01 BODY AND ROTATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Shiel / Lea (Leashira)	v001-2026-10-28	ADVENTURER / LABELLED	14 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Eight adventurer directions. Head follows torso. Pistol omitted from neutral rotation; sheathed rapier remains at character-left hip. Angles/scale are illustrative.

B01-V01

FRONT / 0 DEG

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



Reconstructed; pistol omitted.
Angles approximate.

INTERPRETATION | S01, S02, G01

B01-V02

FRONT-LEFT / 45 DEG

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



Reconstructed; pistol omitted.
Angles approximate.

INTERPRETATION | S01, S02, G01

B01-V03

LEFT / 90 DEG

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



Reconstructed; pistol omitted.
Angles approximate.

INTERPRETATION | S01, S02, G01

B01-V04

REAR-LEFT / 135 DEG

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



Reconstructed; pistol omitted.
Angles approximate.

INTERPRETATION | S01, S02, G01

B01-V05

BACK / 180 DEG

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



Reconstructed; pistol omitted.
Angles approximate.

INTERPRETATION | S01, S02, G01

B01-V06

REAR-RIGHT / 225 DEG

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



Reconstructed; pistol omitted.
Angles approximate.

INTERPRETATION | S01, S02, G01

B01-V07

RIGHT / 270 DEG

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



Reconstructed; pistol omitted.
Angles approximate.

INTERPRETATION | S01, S02, G01

B01-V08

FRONT-RIGHT / 315 DEG

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



Reconstructed; pistol omitted.
Angles approximate.

INTERPRETATION | S01, S02, G01

B01-D01

ELEVATED THREE-QUARTER

Show top surfaces; record camera angle.



High camera; angle approximate.

INTERPRETATION | S01, S02, G05

B01-D02

LOW THREE-QUARTER

Show undersides; record camera angle.



Low camera; angle approximate.

INTERPRETATION | S01, S02, G05

B01-D03

OCCLUDED SURFACES

Only surfaces unclear in the main row.



Boot sole and lining are construction proposals.

INTERPRETATION | S01, S02, G05

B01-D04

CONSTRUCTION / MEASUREMENTS

Landmarks, height, widths and pose notes.

Working barefoot height: 173 cm / 5 ft 8 in, ESTIMATE.
Age and weight UNKNOWN. Hat/feather height UNKNOWN.
Physical wolf dimensions UNKNOWN.
Battlefield left-thigh/palm injuries are historical states.

ESTIMATE | S04, S05, S08

B01 | Shiel / Lea (Leashira) | 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	Shiel / Lea (Leashira)	v001-2026-10-28	ADVENTURER / LABELLED	14 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Samples use original source pixels when available. Grey robe sample is a labelled new interpretation. Physical material values, repeat scale and calibrated colours remain UNKNOWN.

B02-MAP

MATERIAL PLACEMENT

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



M01 black leather; M02 ivory blouse; M03 belts; M04 metal; M05 pistol wood; M06 grey robe (B06).

INTERPRETATION | S01, S02, G01

B02-M01

MATERIAL SLOT 01

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S02

M01 / dark leather appearance
Bodice, hat, gloves and boots
Leather type / thickness UNKNOWN
Painted appearance; uncalibrated

B02-M02

MATERIAL SLOT 02

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S02

M02 / ivory blouse cloth
Soft, gathered sleeve folds
Fibre / calibrated colour UNKNOWN
Painted appearance; uncalibrated

B02-M03

MATERIAL SLOT 03

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S02

M03 / brown belt leather
Layered, worn waist straps
Leather type / scale UNKNOWN
Painted appearance; uncalibrated

B02-M04

MATERIAL SLOT 04

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M04 / aged metal appearance
Brass-like clasps and hardware
Alloy / roughness UNKNOWN
Painted appearance; uncalibrated

B02-M05

MATERIAL SLOT 05

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S02

M05 / flintlock wood finish
Dark brown stock; dark metal
Wood species / dimensions UNKNOWN
Painted appearance; uncalibrated

B02-M06

MATERIAL SLOT 06

Neutral surface sample; include a size reference.



INTERPRETATION | S07, G06

M06 / grey robe cloth
Alternate state / new illustration
Fibre / weave / scale UNKNOWN
Painted appearance; uncalibrated

B02-PAL

PALETTE

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

ADVENTURER PALETTE
Black/dark leather and hair; ivory blouse.
Brown belts and feathers; aged brass-like hardware.
Amber eyes; warm skin.
GREY-ROBE state: plain grey, dark boots.
Exact calibrated HEX / physical shader values UNKNOWN.

VISUAL-REFERENCE | S01, S02, S07

B02-PAT

PATTERNS / MARKINGS

Show repeat scale, direction, seams and exact placement.



Existing bodice clasps and stitching; exact motif geometry and symbolic meaning UNKNOWN.

VISUAL-REFERENCE | S01

B02-WEAR

WEAR / SURFACE VARIATION

State where wear occurs and which state it belongs to.



Weathered dark boots and leather follow the reference; no newly dated damage or wear event.

VISUAL-REFERENCE | S02

B02 | Shiel / Lea (Leashira) | 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	Shiel / Lea (Leashira)	v001-2026-10-28	ADVENTURER / LABELLED	14 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Hatless facial studies preserve amber eyes, black hair and half-elven likeness. Hairline, expressions and new angles are interpretations; no numerical age is assigned.

B03-N01

NEUTRAL FRONT

Same neutral expression; consistent head size.



Hat removed for facial study.

INTERPRETATION | S01, S02, G02

B03-N02

NEUTRAL LEFT THREE-QUARTER

Same neutral expression; consistent head size.



Hat removed for facial study.

INTERPRETATION | S01, S02, G02

B03-N03

NEUTRAL RIGHT THREE-QUARTER

Same neutral expression; consistent head size.



Hat removed for facial study.

INTERPRETATION | S01, S02, G02

B03-N04

NEUTRAL LEFT PROFILE

Same neutral expression; consistent head size.



Hat removed for facial study.

INTERPRETATION | S01, S02, G02

B03-N05

NEUTRAL RIGHT PROFILE

Same neutral expression; consistent head size.



Hat removed for facial study.

INTERPRETATION | S01, S02, G02

B03-E01

EXPRESSION 01

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S02, G02

Alert scrutiny / illustrative

B03-E02

EXPRESSION 02

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S02, G02

Wry amusement / illustrative

B03-E03

EXPRESSION 03

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S02, G02

Compassionate concern / illustrative

B03-A01

NEUTRAL ELEVATED VIEW

Show jaw, nose and eye structure at this angle.



High-angle head study; approximate.

INTERPRETATION | S01, S02, G02

B03-E04

EXPRESSION 04

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S02, G02

Startled attention / illustrative

B03-E05

EXPRESSION 05

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S02, G02

Contained anger / illustrative

B03-E06

EXPRESSION 06

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S02, G02

Relaxed warmth / illustrative

B03-A02

NEUTRAL LOW VIEW

Show jaw, nose and eye structure at this angle.



Low-angle head study; approximate.

INTERPRETATION | S01, S02, G02

B03 | Shiel / Lea (Leashira) | 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	Shiel / Lea (Leashira)	v001-2026-10-28	ADVENTURER / LABELLED	14 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 hat; C02 blouse/bodice; C03 gloves; C04 belts/rapier; C05 boots; C06 flintlock (carried).

INTERPRETATION | S01, S02, G01

B04-LAY

LAYER ORDER / ASSEMBLY

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

ADVENTURER / PROPOSED ASSEMBLY
C02 ivory blouse, dark bodice and short shoulder drape.
C03 bracers/gloves over sleeves.
C04 brown belts; single sheathed rapier at left hip.
C05 tall boots; C01 one feathered tricorne.
C06 single-shot flintlock carried separately.
Grey robe is a separate B06 state; armour modification unconfirmed.
Hidden closures and neck-ornament identity UNKNOWN.

INTERPRETATION | S01, S02, S06, S07, G03

B04-C01

COMPONENT SLOT 01

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S02, G03

C01 / feathered tricorne
SIZE: UNKNOWN
M01; feather material UNKNOWN

B04-C02

COMPONENT SLOT 02

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S02, G03

C02 / blouse, bodice, drape
SIZE: UNKNOWN
M01; M02; M04

B04-C03

COMPONENT SLOT 03

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S02, G03

C03 / bracers and gloves
SIZE: UNKNOWN
M01; M04

B04-C04

COMPONENT SLOT 04

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S02, G03

C04 / belts and sheathed rapier
SIZE: UNKNOWN
M03; M04

B04-C05

COMPONENT SLOT 05

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S02, G03

C05 / tall cuffed boots
SIZE: UNKNOWN
M01; M04

B04-C06

COMPONENT SLOT 06

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S02, G03

C06 / single-shot flintlock
SIZE: UNKNOWN
M05; M04

B04-ATT

FASTENERS / CONNECTIONS

Enlarge clasps, strap routes, closures and mount points.



Rapier belt route reconstructed; exact mounts and ornamental geometry need approval.

INTERPRETATION | S01, S02, G05

B04-HID

HIDDEN SURFACES

Show linings, backs and undersides that affect construction.



Sole and lining are proposals. Neither garment fibre nor physical dimensions are established.

INTERPRETATION | S01, S02, G05

05 BODY LANGUAGE AND ACTING

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Shiel / Lea (Leashira)	v001-2026-10-28	ADVENTURER / LABELLED	14 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, S02, G04

Observant standing
Settled stance; attentive gaze
Flintlock lowered; rapier sheathed

B05-P02

SITTING / RESTING

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



INTERPRETATION | S01, S02, G04

Resting; hypothetical pose
Seated, both boots supported
Pistol lowered beside right knee

B05-P03

WALKING

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



INTERPRETATION | S01, S02, G04

Measured walking
Natural forward weight transfer
Pistol down; hair follows motion

B05-P04

LISTENING / INTERACTING

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



INTERPRETATION | S01, S02, G04

Listening; hypothetical exchange
Small head tilt; alert gaze
Restrained questioning gesture

B05-P05

UNDER PRESSURE

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



INTERPRETATION | S01, S02, G04

Under pressure; hypothetical
Braced stance; gaze follows aim
One single-shot flintlock; no firing

B05-P06

AT EASE

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



INTERPRETATION | S01, S02, G04

At ease; hypothetical pose
Soft shoulders; small wry smile
Free hand near belt

B05 | Shiel / Lea (Leashira) | 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	Shiel / Lea (Leashira)	v001-2026-10-28	ADVENTURER / LABELLED	14 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Separate appearance states, childhood source view and symbolic wolf image. Names refer to the same character; a symbolic wolf is not a physical turnaround or companion.

B06-S01

ADVENTURER / SOURCE LIMITS

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

FRONT



INTERPRETATION | S01, S02, G01

BACK



INTERPRETATION | S01, S02, G01

STATE: ADVENTURER

STATUS: SOURCE / PROPOSALS LABELLED

B06-S02

GREY-ROBE / SOURCE LIMITS

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

FRONT



New robe-cut proposal.

INTERPRETATION | S01, S07, G06

BACK



New reverse-view proposal.

INTERPRETATION | S01, S07, G06

STATE: GREY-ROBE

STATUS: SOURCE / PROPOSALS LABELLED

B06-S03

YOUNG-SHIEL / SOURCE LIMITS

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

SOURCE VIEW



Shiel is the RIGHT-hand girl.

VISUAL-REFERENCE | S08, S03

UNSUPPLIED BACK

UNKNOWN
No approved childhood reverse supplied.

UNKNOWN | S03

STATE: YOUNG-SHIEL

STATUS: SOURCE / PROPOSALS LABELLED

B06-S04

WOLF-SYMBOL / SOURCE LIMITS

Symbolic reference; physical anatomy unresolved.

SYMBOLIC IMAGE



Symbolic lycanthropy imagery.

VISUAL-REFERENCE | S08, S02

PHYSICAL ANATOMY

UNKNOWN
No physical wolf turnaround or dimensions established.

UNKNOWN | S02, S08

STATE: WOLF-SYMBOL

STATUS: SOURCE / PROPOSALS LABELLED

B06-S01-NOTES

APPEARANCE SLOT 01 NOTES

Use the same state ID as the view above.

ADVENTURER
Known as Shiel early; Laeshira later, site alias Leashira.
Existing likeness and outfit; new reverse views proposed.
No new current-age or recovery claim.

VISUAL-REFERENCE | S01, S02, S08

B06-S02-NOTES

APPEARANCE SLOT 02 NOTES

Use the same state ID as the view above.

GREY-ROBE / S07 paragraphs7-8,44
Grey hooded robe, boots, staff, loose hair.
Weapon belt put aside before dressing.
Exact cut/closures proposed; sewn-in armour not established.

CONFIRMED | S06, S07, S08

B06-S03-NOTES

APPEARANCE SLOT 03 NOTES

Use the same state ID as the view above.

YOUNG-SHIEL / MEMORY VIEW
Right-hand girl; amber eyes. Shisa is left/hazel-eyed.
Existing childhood art; ages, cut and scale interpretive.
No measured childhood height.

VISUAL-REFERENCE | S03, S08

B06-S04-NOTES

APPEARANCE SLOT 04 NOTES

Use the same state ID as the view above.

WOLF-SYMBOL
The composite wolf is symbolic, not a companion.
It does not lock transformation anatomy or size.
Physical form requires separate source decisions.

VISUAL-REFERENCE | S02, S08

07 SCALE AND PROPORTION RELATIONSHIPS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Shiel / Lea (Leashira)	v001-2026-10-28	ADVENTURER / LABELLED	14 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.



Working 173 cm height ESTIMATE.

ESTIMATE | S04, S05, S08, G01

N/A
Single-character package.
Wolf image is not a scale reference.

NOT-APPLICABLE

N/A
Single-character package.
Wolf image is not a scale reference.

NOT-APPLICABLE

N/A
Single-character package.
Wolf image is not a scale reference.

NOT-APPLICABLE

N/A
Single-character package.
Wolf image is not a scale reference.

NOT-APPLICABLE

SCALE: illustrative estimate only UNITS: cm VIEW: front

B07-DIM

TARGET CHARACTER MEASUREMENTS

Fill applicable dimensions; mark others N/A.

CHARACTER: Shiel / Lea / Leashira
UNITS: cm
BAREFOOT HEIGHT: 173 - ESTIMATE
HAT / FEATHER HEIGHT: UNKNOWN
BODY WIDTH / HEAD HEIGHT: UNKNOWN
HAND / FOOT LENGTH: UNKNOWN
SEATED HEIGHT / REACH: UNKNOWN
AGE / WEIGHT: UNKNOWN
WOLF HEIGHT / MASS: UNKNOWN
Rig/accessory bounds are not new body measurements.

ESTIMATE | S04, S05, S08

B07-ENV

ENVIRONMENT SCALE

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

UNKNOWN
No measured doorway, stool or environment supplied.
The 173 cm barefoot height is a working estimate.
No wolf dimensions are inferred from symbolic art.

UNKNOWN | S05, S08

B07-GEAR

EQUIPMENT SCALE

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



Single-shot flintlock study; exact length and mass UNKNOWN.

INTERPRETATION | S01, S02, G03

B07-REACH

SEATED HEIGHT / REACH

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



Seated posture proposal; stool height and reach UNKNOWN.

INTERPRETATION | S01, S02, G04

08 IDENTITY RULES AND PERMITTED VARIATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Shiel / Lea (Leashira)	v001-2026-10-28	ADVENTURER / LABELLED	14 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 likeness/attire reference; old pistol detail is superseded.

VISUAL-REFERENCE | S02, S01

SOURCE: S01 face/attire; S02 corrected weapon

B08-F01

FACE / HEAD FEATURES

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



Amber eyes, black hair, half-elven ears; same character under all aliases.

VISUAL-REFERENCE | S08, S01

RULE: preserve established face / amber eyes

SOURCE: S01; S08

B08-F02

PROPORTIONS / SILHOUETTE

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



One tricorne; ivory blouse, dark bodice/trousers and tall boots.

INTERPRETATION | S01, S02, G01

RULE: preserve reference silhouette

SOURCE: S01; S02 / reconstruction G01

B08-F03

SIGNATURE DETAILS

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



Single-shot flintlock; sheathed rapier stays a separate item.

VISUAL-REFERENCE | S08, S02

RULE: no revolver cylinder

SOURCE: S02; S08

B08-ALLOW

PERMITTED VARIATION

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

STATE / VARIATION LIMITS
Hatless face studies expose reconstructed hairline.
Grey robe is a separate known appearance state.
Hood up/down, robe cut and new poses are proposals.
Historic wounds stay tied to their source episode.
No wolf companion, invented cure or new affiliation.
Exact small ornaments and hidden fasteners unresolved.

INTERPRETATION | S01, S02, S06, S07, S08

B08-CORRECT

CORRECTION EXAMPLES

Pair a specific deviation with the approved correction and its rule.

DEVIATION



OLDER PISTOL DETAIL
Revolver-like cylinder must not be copied into the current weapon design.

DEVIATION EXAMPLE | VISUAL-REFERENCE | S08, S01

APPROVED CORRECTION



Corrected source: one barrel, traditional flintlock action, no cylinder.

VISUAL-REFERENCE | S08, S02

RULE: single-shot flintlock | SOURCE: S02; S08

B08-OPEN

OPEN QUESTIONS / DECISIONS

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

OPEN DESIGN DECISIONS
Approve reconstructed reverse views and hatless hairline.
Lock fine clasps, earrings and neck-ornament geometry.
Confirm hidden straps, lining and sole design.
Robe armour modification is not confirmed.
Physical wolf form, size and transformation rules unresolved.
Exact body/equipment dimensions and material specs unknown.

UNKNOWN | S01, S02, S06, S07, S08