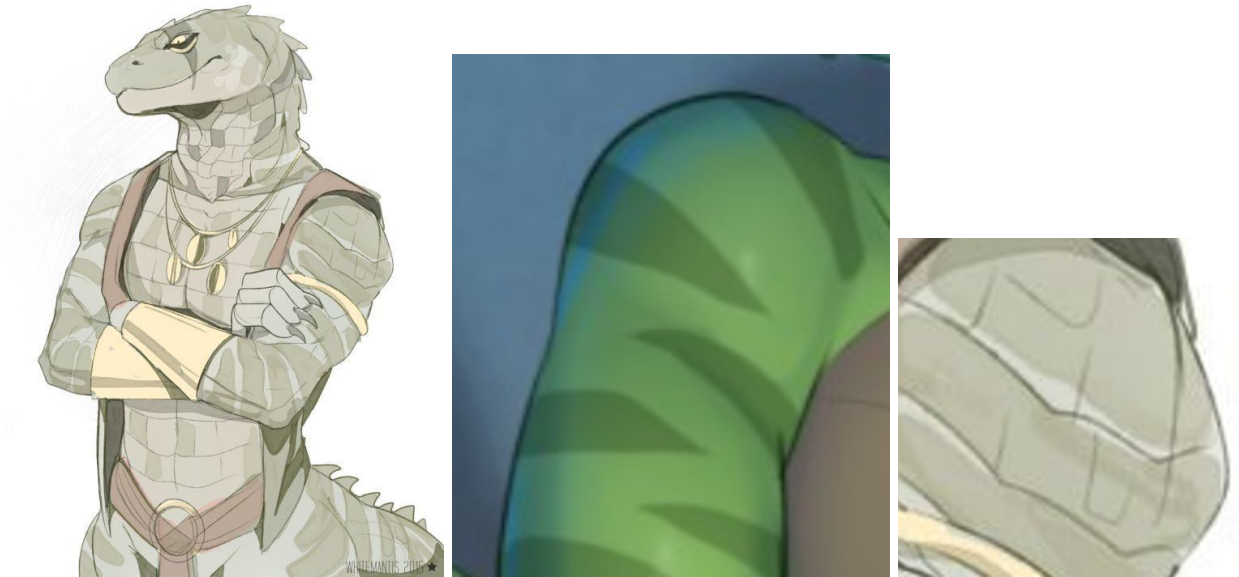


Brazsk

Face and head structure. Slightly sharper angles on the face. The colors are about right but not quite in this orientation. The dark green scar-like stripe over his eye is the perfect shape but more of the green on the stripes in the second picture. His main body color would be the dark green in the first picture that is zoomed in on in the third. Yellow cold looking eyes with a large reptilian pupil.

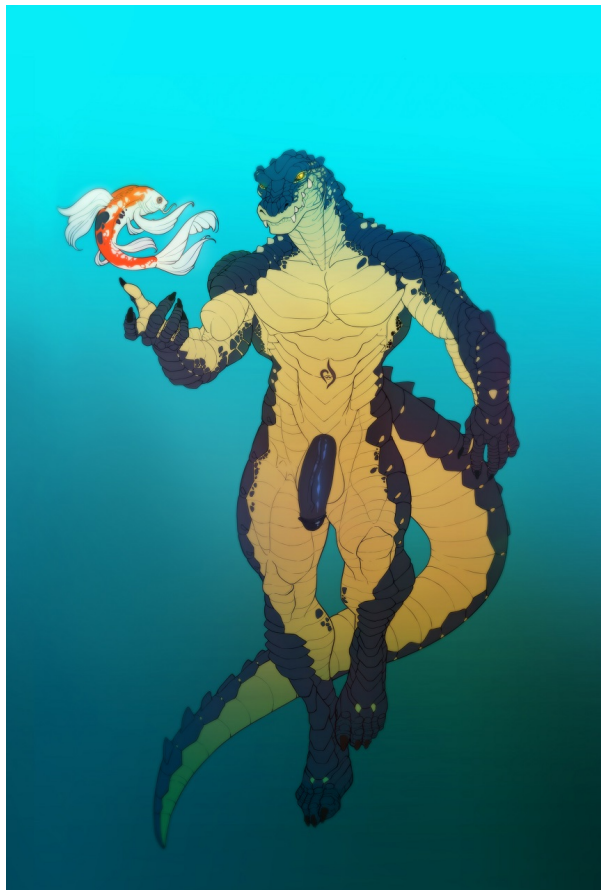
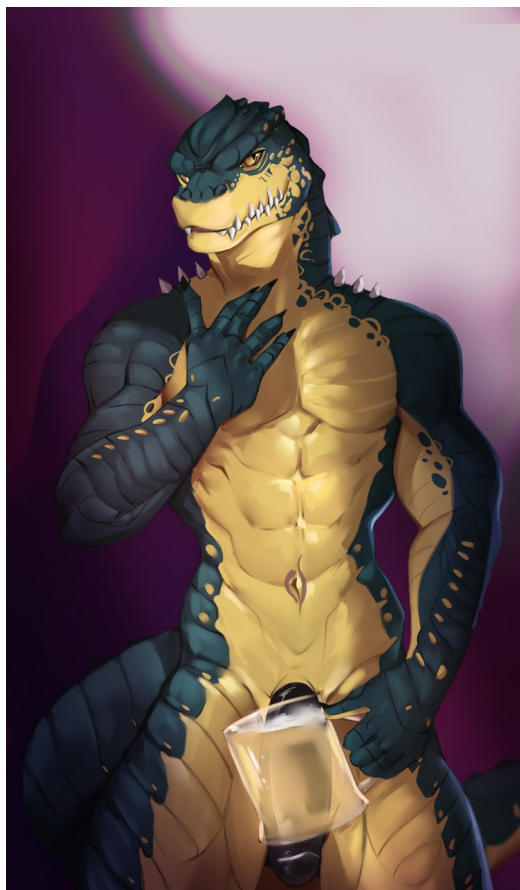
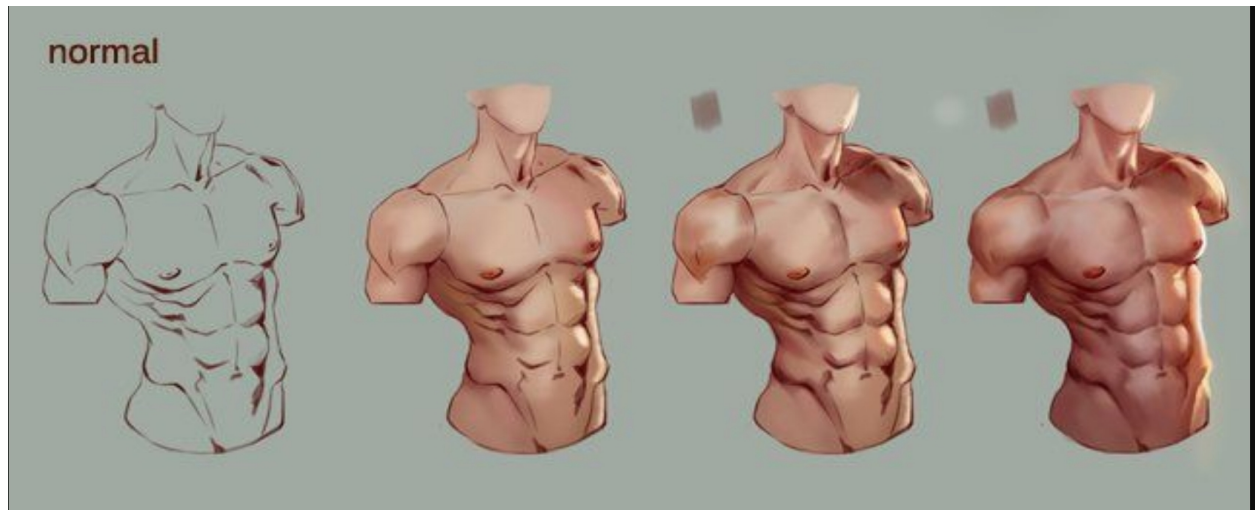


He has stripes on his arms like this that are the same color.



He has slightly lighter yellow green underbelly color and an underbelly much like the croc below but less yellow.

Body around something like this.



Cock is around this shape and size but with slightly bigger scaled balls.



Pose and Expression



Tail structure- Current length and position is good

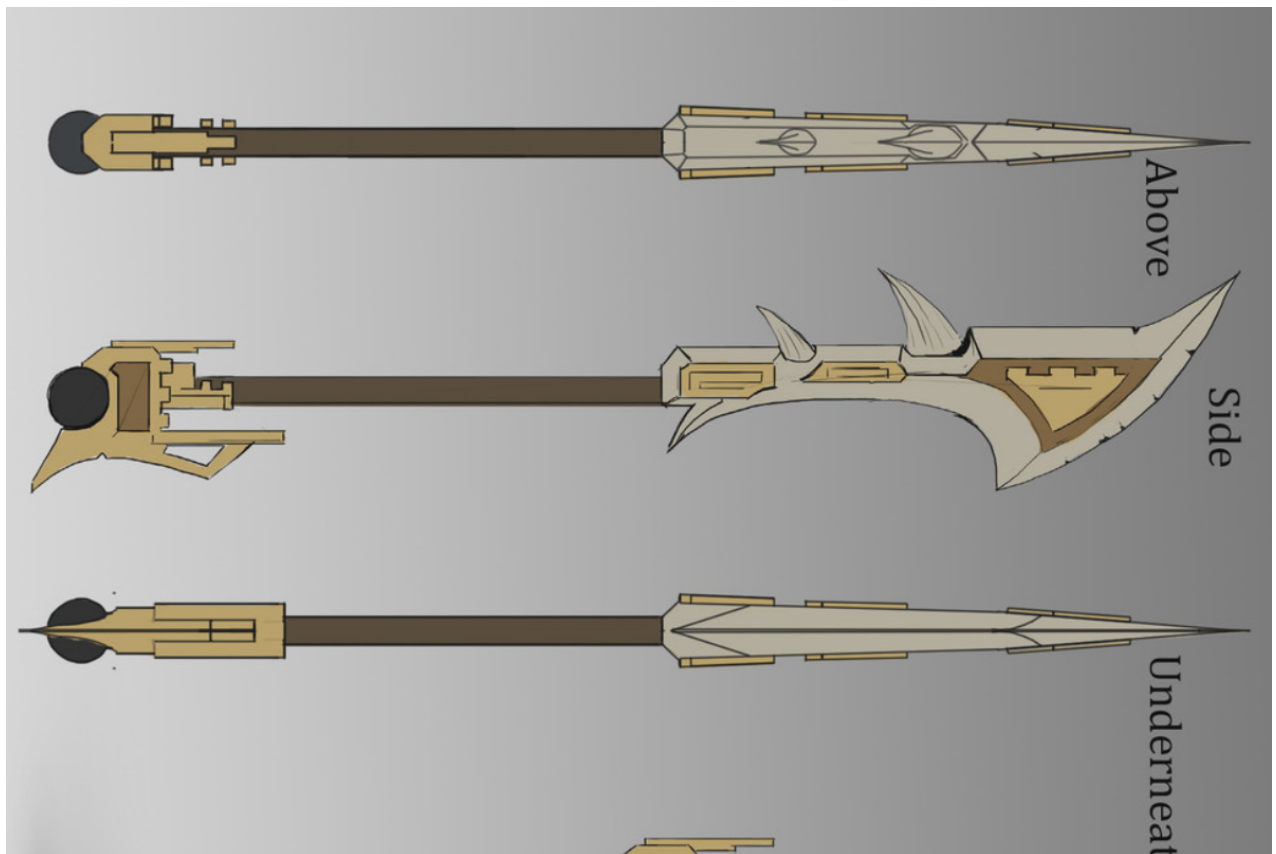


Armor and Weapon

Taking a lot of inspiration from the warhammer lizardmen, Brazsk has a large rounded shield similar to the ones below minus the prongs on the end of the first one and decorated with his tribe's symbol. The symbol would also appear in other places on his armor. You can put it wherever you think it would look good.



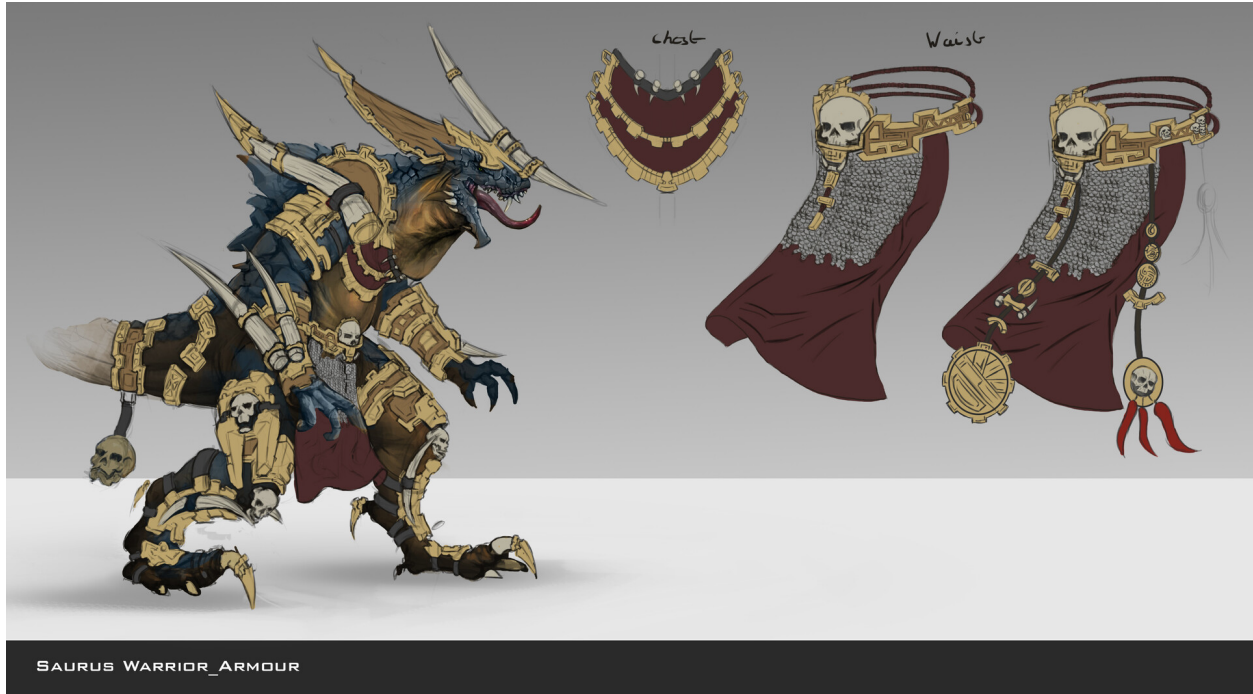
His weapon would be a long polearm like club similar to the diagram below. At full length it would be just a bit taller than he is. The tribes symbol would be engraved into the side of the blade at the end. Feel free to change it up as you see fit for the full design.



This is effectively what the full armor would look like. Replace the skulls with his tribe's symbol and have the helmet still show off the mark over his eye and it's good to go.

<https://simxa.artstation.com/projects/gJK5ae> link to the page these pics are on for a better look.





Teeth

Sort of a mix between the snake like one that he has now and a crocodile. I'll add some pictures for reference



