny-weather outfits are shown here for reference.

"sarahsyna"	"hugbeam"
	
	



Maru

MaruModdedStyle

Description: Chooses between Acerbicon's, Lavender's, or notsnuffie's art style for modded Maru.

Choices: "acerbicon", "lavender", "notsnuffie"

NOTE: Maru's fall sunny-weather outfits are shown here for reference.

"acerbicon"	
"lavender"	
"notsnuffie"	

MaruHospitalVariant

Description: Chooses what outfit Maru wears while working in the hospital.

Choices: "lightscrubs", "darkscrubs", "white"

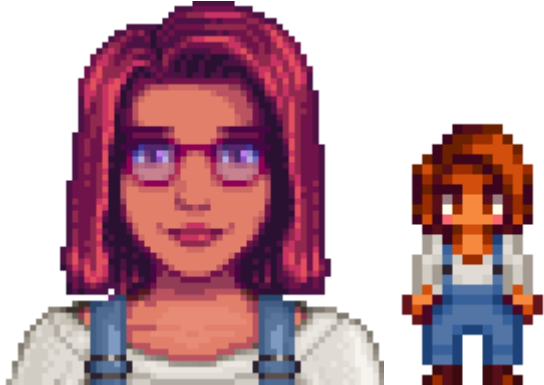
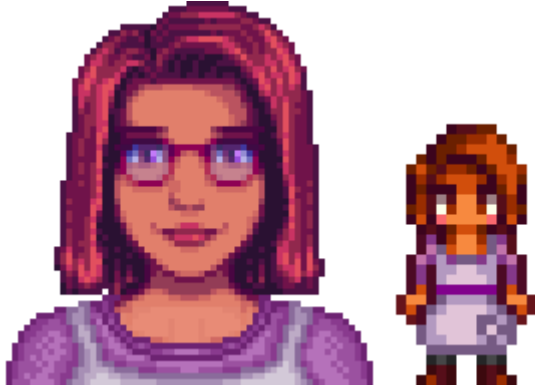


Note: The vanilla version of Maru is displayed here for reference, but the choice applies to all versions.

"lightscrubs"	
"darkscrubs"	
"white"	

MaruSpringOutfit

Description: Chooses Maru's outfit in spring between a white shirt and blue overalls, or a pink shirt and apron.

Choices: "overalls", "apron"

"overalls"	"apron"
	
	

Pam

PamSummerOutfit

Description: Chooses Pam's summer outfit between a light pink dress, or purple shirt and pants.

Choices: "dress", "pants"



Penny

PennySummerHat

Description: Chooses whether Penny wears a hat in sunny summer weather or not.

Choices: "hat", "nohat"

NOTE: The vanilla version of Penny is displayed here for reference, but the choice applies to both versions.

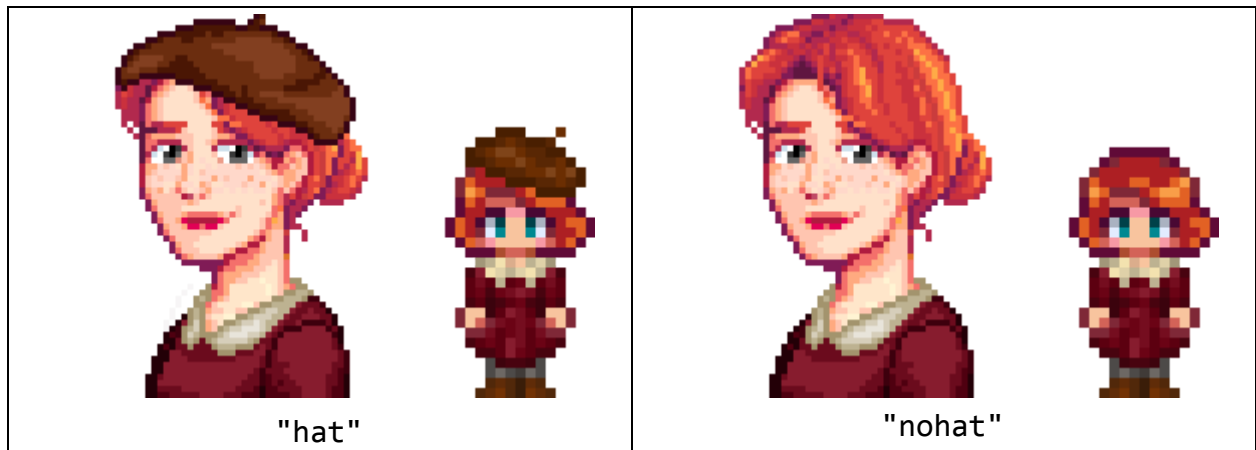


PennyFallHat

Description: Chooses whether Penny wears a hat in sunny fall weather or not.

Choices: "hat", "nohat"

NOTE: The modded version of Penny is displayed here for reference, but the choice applies to both versions.



Robin

RobinSpringHairstyle

Description: Chooses whether Robin's hair is worn up or down in rainy spring weather.

Choices: "down", "up"

"down"	"up"
	
	

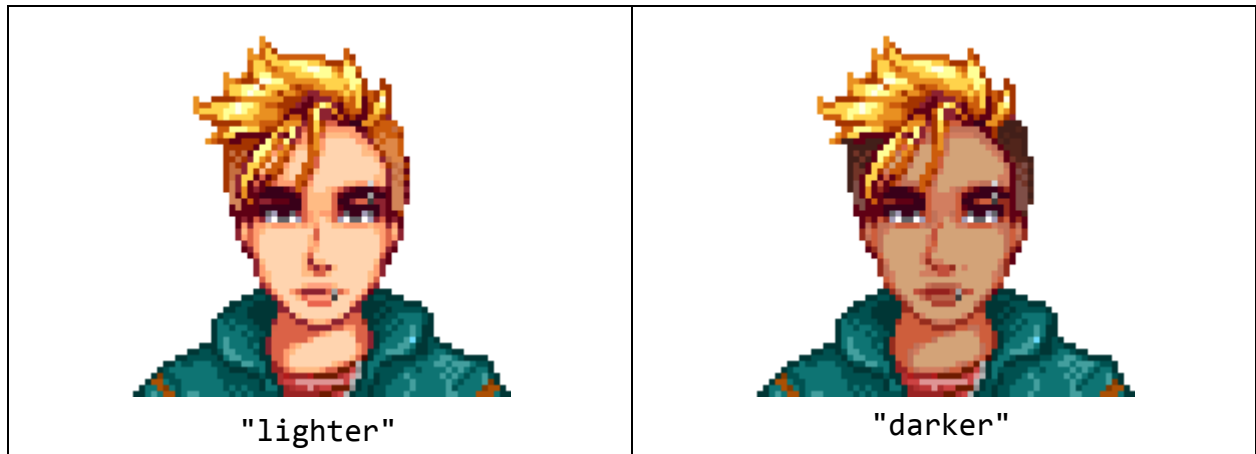
Sam

SamSkinColor

Description: Chooses between a lighter or darker skintone for modded Sam.

Dependent on: Only the modded version of Sam is affected by this choice.

Choices: "lighter", "darker"



SamSummerRainJacket

Description: Changes the color of Sam's summer rain jacket.

Choices: "lightred", "darkred"

NOTE: The vanilla version of Sam is used here for reference, but the choice applies to all versions.



SamWinterAltHat

Description: Chooses whether or not to use an alternative winter hat for Sam.

Choices: "true", "false"

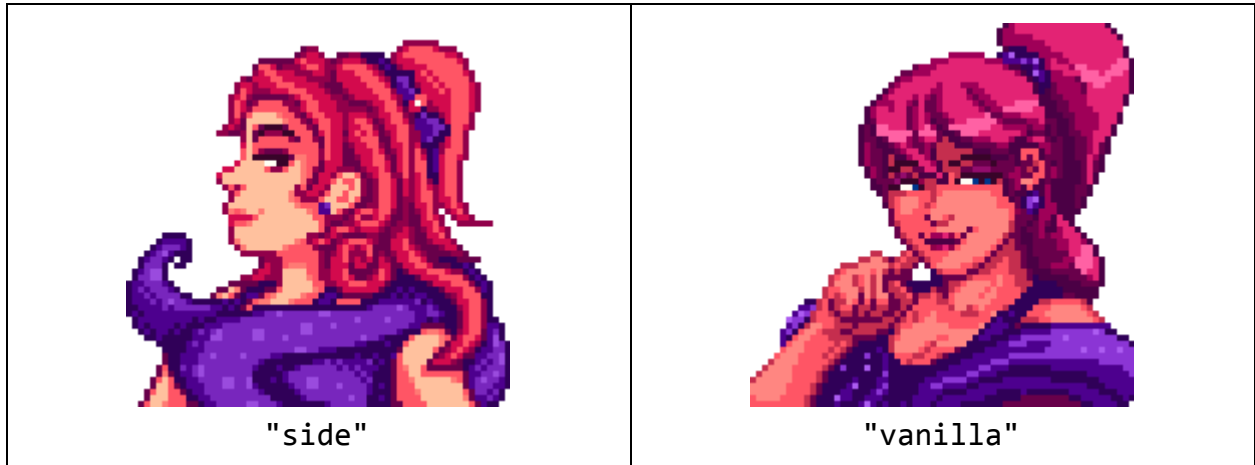
"true"	"false"
 	 
 	 
 	 

Sandy

SandyVanillaFacing

Description: Chooses whether Sandy's vanilla portrait faces to the side or the front.

Choices: "side", "front"



Sebastian

SebastianHairColor

Description: Chooses between black or purple-dyed hair for modded Sebastian.

Choices: "black", "purple"



SebastianSpringAltHoodie

Description: Chooses whether or not to use an alternate hoodie for Sebastian in spring.

Choices: "true", "false"

NOTE: The vanilla version of Sebastian is shown here for reference, but the choice applies to all versions.



SebastianSummerPonytail

Description: Chooses whether Sebastian wears his hair tied back in a ponytail in his summer portrait.

Dependent on: Only the vanilla version of Sebastian is affected by this choice.

Choices: "true", "false"



SebastianWinterOutfit

Description: Chooses whether Sebastian wears a jacket over his sweater in his winter portrait.

Choices: "jacket", "nojacket"

NOTE: The black-haired modded version of Sebastian is shown here for reference, but the choice applies to all versions.



Shane





ShaneModdedStyle

Description: Chooses between SarahSyna's or hugbeam's art style for modded Shane.

Dependent on: Only the modded version of Shane is affected by this choice.

Choices: "sarahsyna", "hugbeam"

NOTE: Shane's summer and fall sunny-weather outfits are shown here for reference.

"sarahsyna"	"hugbeam"
	
	

ShaneSelfCare

Choices: "neat", "messy", "dynamic"

Description: Chooses how much care Shane takes in his appearance.

'neat' Shane wears a variety of tidy outfits;

'messy' Shane mostly wears his worn-out Joja hoodie; and

'dynamic' Shane changes from his 'messy' appearance to his 'neat' appearance over time depending on story events.

(To read a spoiler about when the **dynamic** change takes place, paste the following text into <https://rot13.com>: Vs gur 'qlanzvp' bcvba vf fryrpgrq, gur qnl nsgre Funar pbzrf gb lbhe snezubhfr va gur zbeavat nsgre uvf fvk-urneg pyvss rirag, ur jvyy fgneq hfvat uvf 'arng' bhgsvgf vafgrnq bs uvf 'zrffl' bhgsvgf.)

Note: Vanilla Shane's summer rain and winter sun portraits are shown here for reference, but the choice applies to all versions.

"neat"	"messy"
	
	

Willy

WillyWinterHat

Description: Chooses what style of hat Willy wears in winter.

Choices: "cap", "beanie"

NOTE: The vanilla version of Willy is shown here for reference,
but the choice applies to both versions.

