01 BODY AND ROTATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Isolde Valecrux	v001-2026-10-28	PORTRAIT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Preserve portrait likeness and palette. Standing hem, shoes and reverse surfaces are unobserved proposals. All view angles and scale are approximate.

B01-V01

FRONT / 0 DEG

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



Unseen hem/back proposed.
Angles approximate.

INTERPRETATION | S01, S09, G01

B01-V02

FRONT-LEFT / 45 DEG

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



Unseen hem/back proposed.
Angles approximate.

INTERPRETATION | S01, S09, G01

B01-V03

LEFT / 90 DEG

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



Unseen hem/back proposed.
Angles approximate.

INTERPRETATION | S01, S09, G01

B01-V04

REAR-LEFT / 135 DEG

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



Unseen hem/back proposed.
Angles approximate.

INTERPRETATION | S01, S09, G01

B01-V05

BACK / 180 DEG

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



Unseen hem/back proposed.
Angles approximate.

INTERPRETATION | S01, S09, G01

B01-V06

REAR-RIGHT / 225 DEG

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



Unseen hem/back proposed.
Angles approximate.

INTERPRETATION | S01, S09, G01

B01-V07

RIGHT / 270 DEG

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



Unseen hem/back proposed.
Angles approximate.

INTERPRETATION | S01, S09, G01

B01-V08

FRONT-RIGHT / 315 DEG

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



Unseen hem/back proposed.
Angles approximate.

INTERPRETATION | S01, S09, G01

B01-D01

ELEVATED THREE-QUARTER

Show top surfaces; record camera angle.



Elevated camera; approximate.

INTERPRETATION | S01, S09, G05

B01-D02

LOW THREE-QUARTER

Show undersides; record camera angle.



Low camera; approximate.

INTERPRETATION | S01, S09, G05

B01-D03

OCCLUDED SURFACES

Only surfaces unclear in the main row.



Proposed RIGHT-hand study; normal five digits and long nails. Jewellery omitted; attack-hand side not assigned.

INTERPRETATION | S05, S07, S09, G06

B01-D04

CONSTRUCTION / MEASUREMENTS

Landmarks, height, widths and pose notes.

Working barefoot height: 175 cm / 5 ft 9 in - ESTIMATE.
Turned at 23 - confirmed. Current age about 1,000 - estimate.
Weight, body widths, garment length and footwear UNKNOWN.
Use supplied adult likeness; do not age her face to 1,000.

ESTIMATE | S01, S02, S03, S07, S09

B01 | Isolde Valecrux | 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	Isolde Valecrux	v001-2026-10-28	PORTRAIT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Six appearance crops use native supplied-portrait pixels. Painted colour, cloth, metal and red stones are uncalibrated; physical composition and shader values remain UNKNOWN.

B02-MAP

MATERIAL PLACEMENT

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



M01 ivory robe; M02 burgundy lining; M03 black gown; M04 warm metal; M05 red stones; M06 red hair.

INTERPRETATION | S01, S09, G01

B02-M01

MATERIAL SLOT 01

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M01 / ivory cloth appearance
Outer robe and generous sleeves
Fibre / weave scale UNKNOWN
Native portrait; uncalibrated

B02-M02

MATERIAL SLOT 02

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M02 / burgundy cloth
Inner drape and trim
Fibre / thickness UNKNOWN
Native portrait; uncalibrated

B02-M03

MATERIAL SLOT 03

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M03 / black structured finish
Bodice/gown; dark collar/bracers
Leather vs textile UNKNOWN
Native portrait; uncalibrated

B02-M04

MATERIAL SLOT 04

Neutral surface sample; include a size reference.



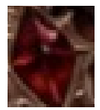
VISUAL-REFERENCE | S01

M04 / warm metal appearance
Tracery, clasps and jewellery
Alloy / physical roughness UNKNOWN
Native portrait; uncalibrated

B02-M05

MATERIAL SLOT 05

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M05 / red stone appearance
Central collar jewel and ornaments
Gem species / optics UNKNOWN
Native portrait; uncalibrated

B02-M06

MATERIAL SLOT 06

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M06 / deep red hair
Long loose waves; no fixed strand map
Calibrated colour UNKNOWN
Native portrait; uncalibrated

B02-PAL

PALETTE

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

PORTRAIT PALETTE
Pale ivory skin; long deep red hair and red irises.
Ivory outer cloth; burgundy inner drape/trim.
Black fitted gown, collar and dark bracers.
Warm aged-metal ornament; red stone accents.
Red eyes are not a mandatory glow effect.
Exact HEX / physical shader values UNKNOWN.

VISUAL-REFERENCE | S01, S06, S09

B02-PAT

PATTERNS / MARKINGS

Show repeat scale, direction, seams and exact placement.



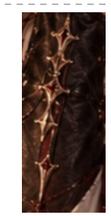
Dark-red ornamental stitches on ivory cloth. Fine geometry and symbolic meaning UNKNOWN; no rank, named order or power inferred.

VISUAL-REFERENCE | S01

B02-WEAR

WEAR / SURFACE VARIATION

State where wear occurs and which state it belongs to.



Dark bracer finish and warm tracery in source lighting. No new battle damage, scars or blood stains added.

VISUAL-REFERENCE | S01

B02 | Isolde Valecrux | 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.

03 FACE AND EXPRESSIONS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Isolde Valecrux	v001-2026-10-28	PORTRAIT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Adult portrait likeness, long red hair, pale skin, red irises and elven ears. New expressions and exposed ear shapes are reconstructions; no eye glow or age wrinkles added.

B03-N01

NEUTRAL FRONT

Same neutral expression; consistent head size.



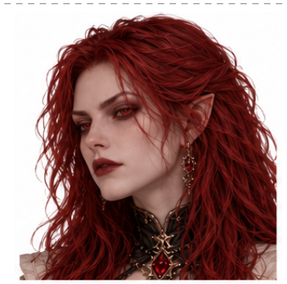
Ear exposure reconstructed.

INTERPRETATION | S01, S09, G02

B03-N02

NEUTRAL LEFT THREE-QUARTER

Same neutral expression; consistent head size.



Ear exposure reconstructed.

INTERPRETATION | S01, S09, G02

B03-N03

NEUTRAL RIGHT THREE-QUARTER

Same neutral expression; consistent head size.



Ear exposure reconstructed.

INTERPRETATION | S01, S09, G02

B03-N04

NEUTRAL LEFT PROFILE

Same neutral expression; consistent head size.



Ear exposure reconstructed.

INTERPRETATION | S01, S09, G02

B03-N05

NEUTRAL RIGHT PROFILE

Same neutral expression; consistent head size.



Ear exposure reconstructed.

INTERPRETATION | S01, S09, G02

B03-E01

EXPRESSION 01

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S09, G02

Patient attention / illustrative

B03-E02

EXPRESSION 02

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S09, G02

Thin polite smile / illustrative

B03-E03

EXPRESSION 03

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S09, G02

Cool disapproval / illustrative

B03-A01

ELEVATION OPEN / DOWNWARD PITCH

Head-pitch study; camera elevation not established.



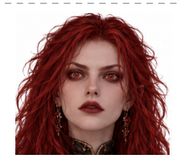
Downward head-pitch study; elevated facial camera view unresolved.

INTERPRETATION | S01, S09, G02

B03-E04

EXPRESSION 04

Use a character-specific expression; preserve facial structure.



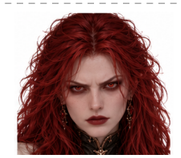
INTERPRETATION | S01, S09, G02

Surprised alertness / illustrative

B03-E05

EXPRESSION 05

Use a character-specific expression; preserve facial structure.



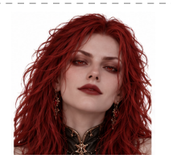
INTERPRETATION | S01, S09, G02

Controlled anger / illustrative

B03-E06

EXPRESSION 06

Use a character-specific expression; preserve facial structure.



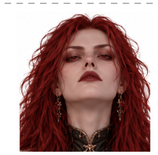
INTERPRETATION | S01, S09, G02

Relaxed amusement / illustrative

B03-A02

ELEVATION OPEN / UPWARD PITCH

Head-pitch study; camera elevation not established.



Upward head-pitch study; low facial camera view unresolved.

INTERPRETATION | S01, S09, G02

B03 | Isolde Valecrux | 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	Isolde Valecrux	v001-2026-10-28	PORTRAIT / LABELLED	15 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 gown; C02 outer robe; C03 waist closures; C04 collar/jewel; C05 bracers; C06 earrings/rings.

INTERPRETATION | S01, S09, G01

B04-LAY

LAYER ORDER / ASSEMBLY

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

PORTRAIT / PROPOSED ASSEMBLY
C01 fitted black bodice and proposed long skirt.
C02 open ivory robe, burgundy lining and draped sleeves.
C03 warm-metal waist closures and chain ornaments.
C04 dark collar and prominent central red jewel.
C05 long dark bracers; hands remain bare.
C06 dangling earrings and red-stone ring references.
Hair loose over shoulders; hidden fastening route proposed.
Shoes, full hem and rear construction not observed.

INTERPRETATION | S01, G03, S09

B04-C01

COMPONENT SLOT 01

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S09, G03

C01 / structured black gown
SIZE: UNKNOWN
M03; M04

B04-C02

COMPONENT SLOT 02

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S09, G03

C02 / ivory and burgundy robe
SIZE: UNKNOWN
M01; M02

B04-C03

COMPONENT SLOT 03

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S09, G03

C03 / waist clasps and chains
SIZE: UNKNOWN
M04; M05

B04-C04

COMPONENT SLOT 04

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S09, G03

C04 / dark collar and red jewel
SIZE: UNKNOWN
M03; M04; M05

B04-C05

COMPONENT SLOT 05

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S09, G03

C05 / ornate bracer pair
SIZE: UNKNOWN
M03; M04

B04-C06

COMPONENT SLOT 06

Show the whole piece; add another angle if needed.



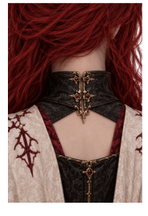
INTERPRETATION | S01, S09, G03

C06 / earrings and ring set
SIZE: UNKNOWN
M04; M05

B04-ATT

FASTENERS / CONNECTIONS

Enlarge clasps, strap routes, closures and mount points.



Hidden collar closure is a proposal; hair moved aside for study.

INTERPRETATION | S01, S09, G05

B04-HID

HIDDEN SURFACES

Show linings, backs and undersides that affect construction.



Interior robe seam/lining construction proposed. Source footwear remains UNKNOWN.

INTERPRETATION | S01, S09, G05

05 BODY LANGUAGE AND ACTING

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Isolde Valecrux	v001-2026-10-28	PORTRAIT / LABELLED	15 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, S09, G04

Poised standing / hypothetical
Balanced weight; level gaze
Hands relaxed; no carried weapon

B05-P02

SITTING / RESTING

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



INTERPRETATION | S01, S09, G04

Seated cup / source context
Settled posture; assessing gaze
Cup and chair shape interpretive

B05-P03

WALKING

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



INTERPRETATION | S01, S09, G04

Measured walking / hypothetical
Grounded step; robe follows
Shown shoe is a proposal; no speed effect

B05-P04

LISTENING / INTERACTING

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



INTERPRETATION | S01, S09, G04

Listening / hypothetical
Steady gaze toward off-frame speaker
Restrained questioning hand

B05-P05

UNDER PRESSURE

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



INTERPRETATION | S01, S09, G04

Under pressure / hypothetical
Braced stance; focused attention
Normal open hand; no injury shown

B05-P06

AT EASE

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



INTERPRETATION | S01, S09, G04

At ease / hypothetical
Relaxed shoulders; faint amusement
Small controlled gesture

B05 | Isolde Valecrux | 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	Isolde Valecrux	v001-2026-10-28	PORTRAIT / LABELLED	15 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Only the portrait ensemble is visually supplied. Outer-robe removal is a construction proposal. No pre-turning outfit or separate monster transformation has been invented.

B06-S01

PORTRAIT ENSEMBLE

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

FRONT



INTERPRETATION | S01, S09, G01

BACK



INTERPRETATION | S01, S09, G01

STATE: PORTRAIT ENSEMBLE

STATUS: SOURCE / PROPOSALS LABELLED

B06-S02

OUTER ROBE REMOVED

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

FRONT



Construction study only.

INTERPRETATION | S01, S09, G06

BACK



Construction study only.

INTERPRETATION | S01, S09, G06

STATE: OUTER ROBE REMOVED

STATUS: SOURCE / PROPOSALS LABELLED

B06-S03

BEFORE TURNING / UNKNOWN

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

FRONT

UNKNOWN
No pre-turning outfit or full-body reference supplied.

UNKNOWN | S07, S09

BACK

UNKNOWN
No pre-turning outfit or full-body reference supplied.

UNKNOWN | S07, S09

STATE: BEFORE TURNING / UNKNOWN

STATUS: SOURCE / PROPOSALS LABELLED

B06-S04

OTHER FORMS / UNKNOWN

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

FRONT

UNKNOWN
No separate transformation anatomy or costume supplied.

UNKNOWN | S01, S09

BACK

UNKNOWN
No separate transformation anatomy or costume supplied.

UNKNOWN | S01, S09

STATE: OTHER FORMS / UNKNOWN

STATUS: SOURCE / PROPOSALS LABELLED

B06-S01-NOTES

APPEARANCE SLOT 01 NOTES

Use the same state ID as the view above.

PORTRAIT ENSEMBLE / S01
Ivory/burgundy/black, long red hair and red stones.
Standing hem and all reverse views are proposals.
No new title, rank, affiliation or named artefact.

VISUAL-REFERENCE | S01, S06, S09

B06-S02-NOTES

APPEARANCE SLOT 02 NOTES

Use the same state ID as the view above.

ROBE REMOVED / PROPOSED
C01 and ornaments shown without C02 for construction.
Not an observed historic or current alternative outfit.
Unseen armholes, hem and back need approval.

INTERPRETATION | S01, G06, S09

B06-S03-NOTES

APPEARANCE SLOT 03 NOTES

Use the same state ID as the view above.

BEFORE TURNING / OPEN
Turned at 23; exact turning date UNKNOWN.
No earlier costume, uniform or childhood appearance inferred.
Current age about 1,000 is a separate estimate.

UNKNOWN | S03, S07, S09

B06-S04-NOTES

APPEARANCE SLOT 04 NOTES

Use the same state ID as the view above.

OTHER FORMS / OPEN
No wings, bat/monster form or fangs invented.
Attack blood is an episode state, not default gear/skin.
No cure, death or recovery inferred after the source ending.

UNKNOWN | S05, S07, S09

07 SCALE AND PROPORTION RELATIONSHIPS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Isolde Valecrux	v001-2026-10-28	PORTRAIT / LABELLED	15 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.



175 cm height ESTIMATE.

ESTIMATE | S02, S03, S09, G01

N/A
Single-character NPC package.

NOT-APPLICABLE

N/A
Single-character NPC package.

NOT-APPLICABLE

N/A
Single-character NPC package.

NOT-APPLICABLE

N/A
Single-character NPC package.

NOT-APPLICABLE

SCALE: illustrative estimate only UNITS: cm VIEW: front

B07-DIM

TARGET CHARACTER MEASUREMENTS

Fill applicable dimensions; mark others N/A.

CHARACTER: Isolde Valecrux
UNITS: cm
BAREFOOT HEIGHT: 175 - ESTIMATE
AGE AT TURNING: 23 - CONFIRMED
CURRENT AGE: about 1,000 - ESTIMATE
WEIGHT / BODY WIDTH: UNKNOWN
HEAD / HAND / FOOT SIZE: UNKNOWN
SEATED HEIGHT / REACH: UNKNOWN
JEWELLERY / BRACER SIZE: UNKNOWN
GARMENT LENGTH / FOOTWEAR: UNKNOWN

ESTIMATE | S02, S03, S07, S09

B07-ENV

ENVIRONMENT SCALE

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

UNKNOWN
No measured chair, table or doorway supplied.
Working barefoot height: 175 cm, estimate only.
Portrait and cellar perspective do not establish physical dimensions.

UNKNOWN | S01, S02, S08, S09

B07-GEAR

EQUIPMENT SCALE

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



Collar/jewel study; exact size and mass UNKNOWN. No magical item properties inferred.

INTERPRETATION | S01, S09, G03

B07-REACH

SEATED HEIGHT / REACH

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



Seated posture proposal; chair size and reach UNKNOWN.

INTERPRETATION | S01, S09, G04

B07 | Isolde Valecrux | 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.

08 IDENTITY RULES AND PERMITTED VARIATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Isolde Valecrux	v001-2026-10-28	PORTRAIT / LABELLED	15 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.



Supplied primary likeness and visible outfit. Seated portrait does not lock back, full hem or shoes.

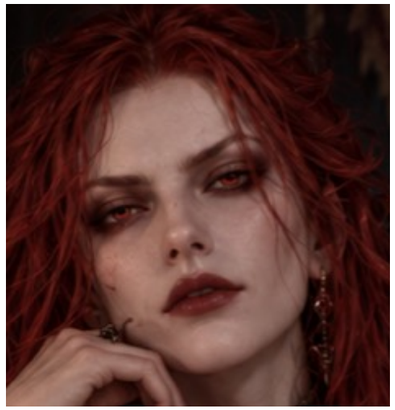
VISUAL-REFERENCE | S01

SOURCE: S01 / supplied portrait

B08-F01

FACE / HEAD FEATURES

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



Adult pale face, long red hair; red eyes and elven ears explicitly described.

VISUAL-REFERENCE | S06, S09, S01

RULE: portrait likeness / red eyes / elven ears

SOURCE: S01; S06

B08-F02

PROPORTIONS / SILHOUETTE

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



Ivory/burgundy over fitted black gown; red hair remains distinct from Melody.

INTERPRETATION | S01, S09, G01

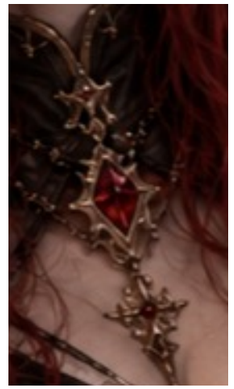
RULE: preserve portrait palette and layers

SOURCE: S01 / reconstruction G01

B08-F03

SIGNATURE DETAILS

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



Prominent central red stone and warm-metal tracery; exact motif is not a named insignia.

VISUAL-REFERENCE | S01

RULE: retain red-jewel visual anchor

SOURCE: S01

B08-ALLOW

PERMITTED VARIATION

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

PERMITTED REVIEW VARIATION
New poses, rear views and long hem are interpretations.
Outer-robe removal is a labelled construction study.
Keep the supplied adult face; age estimates do not age it.
Hair may move aside to study source-described ears.
Clean five-digit hands; blood only in its source episode.
No crown, new rank, eye glow or alternate monster anatomy.
Motifs and red stones do not prove powers or allegiance.

INTERPRETATION | S01, S03, S05, S06, S07, S09

B08-CORRECT

CORRECTION EXAMPLES

Recorded age distinction; no rejected portrait invented.

AVOIDED ERROR

AVOID AGE CONFLATION
Current age about 1,000 used to invent an elderly face.
Age at turning 23 treated as her exact current age.

CONFIRMED | S01, S03, S07

SOURCE CONTINUITY RULE

SOURCE AGE RULE
Age at turning: 23, explicitly confirmed.
Current age: about 1,000, owner estimate.
Preserve the supplied adult likeness.

CONFIRMED | S01, S03, S07

RULE: turning/current age separate | SOURCE: S03; S07

B08-OPEN

OPEN QUESTIONS / DECISIONS

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

OPEN DESIGN DECISIONS
Approve standing hem, silhouette and reverse surfaces.
Confirm footwear and hidden garment/collar closures.
Lock exact red-jewel, tracery, earring and ring geometry.
Source-described ears are partly obscured in portrait.
Robe-removed underlayer is a construction proposal.
Facial high/low camera coverage remains unresolved.
Other forms, dental detail and physical dimensions unknown.

UNKNOWN | S01, S02, S06, S09

B08 | Isolde Valecrux | 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.