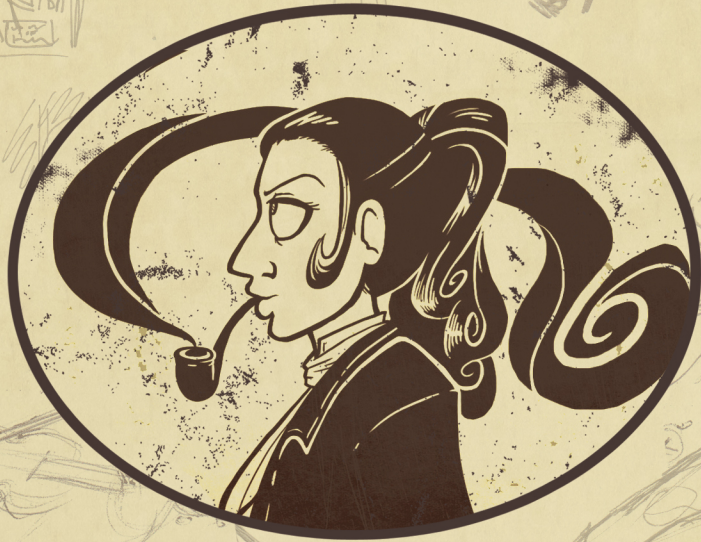


# WIDDERSHINS

by Kate Kshwin

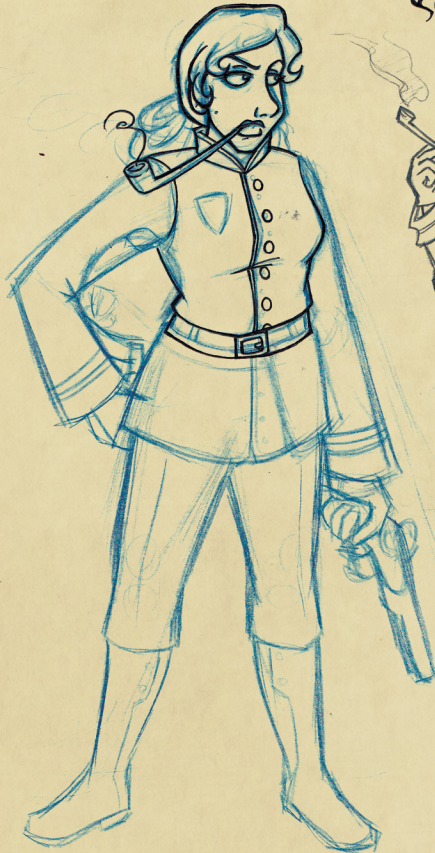


Concept Art  
and  
Sketches

Designing Harry! She was originally a policewoman, but she didn't really fit with being... Well, lawful.



She's based off a design I used for a Dungeons and Dragons character of mine, a headstrong Spanish fighter named Maya. She's the one to the right, with the sword. I was having fun doodling her during the game, so I figured why not use the character design for something more longterm?



FACIAL EXPRESSIONS -

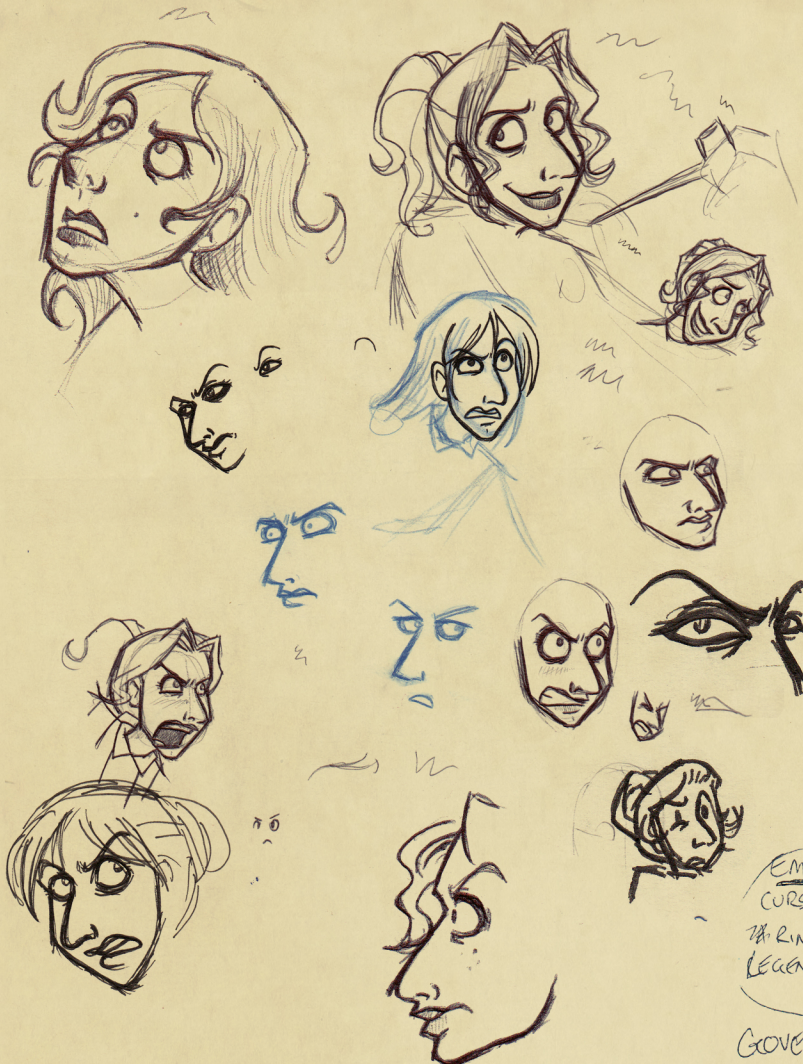
<u>KID</u>	<u>HARRY</u>
OPEN -	OPEN -
'CUESES'	ANNNOED
HAPPY	SMUG(?)
EXC	SARCASTIC
CONFUSED	EXHAUSTED
	TIRED
<u>RARE -</u>	<u>RARE -</u>
ANGER	SMILE
FEAR	FEAR

Sid was still being labelled as 'Kid' at this point. Made a really big jump from one to the other, didn't I?

KID  
SIDUETTE - TALL, THIN, SCRAWNY  
HUNDREDOVER A LITTLE - WILLOWY, MOVES A LOT

HARRY - SHORT, STOCKY  
MORE SOLID, IMMovable OBJECT.  
BACK STRAIGHT, FEET FIRM





EMOTION CAN FIND A FOCUS UNINTENTIONALLY - ITEMS CAN BECOME CURSED, EMPOWERED, 'HAUNTED' - A SWORD USED TO KILL A BELOVED RULER, THE RINGS WORN BY TRAGIC LOVERS, INSTRUMENT OF GREAT MUSICIAN, BOOK BY LEGENDARY POET, JEWEL ENYED BY THOUSANDS LEGENDS

GOVERNMENT PAYS BOUNTY ON ARTEFACTS

AAA NAME THAT  
KID - WILLIAM SEBASTIAN  
MILES OSCAR EDGAR JULIAN  
MAXIMILIAN

Names- they're really hard sometimes!

Quite glad I dropped the idea of a wizard hat. I had the notion of making it look era-appropriate, but it just wasn't working.

This is the first sketch where I felt like I'd got him right.



MAGICIAN MARKERS -  
SYMBOL?  
POCKET WATCH  
HAT?

ELBOW  
PADS +  
FINELY DRESSED -  
WAIST COATS,  
GLOVES

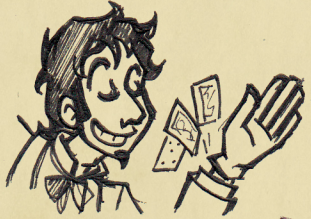
CAME-  
MAGIC

TROUSERS SLIGHTLY  
TOO SMALL



NAIVE AS HELL -  
TRUSTS EVERYONE,  
TAKES EVERYTHING AT  
FACE VALUE

SIDNEY





At some point in 2010 or so, I made a text file on my computer entitled 'Widdershins' and filled it with entirely random bits of interesting stuff, nothing organised or anything, of course, just random nonsense. Apparently I wrote the words 'kleptomaniac magician's assistant' and thought no more of it for months.

When I had a look later, I thought a mixture of 'what was I on about again?' and 'oh, that might work...' and thus the basis for Sidney came around.

Yep, one of my favourite characters started as a nonsensical ignored text file note. Funny how these things happen.

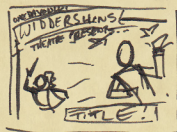
BRACELET - SNAPPED AROUND WRIST, WON'T UNCLASP  
UNTIL WEARER IS DEAD/HAND CUT OFF OR  
TREASURE IS FOUND  
LUCKY CHARM, BUT ALSO THIEF MAGNET.  
GREED

The Greed mark was going to have some special properties, but it added too much complication to what was already a lot of information to process in a mere 60-odd pages.

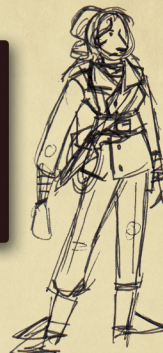


CHAPTER TITLES  
STAGE TRUCKS





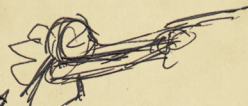
Harry's daily clothes, and her 'mission outfit'. She'll swap to the khaki stuff when she's going places to do things that people might disapprove of.



SEIGHT OF HAND?



Thumbnails for the cover!  
Also, a lot of shooting.





Changed a few things about Florrie from this initial sketch- her name, for one. I like Charlie, and all, but I didn't want both of them having masculine nicknames, or it'd look like there was meant to be a pattern there.

Also, she's actually holding a gun! Florrie can indeed shoot, but not especially well, and they certainly weren't trained to do so by their Father.

~~CHARLIE~~ FLORENCE

HARRY'S YOUNGEST SISTER

FEMININE, BUT STILL HAD THE SAME  
FATHER- CAN HANDLE A FIREARM

RICH HUSBAND, NANKS AROUND AT HARRY'S

OUT OF BOREDOM

HAS PATIENCE WHERE HARRY HAS NONE-  
EMOTIONAL SUPPORT, WHEREAS HARRY IS  
PHYSICAL PROTECTOR

UNEMPLOYED

CHEERFUL, BUT NOT NAIVE - HARRY WISH GOT  
IN LIFE

LIVES TO LOOK GOOD, CLEVER

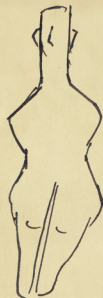
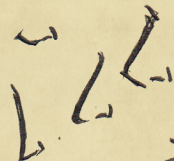
MAKES HARRY SEEM MORE HUMAN



Originally, they were going to be the daughters of a famous adventurer, but I thought switching it to granddaughters might be a nice chance to throw in some more family tension, and the Barbers have plenty of that...

# MACAVITY -

SMALL, SCRUFFY, ~~QUICK~~ CLEVER BUT HIDES IT WELL  
CONSIDERS HIMSELF A GENTLEMAN, PUTS ON AIRS  
UP AND COMING CRIME LORD - STOLE MARK OF THIEVES  
TECHNICAL PROFICIENCY + SILVER TONGUE, KNOWS WHO TO TALK  
TO + HOW TO BRIBE THEM



Working out the Greed idol. Messed with the idea of making it look Celtic, but the Celts just weren't lurid enough.

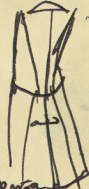
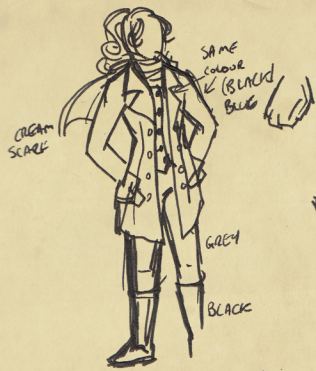
REMARKABLY GOOD AT ESCAPING TOUGH SITUATIONS - HAPPY TO SETTLE ON A PLAN + HIS ALLIES FOR HIS OWN PROTECTION  
FICKLE, SELF-SERVING, OUT FOR FAME MORE THAN WEALTH.

Macavity! I'm a big fan of Old Possum's Book of Practical Cats, and it's too good of a name to pass up.

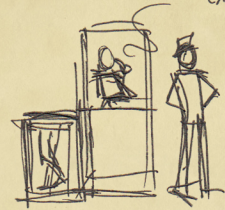
I have to admit I felt like I didn't really do enough with Macavity in the first book, but that's the joy of short stories- I can bring him back for one later! Got something in mind for him.



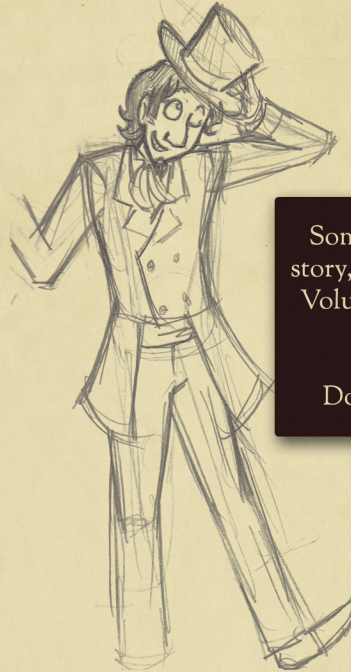
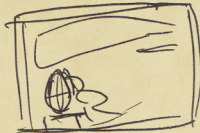
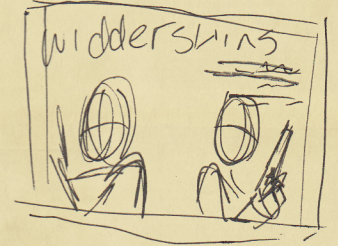
Relative heights of Harry, Sid and Macavity.



WARMER COAT  
BUT OVERALL SAME

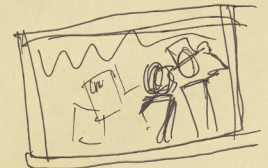
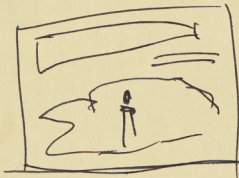


SAVING THE LADY IN HALF



Some sketches for the next Harry and Sid story, Vanishing Act! This'll be Widdershins Volume Three, and it's going up on the site from October 2012.

Don't worry, there are no spoilers here!



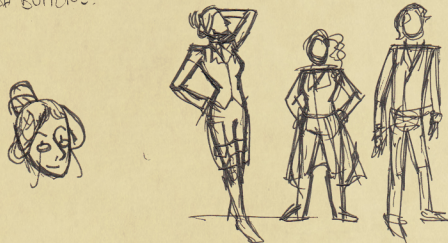
Character designs for Vanishing Act.

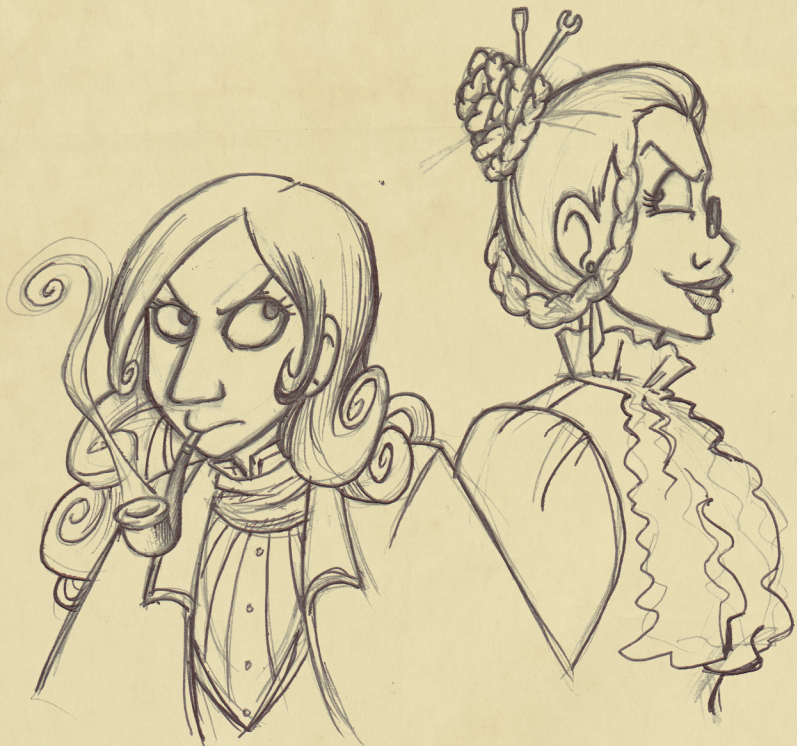
On the left is Verity, an old rival of Harry's, and a fellow hunter. She's something of a technical genius, a fact that she won't let you forget in a hurry..

Below is Lei, also good with machinery, but far more gracious about it. When she's not tinkering with various doodads, she's an assistant to a magician friend of Sid.



LOTS A BUTTONS!





No Rest for the Wicked had a tempestuous writing process, to say the least. Originally, I scribbled this down-

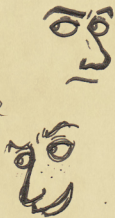
'CLEANERS' - HAVE TO CLEANUP AFTER FAILED SUMMONS, TAKE OUT ILL-FORMED SPIRITS, ETC. GOVERNMENT WORK, DOESN'T PAY SO WELL

And from there it all spiralled out of control. I'd been watching Misfits at the time, and started thinking about community service, as a result, and so decided that it'd be based around a pair of conmen who'd messed up on a large and risky prospect, and were arrested. They'd be teamed up with a snobby bureaucrat type, and a self-possessed wizard, neither of whom were happy to have such a rubbish assignment. Playing with the writing, though, I found it worked a little better to merge those two characters into one, who I just referred to as 'the beancounter' in my notes.

So I set out to write these two criminals, and they were the smaller one with a smart mouth that got him into trouble, and the bigger guy who was mostly stoic and good with a rifle or handy length of wood, but despite appearances was an educated, well read fellow.

Then I realised I'd basically just poorly re-written The Lies of Locke Lamora, and my head hit the desk.

Luckily for copyright, after I took out the conman element, it all came together a lot better. Now they would just be two out of luck drifters, and the character I later named O'Malley was able to communicate with magical spirits in a way no-one else could.



BROKEN NOSE (PLASTER?)  
BIG MOUTH, GETS HIMSELF  
IN TROUBLE FOR SASSYING UP  
'WRONG PEOPLE'  
FLIPPANT, KINDA SILLY BUT  
LUCKY + LOYAL TO FRIENDS  
PROBABLY HAD A CRAP  
CHILDHOOD, HENCE THE LIP  
EASY TO BOAD  
WON'T MOUTH OFF TO WOLFE - HE'S  
EARNED RESPECT

HENRICH WOLFE -  
TALL, STOCKY, BLONDE. GERMAN

NO TIME  
STOIC ACTS AS FOIL. ~~NOT A~~ NEAT + ORGANISED  
ACTS MEANER THAN HE IS TO  
KEEP TROUBLE AWAY -  
PROBABLY WOULDN'T  
HURT A FLT THROUGH!



I'd planned on Mal being the easy-going one, and Wolfe the grump, but it made more sense to give the bad attitude to Mal once I figured out his vision-thing. Sorry, Mal.

Original design for Wolfe, with a few notes that I ended up ignoring completely.

Eventually I worked out Mal's power. You can tell I was excited about it because there's a big circle around it and my handwriting is worse than usual. So now he has an interesting gift, let's make it so he doesn't really want to use it.

SIN - SLOTH - NOT USING  
YOUR GIFT

As I'm sure you've realised by now, there's something of a seven deadly sins theme occurring. Sleight of Hand was all about thieves and shiny objects, thus greed, and No Rest for the Wicked all sloth. Not just the actual physical sloth, the real story is Mal overcoming his own laziness and actually using what he has.

Speaking of Mal, he was a real pain in the arse to design.



ABLE TO  
LEAD PEOPLE WILL  
BE A RESULT - CAN  
TELL THEIR DOMINANT  
SPIRIT

CAN TALK TO  
SPIRITS WITHOUT  
SUMMONING - CONSTANTLY  
THERE.

HARD TO  
GET ON WITH,  
SINCE IT'S EASY FOR  
HIM TO SEE THE  
WORST IN SOMEONE

CAN TELL WHO  
IS DESSERT, HENCE  
HE IS THE ONLY ONE  
METROSES

WIDE  
SHOULDERS

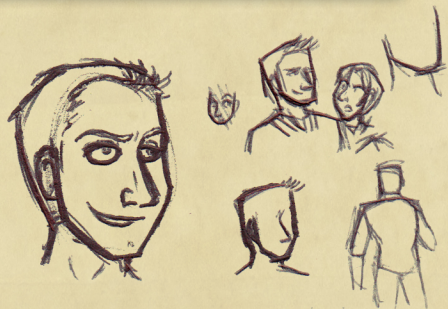
HAIR  
GREY AT  
TEMPLES?

SMALL  
WAIST

LONG LIMBS  
MUNCHES

His hairstyle gave me trouble, in the end it's a sort of scruffier, grayer version of the haircut the prince in The Last Unicorn had.

Wolfe's design was 90% of the way there from the start, but once I got his attitude right it all fell into place.



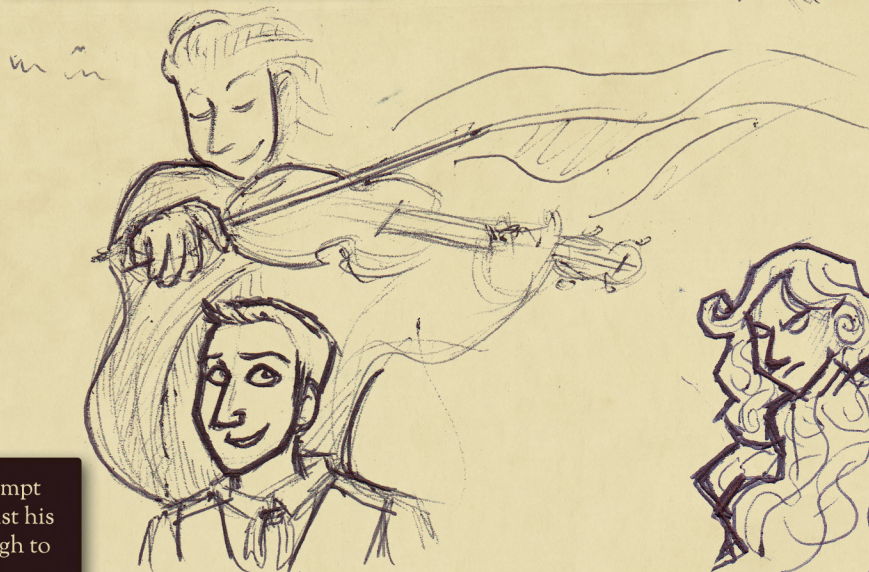
BACK STRAIGHT → TALLER



ALWAYS W/ HEAD DOWN



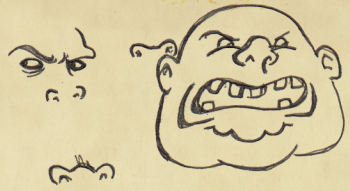
The first sketch of Wolfe that I felt looked correct.



Messing with the notion of spirits, and a first attempt at Wolfe's. I'm not sure if I'd intended for him or just his spirit to be musical, but it worked out neatly enough to give him a violin to busk with.



NICOLA	HARRY
NO TIME FOR FOOLS	GRUMPY
GRUDGE	WILL SMILE ON OCCASION
UNSTOPPABLE	SEXSEE HUMOR
ONCE ON TRACK	SARCASTIC
STRONG FOCUS ON JUSTICE	<del>ANGRY</del> PROUD
SINGLE MINDED	WILL CHANGE PLANS TO FIT SITUATION
WILL PUSH OTHERS ASIDE FOR IDEALS	PUTS UP A MEANER FRONT, BUT KIND ENOUGH REALLY
DOESN'T BACK DOWN	

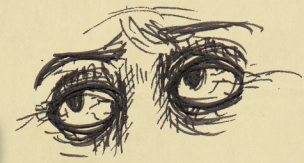


Trying some ideas out for the hunger bopper in the bakery. He had to be either really fat or really thin, and the fat version was looking a bit too.. well, Shrek-like, so I went with a skinny monkey-child.



Harry and Nicola are both too stubborn to get on well, though Harry's learning to bend a little for the sake of others.

BLOBFISH + WARRIUS



Designing Sloth.  
A blobfish is actually a real fish! A real, unfortunate, fish.

I mentioned that I found Mal a pain in the arse to design, but that's only because I hadn't tried designing Ben yet.

Too noodle-headed.



Too evil.



Close, but too scruffy.



Too Malfoy.

No face  
aaaa



Too young.



Nearly..!

Too generic.



Too sheep-headed. What the heck is that hair about?

Nearly..

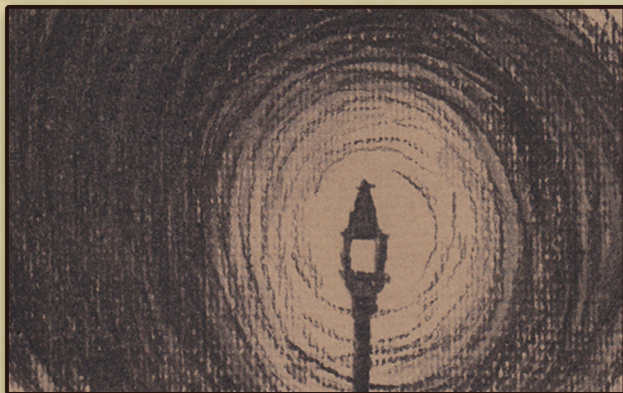
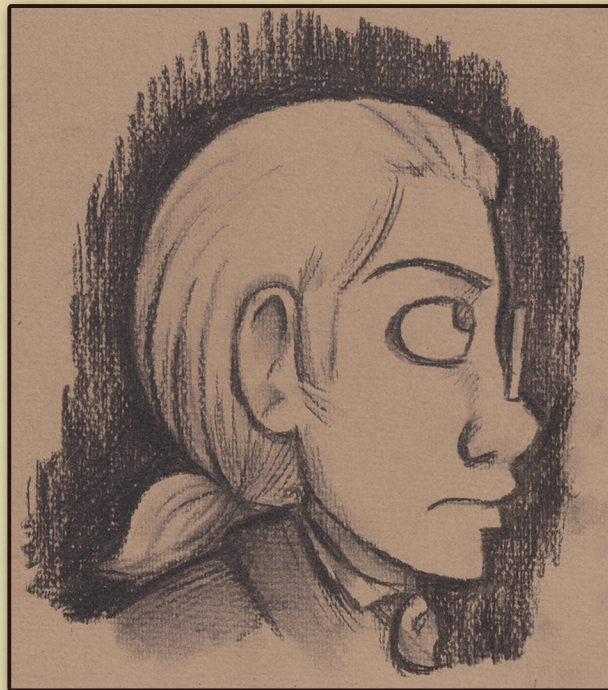
Ah-hah! Here's the first one that worked.

Still too generic.



Too.. Starbuck? Well, I guess I know what I was watching while drawing these.

AUTHORITARIAN, FLUSTERED, NEAT, EMBARRASSED AT LACK OF OWN ABILITY.



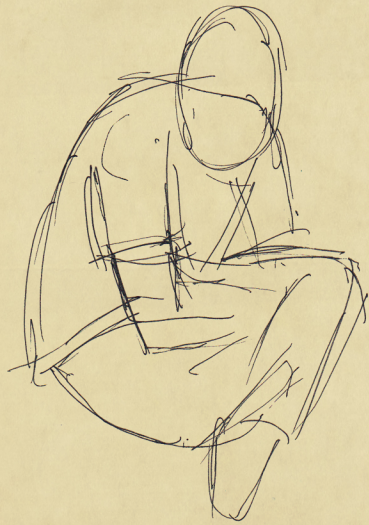
Closeups of some of the charcoal drawings from Wolfe's sketchbook. I hadn't really worked in charcoal in my comic style before, it was different, but fun! It's a medium that definitely works best when life drawing, I think, though.

I did briefly consider drawing them a little more realistically, but it would've probably looked distracting. The last thing you want to do when you're making a comic is to break immersion by lighting a big flare saying 'Look, you're reading a comic!'

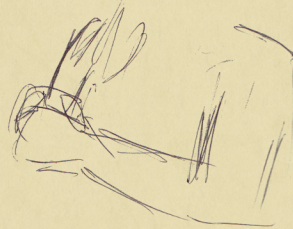
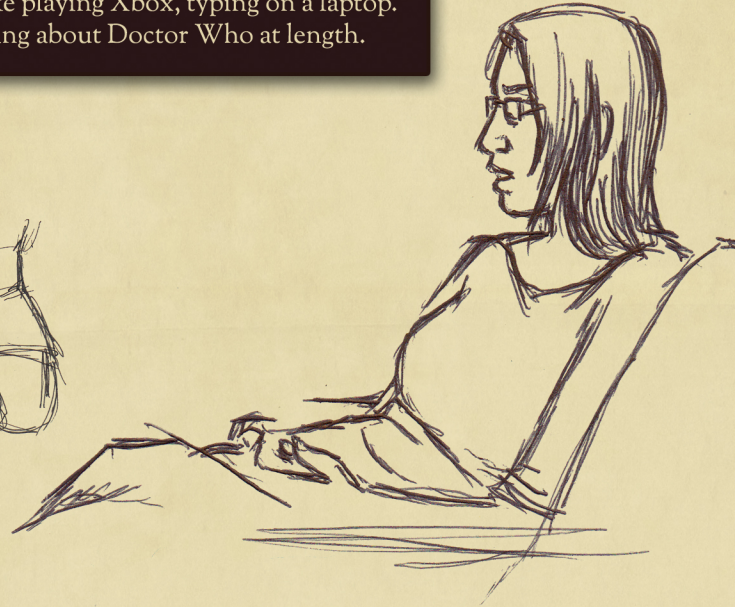
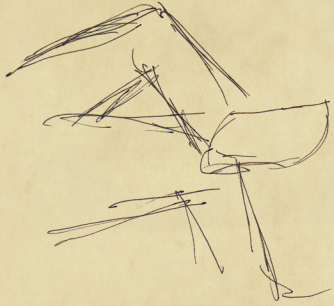
These guys will be back in a later story, which will cover a little more about how Mal and Wolfe met, and focus on Wolfe instead this time.

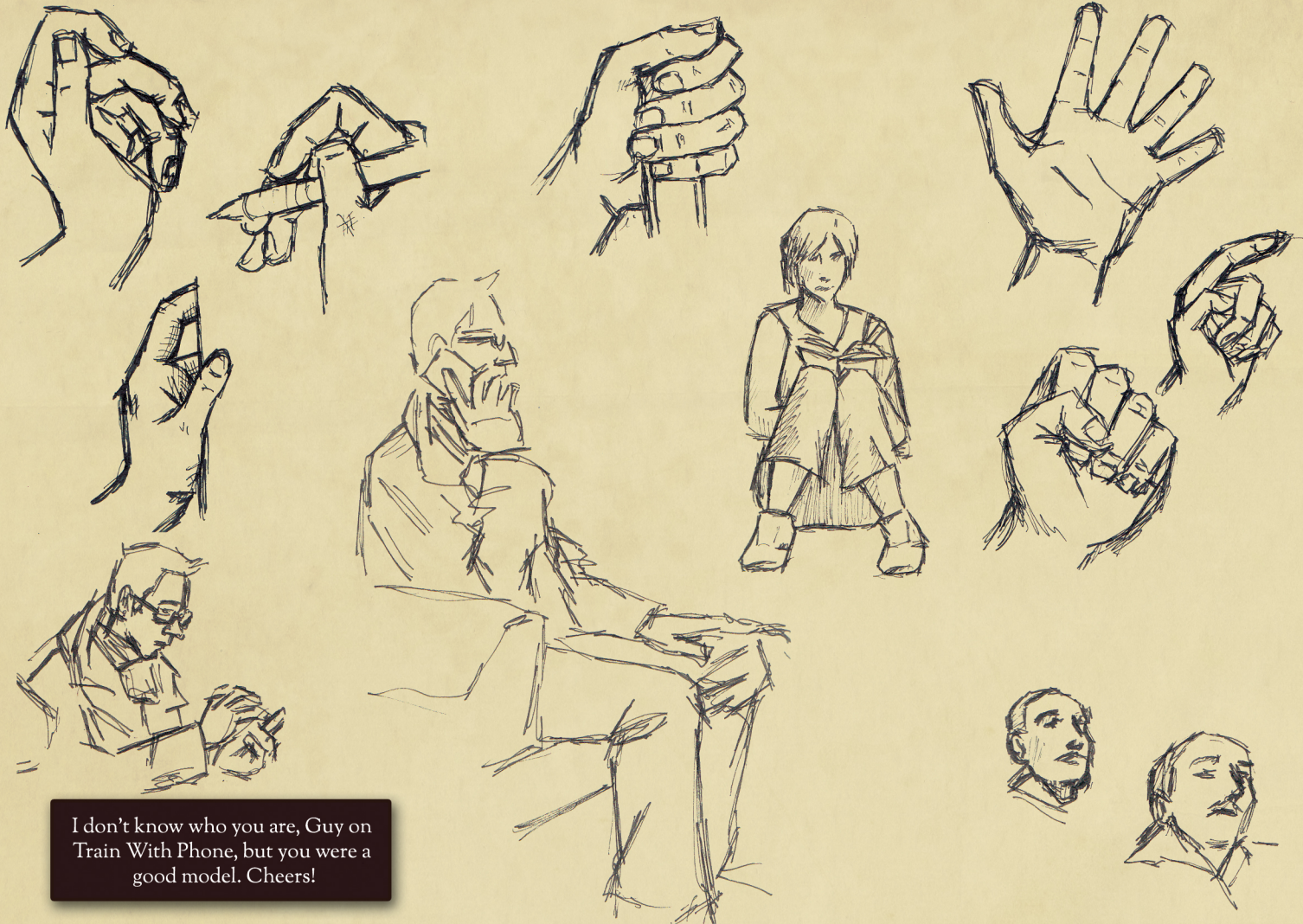


A bit of life-drawing of some friends, mostly done while they're not looking. Sorry, guys!

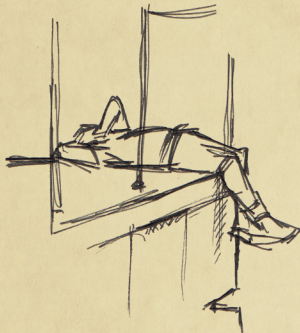


People stay still long enough to draw while they're doing things like playing Xbox, typing on a laptop, or complaining about Doctor Who at length.



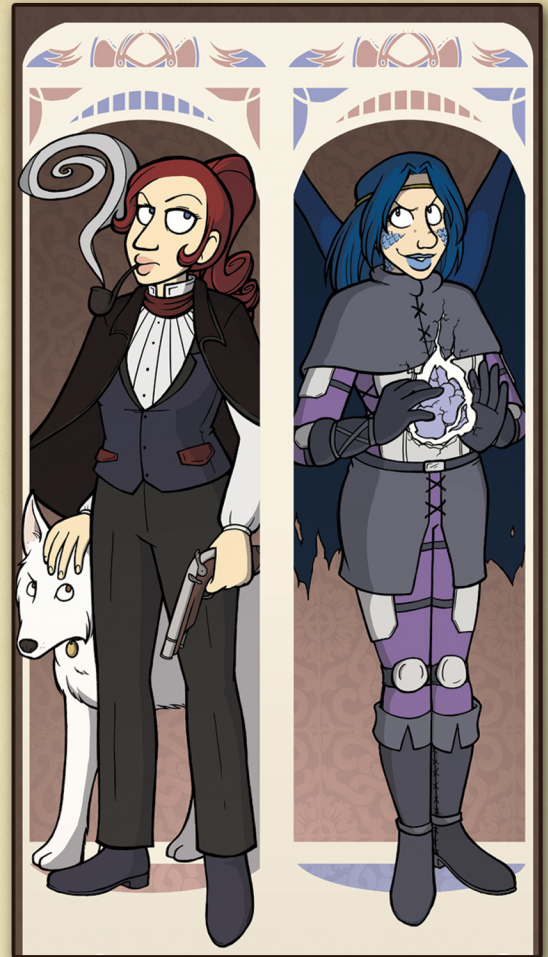


I don't know who you are, Guy on Train With Phone, but you were a good model. Cheers!

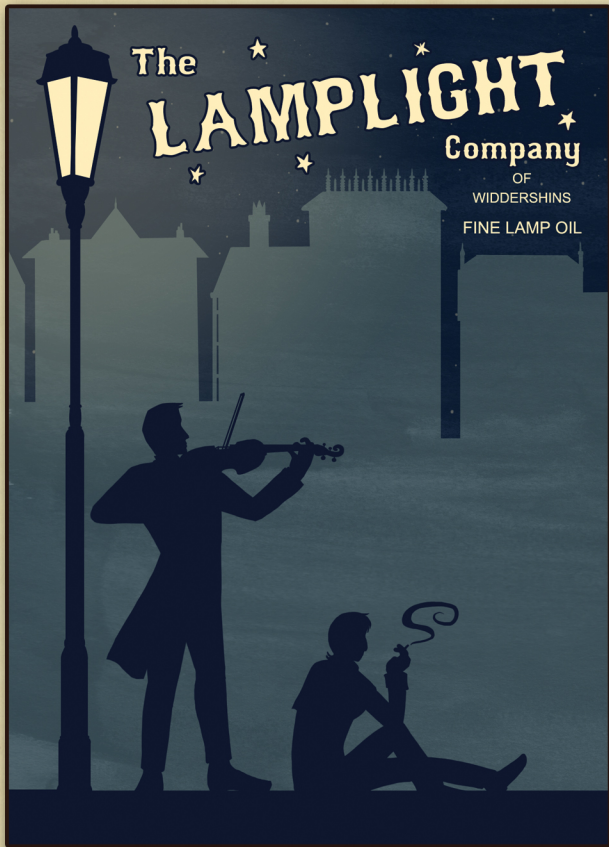


I've been asked at conventions, once or twice, for some advice for aspiring comic artists, and the one thing I wish I'd have known at the start is the importance of drawing from life. It's not that you should ignore the work of other artists- take inspiration from it, deconstruct what you like about their stuff and see if you can apply that to your own- but you need to be picking up a pencil and drawing a human being from time to time. If you don't have a good grounding in the basics, your work will suffer for it.

Some excess colour art, used for advertising and such.



Art for a convention banner- Harry hanging out with Mink, a character from my previous comic, Darken. They'd probably get on pretty well.



Two Widdershins postcards, and a Victoriana-inspired Christmas card.



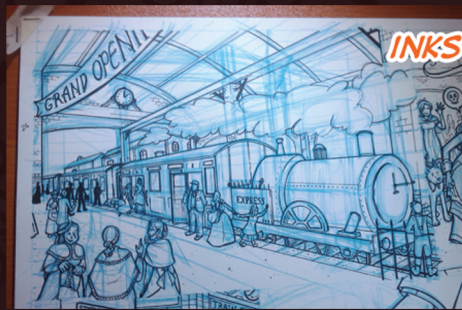
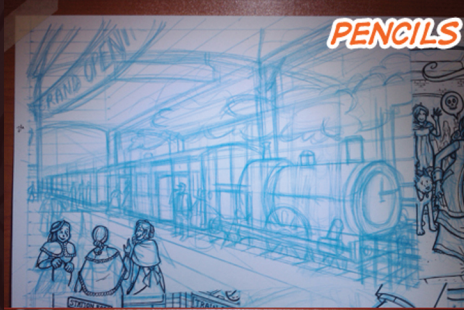
Another Christmas card, with Florrie modelling, and both sides of the bookmark.

## Comic Process

I work on Bristol board, as it's nice for inking, and it keeps well too! Sometimes I use a perspective grid to get the trickier angles correct in a big backgroundy scene like this one. You can just see the lines of it across the panel, there..

I use blue pencil, as you can scan it and remove it digitally by deleting the appropriate colour channels in Photoshop, which saves having to erase grey pencil lines, smudging up the ink. The inking's done with a normal black fineliner pen.

Bam, see! Blue's all gone. Since I scan it all at 300dpi, the lines come up pretty clean, and ready to colour.



Then I just colour on a few layers underneath the lineart...

...shade, pop a grainy, papery texture over the background, and set a unifying colour underneath, reducing the opacity of the other colour layers to 90%, so it shows through.



Mal, what does your spirit look like? - threnodi

A question for Widdershins for O'Malley. "What does he see when he looks at himself?"

That has been bugging me since the comic in the tailor shop. ^\_\_^ - Anon

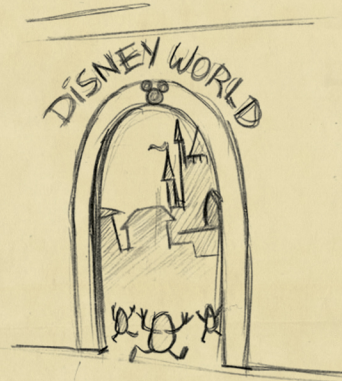
TH' HELL?  
BIT PERSONAL,  
ISN'T IT? 'SCUSE ME,  
WHAT'S YER SOUL  
LOOK LIKE?"



IT WORKS LIKE THIS,  
RIGHT - I DON'T TELL PEOPLE  
ABOUT YOURS, YOU DON'T  
ASK ABOUT MINE! NO  
BLOODY COMMENT, IN  
OTHER WORDS.

Dear odd fever-dream potato men.

Where were you guys heading off to? You seemed pretty eager  
to get there. - concombremelon



Mal, what is your favorite sandwich? - Aqlex

HONESTLY? DON'T  
REALLY SEE WHY PEOPLE  
CARE ABOUT FOOD. YE  
NEED IT AN' ALL, BUT WHO  
CARES WHAT'S IN IT,  
REALLY?



UNLESS IT'S  
REALLY STRONG I  
DON'T CARE. GARLIC'S  
ALRIGHT. HAD CHILLI  
ONE, NOT BAD. GARLIC  
SANDWICH, THAT OK?

I THINK PART  
OF THE PROBLEM OUR  
FRIEND IS HAVING IS THAT  
FOOD IS DELICIOUS TO THE  
EYES AS WELL AS THE MOUTH.  
LOOK AT THESE CHICKEN LEGS!  
VERY NICE, YES?



NOW SEE  
THEM AS MAL SEES  
THEM..



BLERGH.




LOOKS LIKE  
A DOG LEFT  
IT.




So, Widdershins magic - is it all about summoning creatures to do stuff, or is that only the biggest part to go wrong so far in Widdershins? - Anon


For any of the in-the-know characters: Are there lesser forms of the seven deadlies? For instance instead of Sloth could there just be Laziness? - Stevewes



HI! THE ARTIST SAYS SHE HOPES YOU DON'T MIND IF I TAKE THIS ONE, SINCE APPARENTLY SHE NEEDS PRACTICE DRAWING ME OR SOMETHING! I DON'T REALLY KNOW WHAT THAT MEANS BUT I LIKE TO HELP!



BUT, HONESTLY.. I DIDN'T REALLY PAY TOO MUCH ATTENTION TO THAT LECTURE.. ER, OR A FEW OF THE OTHERS.. IT'S DEFINITELY ALL SUMMONS, THOUGH, BUT THERE'S LOTS YOU CAN DO WITH JUST THAT. OF COURSE THERE'S LESSER SINS! IF YOU CAN NAME AN EMOTION, AND THERE'S SOMEONE OR SOMETHING WITH A LOT OF IT THAT WE CAN USE AS A CONDUIT, WE CAN DO IT!




I'M NOT REALLY SURE WHY YOU'D SUMMON UP SOME LAZINESS, BUT IT'S DEFINITELY LESS SCARY THAN SLOTH, YIKES..! YOU'D HAVE TO BE PRETTY SILLY TO SUMMON SLOTH ANYWAY, WHO'D DO THAT?!

Ben, what do you think of Sidney's act? - threnodi



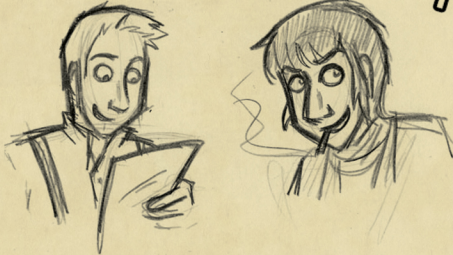
TA DAAA!



THOSE HAVE DISEASES!

Dear Mal:  
How are you even reading  
this? - Anon

HE DOES  
TH' VOICES, TOO!  
SOUNDS JUST LIKE  
YOU.



So if Ben if you're the head of the Malform Busters now,  
are you going to start paying Wolfe and Mal..

HMM..  
I'M NOT SURE  
IF THE BUDGET  
ALLOWS FOR-



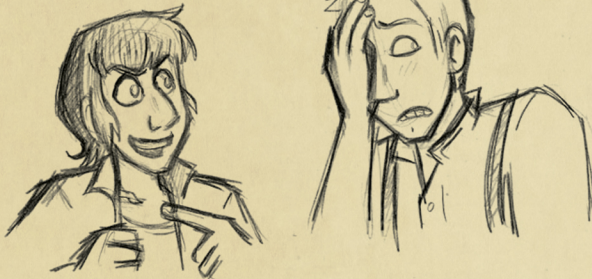
Dear Heinrich, what made you befriend O'Malley? Thanks. - numerosix

For Wolfe and Mal-- how did you two meet, anyhow? - threnodi

So Mal... ropeburn, of just a viciously close shave? - Anon

Y'MEAN THIS?  
S'ALL A BIT RELATED,  
ISN'T IT WOLFE? EH?  
YOU WANT T' TELL 'EM  
OR SHOULD I?

EHH.. ANOTHER  
TIME, PERHAPS..



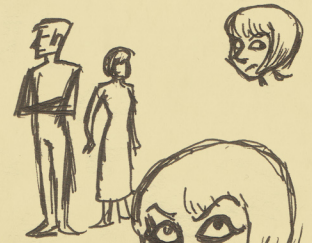
...or continue to let them cook with your kitchen and food?

..GOOD NEWS,  
GENTLEMEN!



First sketches of the main characters of volume 4, "Piece of Cake"

W  
 FUTURE GAIL - LEX (ALEXA)  
 PRO BAKER RUNS BREAD ON THE SIDE  
 STRONG-MINDED, REBELLIOUS, FUN-LOVING  
 SINGLE + HAPPY LIKE THAT



MAID - NORA FENSTON (NEE BARBER) WORKS AT HOUSE  
 GENTLE, QUIET, BUT ALSO LIKES A GIGGLE  
 SHY, UNDER-CONFIDENT - ALWAYS BEEN OVERSHADOWED BY SIBLINGS  
 MARRIED W/ DAUGHTER



Weird head shape there, Ethan.

Gladys/Edie were one character for a while.



Nora, glad I calmed her hair down a little.

Alexa also got a haircut. Half wish I'd gone with a mohawk, though.



Rosie! I aged her up a little more from here.



MOSTLY FROWNS

Uhh, sorry about your head, Sam. "Mostly frowns" would've been a good name for him too. Mr Frowns.



# NORA FENTON

MARRIED FOR LOVE - GEOFF FENTON, POOR BUT HONEST, FACTORY WORKER.  
THEY DO OK ON THEIR WAGES, BUT COULD BE BETTER.  
ONE DAUGHTER - CASSIE FENTON

SPEAKS WHEN SPOKEN TO - QUIET, UNASSUMING, MEEK, BUT PROTECTIVE +  
STRONG WHEN IT COMES TO OTHERS  
WANTS VERY MUCH TO GO HOME



USUALLY LOOKS WORRIED  
AND IDEEYE CONTACT



Some Noras and Alexas just after I'd figured out their main designs.

# ALEXA KING

COMPETITIVE DUE TO SIBLING  
RIVALRY W/ SISTER

COMPETITIVE  
BAD AT LOSING  
CHEERFUL  
STRONG WILLED  
STOBBERN

I cut out the sister as I couldn't make her fit into the story without being clunky. Sorry, lady!

5'7"

ATHLETIC -  
A RUNNER

LONG LIMBS



SLIMY  
JEANS

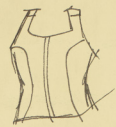
DOCS

WIDE HIPS

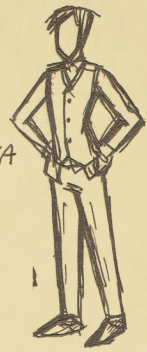


LIKES A GOOD PLAN  
WONT TURN DOWN A  
CHALLENGE





SMIDE, RUDE, SUPERIOR  
 NOT A BULLY THOUGH, JUST FRUSTRATED  
 BY SITUATION  
 ALSO COMPETATIVE - FOIL FOR ALEXA



Shamefully trying  
 to work out what  
 "the kids these days"  
 wear.



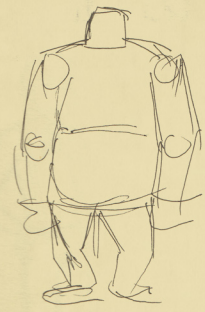
WANTS TO LEAVE - TOO MUCH OF A  
 COWARD TO TRY. AUTOMATICALLY  
 DISLIKES ALEXA FOR BEING  
 BRAVER THAN HE IS



Alexa's tattoos are of El-Ahrirah, the  
 Prince of Rabbits from Watership  
 Down, because her and the clever, tricky  
 leader would get along great.



Ethan was a little frustrating to design,  
 as I had the basic idea down straight away,  
 but the details eluded me for the longest time.



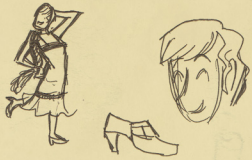
Our friend  
 Mostly Frowns again.  
 Also a comparison of his  
 body shape to The Butler's,  
 as I wanted them both to be  
 large, but in different ways.



QUIET, KEEPS TO HIS WORK  
 BARELY SPEAKS



EDIE



SKILLS -  
LOCKPICKING  
SWIFT HANDS



EDIE SHAW  
MIXER, SOCIAL SIDE OF TENDING  
BAR  
CHATTY  
CRAFTY  
UP FOR ANY PLAN  
ENJOYS LIFE  
LIKES TO LAUGH  
DONES'T SEE PROBLEM IN TAKING FROM  
THOSE THAT HAVE ENOUGH

I changed their names around at the last minute, they just fit better that way. This was the point I decided to make them twins, deciding that the only thing better than a Glaswegian flapper criminal is two Glaswegian flapper criminals.



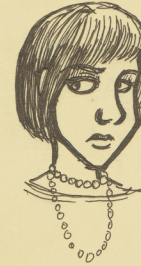
Their accents are borrowed from my mother-in-law, and their names are borrowed from my two favourite video game robot ladies.

GLADYS SHAW

CLEVER  
NOT IMPULSIVE  
NOT UNKIND, JUST COOL  
PLANNER - EDIE ACTS,  
GLADYS PLANS



STRAIGHT BACK  
CAREFUL, PRECISE MOVEMENTS  
QUICK IF NEEDED



SKILLS  
MIXING  
SLEIGHT OF HAND  
INTELLECT

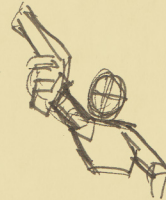
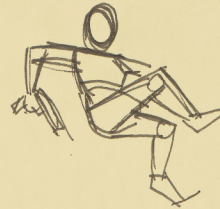


A couple of random sketches for fun.



Some delinquents on a smoke break.

Sid in his King of Thieves getup, just cause I think he looks cute in it.

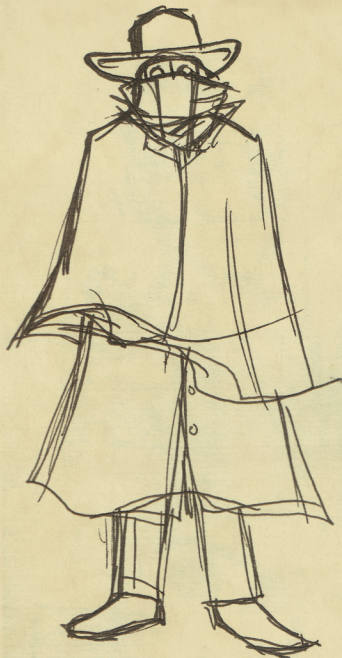
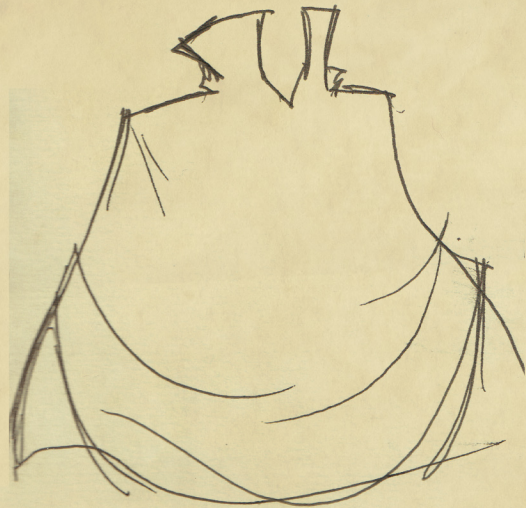


Going hunting?

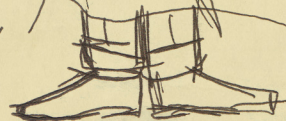
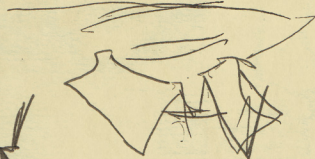
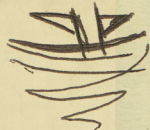
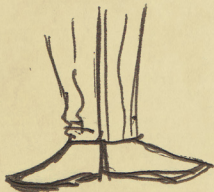
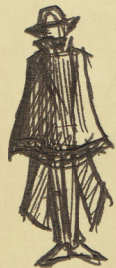


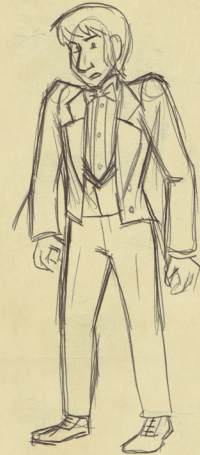
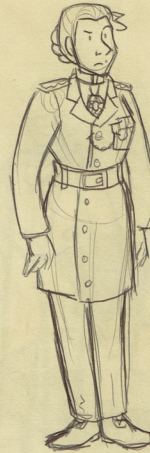
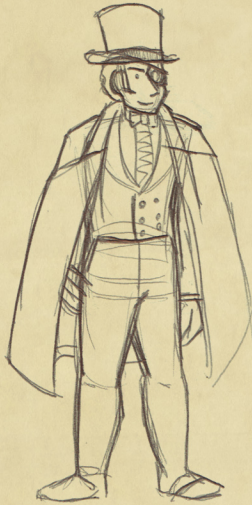
Practising insects,  
in order to robot  
them up.

That's a scientific  
term, you know.



Working out the general shape of Lei's masked friend.



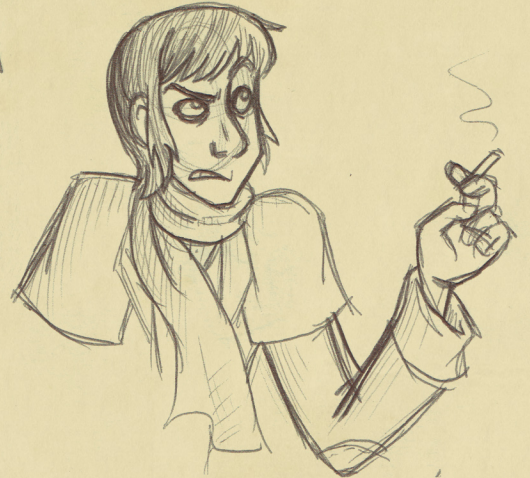
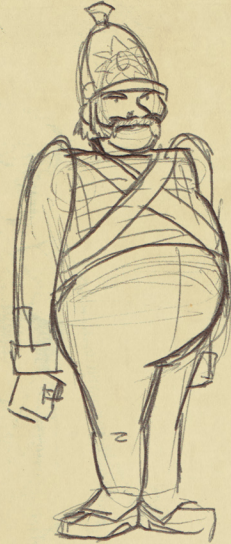
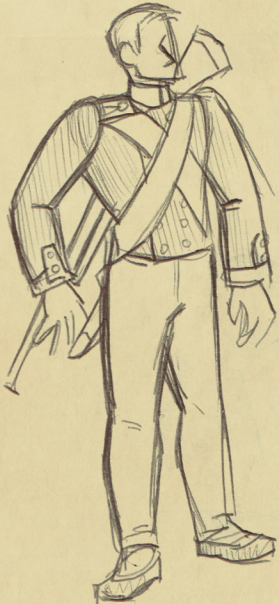
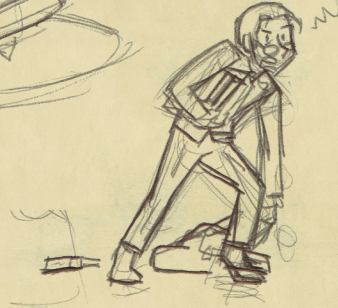
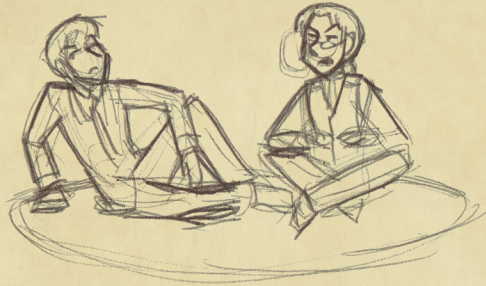


Clothing designs for a point in the fifth story. Also works as a handy height chart!



Not sure why I bothered designing formalwear for Mal, since he'll immediately make a mess of it.







## About the Artist

Kate Ashwin is approaching thirty, going a little grey, and has been making internet comics since 2002. Those last two may be related. She lives in the North of England with her very tolerant husband and an array of cats, where she draws all day and, on special occasions, leaves the house.

