01 BODY AND ROTATION

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Petorin	v001-2026-10-28	PORTRAIT / PROPOSALS	11 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Eight reconstructed directions; neutral empty hands reveal silhouette. Scar sides follow the portrait. Angles and body scale are illustrative, not measured.

B01-V01

FRONT / 0 DEG

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



Reconstructed; no held crossbow.
Angles approximate.

INTERPRETATION | S01, S04, G01

B01-V02

FRONT-LEFT / 45 DEG

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



Reconstructed; no held crossbow.
Angles approximate.

INTERPRETATION | S01, S04, G01

B01-V03

LEFT / 90 DEG

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



Reconstructed; no held crossbow.
Angles approximate.

INTERPRETATION | S01, S04, G01

B01-V04

REAR-LEFT / 135 DEG

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



Reconstructed; no held crossbow.
Angles approximate.

INTERPRETATION | S01, S04, G01

B01-V05

BACK / 180 DEG

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



Reconstructed; no held crossbow.
Angles approximate.

INTERPRETATION | S01, S04, G01

B01-V06

REAR-RIGHT / 225 DEG

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



Reconstructed; no held crossbow.
Angles approximate.

INTERPRETATION | S01, S04, G01

B01-V07

RIGHT / 270 DEG

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



Reconstructed; no held crossbow.
Angles approximate.

INTERPRETATION | S01, S04, G01

B01-V08

FRONT-RIGHT / 315 DEG

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



Reconstructed; no held crossbow.
Angles approximate.

INTERPRETATION | S01, S04, G01

B01-D01

ELEVATED THREE-QUARTER

Show top surfaces; record camera angle.



Elevated camera; approximate angle.

INTERPRETATION | S01, S04, G05

B01-D02

LOW THREE-QUARTER

Show undersides; record camera angle.



Low camera; approximate angle.

INTERPRETATION | S01, S04, G05

B01-D03

OCCLUDED SURFACES

Only surfaces unclear in the main row.



Lining and sole are proposals; left-shin scar follows portrait.

INTERPRETATION | S01, S04, G05

B01-D04

CONSTRUCTION / MEASUREMENTS

Landmarks, height, widths and pose notes.

Working height: 183 cm / 6 ft, ESTIMATE.
Age 25 and 140 lb / about 64 kg are source-era values.
Exact current age/weight and limb dimensions UNKNOWN.
Scar sides follow portrait; prose does not name sides.

ESTIMATE | S02, S03, S04

02 MATERIALS, COLOURS AND TEXTURES

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Petorin	v001-2026-10-28	PORTRAIT / PROPOSALS	11 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Material samples reuse native portrait pixels. They describe painted appearance; exact composition, calibrated colour and texture scale remain UNKNOWN.

B02-MAP

MATERIAL PLACEMENT

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



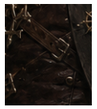
M01 leather; M02 cloak; M03 steel-like plates; M04 brass; M05 burgundy cloth; M06 crossbow.

INTERPRETATION | S01, S04, G01

B02-M01

MATERIAL SLOT 01

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M01 / worn dark leather
Coat, straps, bracers, boots
Grain, scuffs; type UNKNOWN
Source: S01; uncalibrated appearance

B02-M02

MATERIAL SLOT 02

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M02 / black cloak cloth
Draped, low-sheen surface
Fibre / scale UNKNOWN
Source: S01; uncalibrated appearance

B02-M03

MATERIAL SLOT 03

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M03 / dark shoulder plates
Riveted, steel-like finish
Alloy / hardness UNKNOWN
Source: S01; uncalibrated appearance

B02-M04

MATERIAL SLOT 04

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M04 / aged brass-like metal
Spoked pendant and hardware
Alloy / calibrated colour UNKNOWN
Source: S01; uncalibrated appearance

B02-M05

MATERIAL SLOT 05

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M05 / faded burgundy cloth
Narrow front hanging panel
Marks not a known language
Source: S01; uncalibrated appearance

B02-M06

MATERIAL SLOT 06

Neutral surface sample; include a size reference.



VISUAL-REFERENCE | S01

M06 / crossbow wood and metal
Dark timber / blackened metal
Species / mechanism UNKNOWN
Source: S01; uncalibrated appearance

B02-PAL

PALETTE

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

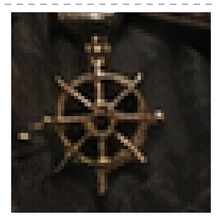
PORTRAIT PALETTE
Black / charcoal cloak and collar.
Dark brown leather; worn dark metal.
Antique brass-like hardware; faded burgundy panel.
Blue eyes; natural skin; shaved dark stubble.
Exact calibrated HEX / shader values UNKNOWN.

VISUAL-REFERENCE | S01

B02-PAT

PATTERNS / MARKINGS

Show repeat scale, direction, seams and exact placement.



Round spoked pendant; no new symbolic meaning. Exact spoke geometry follows source.

VISUAL-REFERENCE | S01

B02-WEAR

WEAR / SURFACE VARIATION

State where wear occurs and which state it belongs to.



Worn cloak edges and weathered surfaces observed in portrait; no new wear event or dated damage.

VISUAL-REFERENCE | S01

B02 | Petorin | 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	Petorin	v001-2026-10-28	PORTRAIT / PROPOSALS	11 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Tight native-pixel crops preserve useful face size. All new expressions and angles are interpretations; scar sides follow the original portrait.

B03-N01

NEUTRAL FRONT

Same neutral expression; consistent head size.



INTERPRETATION | S01, S04, G07

B03-N02

NEUTRAL LEFT THREE-QUARTER

Same neutral expression; consistent head size.



INTERPRETATION | S01, S04, G07

B03-N03

NEUTRAL RIGHT THREE-QUARTER

Same neutral expression; consistent head size.



INTERPRETATION | S01, S04, G07

B03-N04

NEUTRAL LEFT PROFILE

Same neutral expression; consistent head size.



INTERPRETATION | S01, S04, G07

B03-N05

NEUTRAL RIGHT PROFILE

Same neutral expression; consistent head size.



INTERPRETATION | S01, S04, G07

B03-E01

EXPRESSION 01

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S04, G07

Restrained suspicion / illustrative

B03-E02

EXPRESSION 02

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S04, G07

Small warm smile / illustrative

B03-E03

EXPRESSION 03

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S04, G07

Protective concern / illustrative

B03-A01

NEUTRAL ELEVATED VIEW

Show jaw, nose and eye structure at this angle.



Camera above; approximate.

INTERPRETATION | S01, S04, G07

B03-E04

EXPRESSION 04

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S04, G07

Startled attention / illustrative

B03-E05

EXPRESSION 05

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S04, G07

Contained anger / illustrative

B03-E06

EXPRESSION 06

Use a character-specific expression; preserve facial structure.



INTERPRETATION | S01, S04, G07

Determined resolve / illustrative

B03-A02

NEUTRAL LOW VIEW

Show jaw, nose and eye structure at this angle.



Camera below; approximate.

INTERPRETATION | S01, S04, G07

B03 | Petorin | 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	Petorin	v001-2026-10-28	PORTRAIT / PROPOSALS	11 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 leather coat; C02 cloak; C03 plates; C04 bracers/gloves; C05 boots; C06 crossbow.

INTERPRETATION | S01, S04, G01

B04-LAY

LAYER ORDER / ASSEMBLY

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

PROPOSED ASSEMBLY
Base clothing beneath fitted leather coat C01.
C02 cloak over back and shoulders; C03 plates.
C04 bracers/gloves; C05 practical boots.
Belts, case and burgundy front panel stay with C01.
Small spoked pendant at left breast.
C06 repeating crossbow is carried separately.
Hidden layers, mounts and exact closures UNKNOWN.

INTERPRETATION | S01, G03

B04-C01

COMPONENT SLOT 01

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S04, G03

C01 / leather coat and belts
SIZE: UNKNOWN
MATERIAL IDS: M01; M04; M05

B04-C02

COMPONENT SLOT 02

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S04, G03

C02 / long black cloak
SIZE: UNKNOWN
MATERIAL IDS: M02

B04-C03

COMPONENT SLOT 03

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S04, G03

C03 / shoulder plates
SIZE: UNKNOWN
MATERIAL IDS: M03; M04

B04-C04

COMPONENT SLOT 04

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S04, G03

C04 / bracers and gloves
SIZE: UNKNOWN
MATERIAL IDS: M01; M03

B04-C05

COMPONENT SLOT 05

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S04, G03

C05 / dark ankle boots
SIZE: UNKNOWN
MATERIAL IDS: M01

B04-C06

COMPONENT SLOT 06

Show the whole piece; add another angle if needed.



INTERPRETATION | S01, S04, G03

C06 / repeating crossbow
SIZE: UNKNOWN
MATERIAL IDS: M06; M03; M04

B04-ATT

FASTENERS / CONNECTIONS

Enlarge clasps, strap routes, closures and mount points.



Pendant/link study. Visible attachment is reconstructed; hidden mounts remain UNKNOWN.

INTERPRETATION | S01, S04, G05

B04-HID

HIDDEN SURFACES

Show linings, backs and undersides that affect construction.



Unseen lining and sole construction are proposals, not established measurements.

INTERPRETATION | S01, S04, G05

B04 | Petorin | 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	Petorin	v001-2026-10-28	PORTRAIT / PROPOSALS	11 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, S04, G04

Alert, quiet standing
Settled stance; watchful gaze
Crossbow lowered

B05-P02

SITTING / RESTING

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



INTERPRETATION | S01, S04, G04

Resting; hypothetical pose
Seated; both feet supported
Crossbow beside him

B05-P03

WALKING

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



INTERPRETATION | S01, S04, G04

Measured walking
Forward weight shift
Crossbow down; cloak follows

B05-P04

LISTENING / INTERACTING

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



INTERPRETATION | S01, S04, G04

Listening to unseen speaker
Small head inclination
Restrained open hand

B05-P05

UNDER PRESSURE

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



INTERPRETATION | S01, S04, G04

Protective; hypothetical pressure
Braced stance; aim follows gaze
Grip and fore-end support

B05-P06

AT EASE

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



INTERPRETATION | S01, S04, G04

At ease; hypothetical pose
Shoulders soften; slight smile
Crossbow remains lowered

B05 | Petorin | 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	Petorin	v001-2026-10-28	PORTRAIT / PROPOSALS	11 SOURCES - SEE MAPPING	ILLUSTRATIVE DRAFT

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

Current outfit and cloak-removed proposal are distinct. Historical equipment states preserve source limits; no childhood or dated outfit is invented.

B06-S01

PORTRAIT / FRONT AND BACK

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

FRONT



INTERPRETATION | S01, S04, G01

BACK



INTERPRETATION | S01, S04, G01

STATE: PORTRAIT

STATUS: REVIEW / SOURCE LIMITS LABELLED

B06-S02

NO-CLOAK / FRONT AND BACK

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

FRONT



INTERPRETATION | S01, S04, G06

BACK



INTERPRETATION | S01, S04, G06

STATE: NO-CLOAK

STATUS: REVIEW / SOURCE LIMITS LABELLED

B06-S03

BATTLEFIELD / FRONT AND BACK

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

FRONT

UNKNOWN
No complete source-backed view supplied.

UNKNOWN | S04

BACK

UNKNOWN
No complete source-backed view supplied.

UNKNOWN | S04

STATE: BATTLEFIELD

STATUS: REVIEW / SOURCE LIMITS LABELLED

B06-S04

GIFT-CROSSBOW / FRONT AND BACK

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

FRONT

UNKNOWN
No complete source-backed view supplied.

UNKNOWN | S04

BACK

UNKNOWN
No complete source-backed view supplied.

UNKNOWN | S04

STATE: GIFT-CROSSBOW

STATUS: REVIEW / SOURCE LIMITS LABELLED

B06-S01-NOTES

APPEARANCE SLOT 01 NOTES

Use the same state ID as the view above.

PORTRAIT
Existing portrait supplies visible outfit.
New neutral and reverse views are interpretations.
Held crossbow omitted for legibility.

VISUAL-REFERENCE | S01, G01

B06-S02-NOTES

APPEARANCE SLOT 02 NOTES

Use the same state ID as the view above.

NO-CLOAK / PROPOSED
Same reference outfit; only cloak removed.
Inner back construction is invented for review.
No recorded event or approved alternate uniform.

INTERPRETATION | S01, G06

B06-S03-NOTES

APPEARANCE SLOT 03 NOTES

Use the same state ID as the view above.

BATTLEFIELD
Published account: stripped of belongings and chained.
Do not carry the portrait crossbow into captivity.
Complete clothing, restraint and reverse design UNKNOWN.

CONFIRMED | S04

B06-S04-NOTES

APPEARANCE SLOT 04 NOTES

Use the same state ID as the view above.

GIFT-CROSSBOW
Wedding gift is a replacement crossbow.
Exact gift design and complete dated outfit UNKNOWN.
Portrait weapon is not proof of every historical model.

CONFIRMED | S04

07 SCALE AND PROPORTION RELATIONSHIPS

PROJECT	CHARACTER	DESIGN VERSION	OUTFIT / STATE	SOURCE REFERENCES	STATUS
midnights-eclipse	Petorin	v001-2026-10-28	PORTRAIT / PROPOSALS	11 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.



Petorin; working 183 cm estimate.

ESTIMATE | S03, S04, G01

N/A
Single-character reference.
No additional cast member.

NOT-APPLICABLE

N/A
Single-character reference.
No additional cast member.

NOT-APPLICABLE

N/A
Single-character reference.
No additional cast member.

NOT-APPLICABLE

N/A
Single-character reference.
No additional cast member.

NOT-APPLICABLE

SCALE: illustrative estimate only UNITS: cm VIEW: front

B07-DIM

TARGET CHARACTER MEASUREMENTS

Fill applicable dimensions; mark others N/A.

CHARACTER: Petorin
UNITS: cm
BODY HEIGHT: 183 - ESTIMATE
TOTAL WITH ACCESSORIES: UNKNOWN
BODY WIDTH / HEAD HEIGHT: UNKNOWN
HAND / FOOT LENGTH: UNKNOWN
SEATED HEIGHT / REACH: UNKNOWN
Source-era age25; 140 lb / about64 kg.
Exact current age and weight UNKNOWN.
Barefoot estimate; drawn boots add no measured height.

ESTIMATE | S02, S03, S04

B07-ENV

ENVIRONMENT SCALE

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

UNKNOWN
No measured doorway, stool or environment supplied.
Use the 183 cm height only as a staging estimate.
Drawn stool and posture establish no dimensions.

UNKNOWN | S03, S04

B07-GEAR

EQUIPMENT SCALE

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



Illustrative crossbow; length, mass and mechanism UNKNOWN.

INTERPRETATION | S01, S04, G03

B07-REACH

SEATED HEIGHT / REACH

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



Seated posture proposal; chair height and reach UNKNOWN.

INTERPRETATION | S01, S04, G04

B07 | Petorin | 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	Petorin	v001-2026-10-28	PORTRAIT / PROPOSALS	11 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.



Existing approved portrait; primary image remains unchanged.

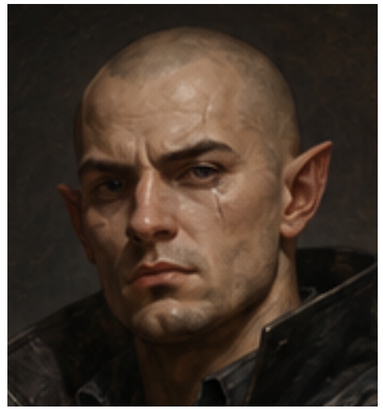
VISUAL-REFERENCE | S01

SOURCE: S01 / supplied portrait

B08-F01

FACE / HEAD FEATURES

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



Shaved scalp, blue eyes, semi-pointed ear, chiseled chin; eye scar.

VISUAL-REFERENCE | S04, S01

RULE: preserve supplied likeness

SOURCE: S01; S04

B08-F02

PROPORTIONS / SILHOUETTE

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



Muscular with some softness; long layered silhouette.

INTERPRETATION | S01, S04, G01

RULE: preserve build and outfit layers

SOURCE: S01; S04 / reconstruction G01

B08-F03

SIGNATURE DETAILS

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



Round spoked pendant; preserve exact shape from source.

VISUAL-REFERENCE | S01

RULE: wheel shape; no invented meaning

SOURCE: S01

B08-ALLOW

PERMITTED VARIATION

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

VARIATION / REVIEW LIMITS
Expressions and acting studies are interpretations.
Crossbow may be omitted only in labelled design views.
Cloak removal is a construction proposal.
Retain source scars and side assignments; never mirror.
No new tattoos, insignia meaning, armour or weapons.
Current height estimate is not a new body measurement.

INTERPRETATION | S01, S04

B08-CORRECT

CORRECTION EXAMPLES

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

DEVIATION

DEVIATIONS TO REJECT
Mirrored scars or swapped exposed shin.
Cross/star replacing the spoked pendant.
Hair, tattoos or new weapons.
Treating source-era weight or estimated height as current measurements.

INTERPRETATION | S01, S04

APPROVED CORRECTION



Use original face, scar and round pendant as corrective anchors.

VISUAL-REFERENCE | S01

RULE: likeness / asymmetry / source limits | SOURCE: S01; S04

B08-OPEN

OPEN QUESTIONS / DECISIONS

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

OPEN DESIGN DECISIONS
Approve reconstructed rear and cloak-removed views.
Resolve hidden mounts, lining and boot sole.
Lock exact pendant geometry across generated views.
Choose a definitive current crossbow reference.
Measure body and equipment if production needs them.
Calibrate material colours and repeat dimensions.
No new biography, powers or event is established.

UNKNOWN | S01, S04