01 BODY AND ROTATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Brax	v001-2026-10-28	BRAWLER / LABELLED	13 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Define the complete form, silhouette, proportions and asymmetric details.

BRAWLER rotation: head follows torso; ONE character-left shoulder pad, exposed toes and brass knuckles. Approximate views and scale, not a calibrated 3D capture.

B01-V01

FRONT / 0 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Angles approximate.
Left shoulder armour fixed.

INTERPRETATION | S01, G01

B01-V02

FRONT-LEFT / 45 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Angles approximate.
Left shoulder armour fixed.

INTERPRETATION | S01, G01

B01-V03

LEFT / 90 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Angles approximate.
Left shoulder armour fixed.

INTERPRETATION | S01, G01

B01-V04

REAR-LEFT / 135 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Angles approximate.
Left shoulder armour fixed.

INTERPRETATION | S01, G01

B01-V05

BACK / 180 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Angles approximate.
Left shoulder armour fixed.

INTERPRETATION | S01, G01

B01-V06

REAR-RIGHT / 225 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Angles approximate.
Left shoulder armour fixed.

INTERPRETATION | S01, G01

B01-V07

RIGHT / 270 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Angles approximate.
Left shoulder armour fixed.

INTERPRETATION | S01, G01

B01-V08

FRONT-RIGHT / 315 DEG

Full body. Neutral pose.
Eye-level / orthographic.



Angles approximate.
Left shoulder armour fixed.

INTERPRETATION | S01, G01

B01-D01

ELEVATED THREE-QUARTER

Show top surfaces; record camera angle.



Elevated camera; approximate.

INTERPRETATION | S01, G05

B01-D02

LOW THREE-QUARTER

Show undersides; record camera angle.



Low camera; approximate.

INTERPRETATION | S01, G05

B01-D03

OCCLUDED SURFACES

Only surfaces unclear in the main row.



Open-toe wrap; unseen sole is a proposal.

INTERPRETATION | S01, G05

B01-D04

CONSTRUCTION / MEASUREMENTS

Landmarks, height, widths and pose notes.

Working barefoot height: 102 cm / 3 ft 4 in - ESTIMATE.
Numerical age and weight UNKNOWN.
Body dimensions and equipment sizes UNKNOWN.
No universal goblin-scale or anatomical rule inferred.

ESTIMATE | S02, S03, S07

B01 | Brax | Evidence labels distinguish source facts, visual references and illustrative reconstruction.

Use character-left/right. Record sources. Mark absent items N/A and unresolved items UNKNOWN. Add continuation sheets as needed.

02 MATERIALS, COLOURS AND TEXTURES

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Brax	v001-2026-10-28	BRAWLER / LABELLED	13 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Specify each surface, its placement, colour, finish and detail scale.

All six appearance samples use native pixels from the primary portrait. Painted colour and wear are uncalibrated; no measured PBR texture values are supplied.

B02-MAP

MATERIAL PLACEMENT

Label each surface with its material ID. Include hidden surfaces as needed.



M01 olive skin; M02 dark leather; M03 brown straps; M04 brass; M05 dark cloth; M06 black crest.

INTERPRETATION | S01, G01

B02-M01

MATERIAL SLOT 01

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M01 / olive skin appearance
Face, bare arms, fingers and toes
Skin colour under painted light
Painted source; uncalibrated

B02-M02

MATERIAL SLOT 02

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M02 / worn dark leather
Vest, cowl, pauldron and wraps
Leather type / thickness UNKNOWN
Painted source; uncalibrated

B02-M03

MATERIAL SLOT 03

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M03 / brown strap leather
Crossed straps and waist belts
Leather species / grain UNKNOWN
Painted source; uncalibrated

B02-M04

MATERIAL SLOT 04

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M04 / brass-like metal
Knuckle-dusters and hardware
Alloy / physical roughness UNKNOWN
Painted source; uncalibrated

B02-M05

MATERIAL SLOT 05

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M05 / dark trouser appearance
Trouser panels beneath skirt
Fibre / leather type UNKNOWN
Painted source; uncalibrated

B02-M06

MATERIAL SLOT 06

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M06 / short dark hair
Scruffy central crest on scalp
Density / exact growth map UNKNOWN
Painted source; uncalibrated

B02-PAL

PALETTE

Label chips with colour ID, sRGB/HEX and intended use.

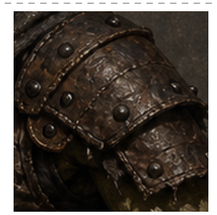
BRAWLER PALETTE
Olive green/brown skin; short black/dark crest.
Black-brown leather and dark trousers.
Worn brown straps; warm brass-like hardware.
Dark eyes: exact calibrated iris colour UNKNOWN.
Merchant colours are a separate proposed state.
Exact HEX / physical shader values UNKNOWN.

VISUAL-REFERENCE | S01, S07

B02-PAT

PATTERNS / MARKINGS

Show repeat scale, direction, seams and exact placement.



Layered rivets and seam lines on the single left pauldron. No invented family, guild or royal insignia.

VISUAL-REFERENCE | S01

B02-WEAR

WEAR / SURFACE VARIATION

State where wear occurs and which state it belongs to.



Existing ragged leather panels and stitching. Painted wear is not a newly dated damage event.

VISUAL-REFERENCE | S01

03 FACE AND EXPRESSIONS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Brax	v001-2026-10-28	BRAWLER / LABELLED	13 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Preserve facial identity across view angles and character-specific expressions.

Preserve the long-nosed, lined goblin face, broad ears, dark eyes and short crest. New expressions and camera angles are interpretations; numerical age remains UNKNOWN.

B03-N01

NEUTRAL FRONT

Same neutral expression; consistent head size.



Likeness reconstruction.

INTERPRETATION | S01, G02

B03-N02

NEUTRAL LEFT THREE-QUARTER

Same neutral expression; consistent head size.



Likeness reconstruction.

INTERPRETATION | S01, G02

B03-N03

NEUTRAL RIGHT THREE-QUARTER

Same neutral expression; consistent head size.



Likeness reconstruction.

INTERPRETATION | S01, G02

B03-N04

NEUTRAL LEFT PROFILE

Same neutral expression; consistent head size.



Likeness reconstruction.

INTERPRETATION | S01, G02

B03-N05

NEUTRAL RIGHT PROFILE

Same neutral expression; consistent head size.



Likeness reconstruction.

INTERPRETATION | S01, G02

B03-E01

EXPRESSION 01

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Alert curiosity / illustrative

B03-E02

EXPRESSION 02

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Sly amusement / illustrative

B03-E03

EXPRESSION 03

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Sincere concern / illustrative

B03-A01

NEUTRAL ELEVATED VIEW

Show jaw, nose and eye structure at this angle.



High camera head study; approximate.

INTERPRETATION | S01, G02

B03-E04

EXPRESSION 04

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Surprised discovery / illustrative

B03-E05

EXPRESSION 05

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Controlled anger / illustrative

B03-E06

EXPRESSION 06

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, G02

Pleased smile / illustrative

B03-A02

NEUTRAL LOW VIEW

Show jaw, nose and eye structure at this angle.



Low camera head study; approximate.

INTERPRETATION | S01, G02

B03 | Brax | Evidence labels distinguish source facts, visual references and illustrative reconstruction.

Use character-left/right. Record sources. Mark absent items N/A and unresolved items UNKNOWN. Add continuation sheets as needed.

04 COMPONENTS AND CONSTRUCTION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Brax	v001-2026-10-28	BRAWLER / LABELLED	13 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Explain the separate pieces, their dimensions, layering and connections.

Use stable component IDs C01, C02, etc. Map each piece to B02 material IDs. Identify character-left/right; show concealed attachment details.

B04-ASM

ASSEMBLED CHARACTER

Place component ID callouts on the complete outfit.



C01 vest/cowl; C02 left pauldron; C03 straps/belts; C04 trousers/skirt; C05 wraps; C06 brass knuckles.

INTERPRETATION | S01, G01

B04-LAY

LAYER ORDER / ASSEMBLY

Show inner-to-outer order and how components connect.

BRAWLER / PROPOSED ASSEMBLY
C04 patched trousers beneath ragged leather skirt.
C01 sleeveless dark vest with soft cowl.
C03 crossed chest straps; layered waist belts/rings.
C02 ONE layered pauldron on CHARACTER LEFT.
C05 forearm/shin/foot wraps; fingers/toes exposed.
C06 two brass knuckle-dusters carried in fists.
No prison cuff implied by ordinary leather wraps.
Unseen back closures and exact fasteners proposed.

INTERPRETATION | S01, G03, S07

B04-C01

COMPONENT SLOT 01

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, G03

C01 / vest with soft cowl
SIZE: UNKNOWN
M02

B04-C02

COMPONENT SLOT 02

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, G03

C02 / LEFT shoulder pauldron
SIZE: UNKNOWN
M02; M04

B04-C03

COMPONENT SLOT 03

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, G03

C03 / chest and waist straps
SIZE: UNKNOWN
M03; M04

B04-C04

COMPONENT SLOT 04

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, G03

C04 / trousers and skirt
SIZE: UNKNOWN
M05; M02

B04-C05

COMPONENT SLOT 05

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, G03

C05 / arm and open-toe wraps
SIZE: UNKNOWN
M02; M03

B04-C06

COMPONENT SLOT 06

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, G03

C06 / two brass knuckle-dusters
SIZE: UNKNOWN
M04

B04-ATT

FASTENERS / CONNECTIONS

Enlarge clasps, strap routes, closures and mount points.



Left pauldron attachment route proposed; exact mounts not measured.

INTERPRETATION | S01, G05

B04-HID

HIDDEN SURFACES

Show linings, backs and undersides that affect construction.



Sole, lining and wrap underside reconstructed; toe opening remains visible.

INTERPRETATION | S01, G05

B04 | Brax | Evidence labels distinguish source facts, visual references and illustrative reconstruction.

Use character-left/right. Record sources. Mark absent items N/A and unresolved items UNKNOWN. Add continuation sheets as needed.

05 BODY LANGUAGE AND ACTING

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Brax	v001-2026-10-28	BRAWLER / LABELLED	13 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Define characteristic posture, gesture, gaze and emotional performance.

Keep the design and outfit consistent. Show the complete pose and record the context. Choose behaviour established for this character.

B05-P01

DEFAULT STANDING

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, G04

Alert standing / hypothetical
Compact forward readiness
Both knuckle-dusters carried low

B05-P02

SITTING / RESTING

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, G04

Resting / hypothetical
Elbows on knees; feet supported
Knuckles at thigh; no new event

B05-P03

WALKING

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, G04

Purposeful walking
Short grounded stride
Both knuckle-dusters carried low

B05-P04

LISTENING / INTERACTING

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, G04

Listening / hypothetical
Gaze toward imagined speaker
Open questioning hand

B05-P05

UNDER PRESSURE

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, G04

Under pressure / hypothetical
Planted stance; focused gaze
Guard raised; no contact shown

B05-P06

AT EASE

Use full-body acting; include hands and line of sight.



INTERPRETATION | S01, G04

Wagering / hypothetical
Loose stance; crooked smile
Small counting / bargaining gesture

B05 | Brax | Evidence labels distinguish source facts, visual references and illustrative reconstruction.

Use character-left/right. Record sources. Mark absent items N/A and unresolved items UNKNOWN. Add continuation sheets as needed.

06 WARDROBE, STATES AND CONTINUITY

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Brax	v001-2026-10-28	BRAWLER / LABELLED	13 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Record complete approved appearance states and when each applies.

Brawler and merchant appearances are separate. Merchant clothes and cuff designs are proposals. Historical prison cuff is later dissolved; other appearances stay unresolved.

B06-S01

BRAWLER

A complete look: outfit, hair, equipment and condition.

FRONT



INTERPRETATION | S01, G01

BACK



INTERPRETATION | S01, G01

STATE: BRAWLER

STATUS: SOURCE / PROPOSALS LABELLED

B06-S02

MERCHANT GUISE

A complete look: outfit, hair, equipment and condition.

FRONT



Proposed disguise clothes.

INTERPRETATION | S01, S04, G06

BACK



Proposed disguise reverse.

INTERPRETATION | S01, S04, G06

STATE: MERCHANT GUISE

STATUS: SOURCE / PROPOSALS LABELLED

B06-S03

PRISON CUFF / HISTORICAL

Proposed object views; not a body turnaround.

PHYSICAL CUFF



Physical cuff design proposed.

INTERPRETATION | S04, G06

APPARENT CUFF



Same cuff, illusory appearance.

INTERPRETATION | S04, G06

STATE: PRISON CUFF / HISTORICAL

STATUS: SOURCE / PROPOSALS LABELLED

B06-S04

OTHER APPEARANCES

A complete look: outfit, hair, equipment and condition.

FRONT

UNKNOWN
No further complete appearance supplied.

UNKNOWN | S01, S07

BACK

UNKNOWN
No further complete appearance supplied.

UNKNOWN | S01, S07

STATE: OTHER APPEARANCES

STATUS: SOURCE / PROPOSALS LABELLED

B06-S01-NOTES

APPEARANCE SLOT 01 NOTES

Use the same state ID as the view above.

BRAWLER / SOURCE OUTFIT
C01-C06 from S01; new reverse views proposed.
Ordinary leather wraps, no mandatory prison cuff.
No new chronology or recovery claim.

VISUAL-REFERENCE | S01, S05, S07

B06-S02-NOTES

APPEARANCE SLOT 02 NOTES

Use the same state ID as the view above.

MERCHANT GUISE / S04
Story establishes wealthy goblin appearance.
This clothing cut, palette and back are new proposals.
Two bracelet wrist sides are UNKNOWN.

INTERPRETATION | S04, G06, S07

B06-S03-NOTES

APPEARANCE SLOT 03 NOTES

Use the same state ID as the view above.

PRISON CUFF / DETAIL ONLY
S04: metal rune cuff appears gold and gems.
Two views here are one cuff before/apparent guise.
S05: prison cuff dissolved; not permanent gear.

INTERPRETATION | S04, S05, G06

B06-S04-NOTES

APPEARANCE SLOT 04 NOTES

Use the same state ID as the view above.

OTHER APPEARANCES / OPEN
No childhood or extra transformation invented.
Whistle, parchment and digging tools are episode props.
No wasp mount or permanent dragon companion inferred.

UNKNOWN | S06, S07

07 SCALE AND PROPORTION RELATIONSHIPS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Brax	v001-2026-10-28	BRAWLER / LABELLED	13 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Fix relative size between characters, equipment and familiar surroundings.

Use a shared ground plane, stated units and one orthographic scale. Distinguish body height from accessory height. Record reference object sizes.

B07-LINEUP

SHARED CAST LINEUP

All figures share the ground line and scale. Assign an ID and height to each.



102 cm height ESTIMATE.

ESTIMATE | S02, S03, S07, G01

N/A
Single-character package.

NOT-APPLICABLE

N/A
Single-character package.

NOT-APPLICABLE

N/A
Single-character package.

NOT-APPLICABLE

N/A
Single-character package.

NOT-APPLICABLE

SCALE: illustrative estimate only UNITS: cm VIEW: front

B07-DIM

TARGET CHARACTER MEASUREMENTS

Fill applicable dimensions; mark others N/A.

CHARACTER: Brax
UNITS: cm
BAREFOOT HEIGHT: 102 - ESTIMATE
NUMERICAL AGE / WEIGHT: UNKNOWN
BODY WIDTH / HEAD HEIGHT: UNKNOWN
HAND / FOOT LENGTH: UNKNOWN
SEATED HEIGHT / REACH: UNKNOWN
KNUCKLE-DUSTER LENGTH: UNKNOWN
HEIGHT BASIS: standing form, S02
Not a universal goblin ancestry scale.

ESTIMATE | S02, S03, S07

B07-ENV

ENVIRONMENT SCALE

Use a labelled doorway, chair, table or equivalent with known dimensions.

UNKNOWN
No measured doorway, stool or reference environment supplied.
Working barefoot height: 102 cm, estimate only.
Do not infer physical dimensions from painted perspective.

UNKNOWN | S01, S02, S07

B07-GEAR

EQUIPMENT SCALE

Show signature items beside the character or hand; include measurements.



Knuckle-duster pair; exact scale, mass and grip dimensions UNKNOWN.

INTERPRETATION | S01, G03

B07-REACH

SEATED HEIGHT / REACH

Show a useful seated pose, reach or span against a measured reference.



Seated pose proposal; stool size and reach UNKNOWN.

INTERPRETATION | S01, G04

08 IDENTITY RULES AND PERMITTED VARIATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Brax	v001-2026-10-28	BRAWLER / LABELLED	13 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

PURPOSE: Identify the defining features, permitted changes and unresolved decisions.

Use approved source references for fixed rules. Annotate exact features. Keep proposed details and unanswered questions explicitly labelled.

B08-ANCHOR

APPROVED IDENTITY ANCHOR

Use the approved face and/or full-body reference. Record its source ID.



Primary approved likeness and BRAWLER outfit. Generated reverse views remain proposals.

VISUAL-REFERENCE | S01

SOURCE: S01 / original painted portrait

B08-F01

FACE / HEAD FEATURES

Show close-ups and label features F01, F02, etc.



Olive lined face; long nose, broad ears, short dark crest.

VISUAL-REFERENCE | S01

RULE: preserve face, ears and crest

SOURCE: S01

B08-F02

PROPORTIONS / SILHOUETTE

Show close-ups and label features F01, F02, etc.



Compact sinewy goblin; single LEFT pauldron, open toes.

INTERPRETATION | S01, G01

RULE: left armour / exposed toes

SOURCE: S01; G01 reconstruction

B08-F03

SIGNATURE DETAILS

Show close-ups and label features F01, F02, etc.



Brass knuckle weapons; small hardware geometry remains unresolved.

VISUAL-REFERENCE | S01

RULE: keep source weapon family

SOURCE: S01 / component proposal G03

B08-ALLOW

PERMITTED VARIATION

Show approved flexibility and its limits; label each changed feature.

PERMITTED REVIEW VARIATION
New poses and camera angles are interpretations.
Merchant clothes belong only to the disguise proposal.
Tiny hoops, buckles and chest trinkets need detail approval.
Wrist sides of historical magic bracelets UNKNOWN.
Whistle, parchment and digging tools are episode props.
No new sigil, tattoo, tail, mount or permanent companion.
Numerical age and weight remain UNKNOWN.

INTERPRETATION | S01, S04, S06, S07

B08-CORRECT

CORRECTION EXAMPLES

Recorded timing rule; no visual correction invented.

AVOIDED ERROR

DO NOT GENERALIZE
Historical prison cuff treated as mandatory current equipment.
This would contradict its recorded dissolution.

CONFIRMED | S04, S05

SOURCE CONTINUITY RULE

CONTINUITY RULE
Keep cuff tied to its source episode; S05 removes it.
Ordinary leather wraps are a separate costume feature.

CONFIRMED | S01, S05

RULE: historical cuff timing | SOURCE: S04; S05

B08-OPEN

OPEN QUESTIONS / DECISIONS

Keep UNKNOWN / PROPOSED / APPROVED states explicit; cite decisions.

OPEN DESIGN DECISIONS
Approve reconstructed rear surfaces and attachments.
Lock exact jewellery, chest trinkets and buckle geometry.
Lock knuckle-duster hole spacing, grip and dimensions.
Select merchant costume; current version is proposed.
Magic cuff sides, engravings and mechanism UNKNOWN.
Confirm body/equipment dimensions and material specs.

UNKNOWN | S01, S02, S04, S07

B08 | Brax | Evidence labels distinguish source facts, visual references and illustrative reconstruction.

Use character-left/right. Record sources. Mark absent items N/A and unresolved items UNKNOWN. Add continuation sheets as needed.