PipSpi

THE PROPHET SKERAM

Paint by Numbers – The Prophet Skeram

Colour legend – 14 colours, grouped by colour family

Grey	**1** **REF**			
Yellow	**2** **REF**			
Brown	**3** **REF**	**6** 1 darker	**9** 2 darker, greyer	**12** 3 darker, greyer
Blue	**4** 3 lighter	**11** **REF**		
Purple	**5** 2 lighter, greyer	**7** 1 lighter, greyer	**8** **REF**	**13** 2 darker, greyer
Pink	**10** **REF**			
Black	**14** black			

How to find your markers

Each row is a colour family. Find the marker in your set closest to the REF swatch of that row.
Line up your markers of that family from light to dark: "1 lighter" is the next marker on the light side of the REF, "2 darker" is two markers along on the dark side, and so on.
"greyer" means a duller, more muted marker of the same family. Always check on a scrap of paper first.

How to use your markers

1. Work from colour 1 (lightest) to colour 14 (darkest), one colour at a time.
2. For each area, first trace its outline with the marker tip, just inside the printed line.
3. Then fill it with straight, parallel strokes in one direction, each stroke slightly overlapping the last.
4. Keep a light, even pressure and do not go back over ink that is already dry: that leaves streaks.
5. Let light colours dry before painting the dark colours next to them.
6. Grey areas are the linework and take colour 14. White areas without a number stay unpainted.
7. Areas too small for a number are shown in the step-by-step guide (HTML file).
8. The name and the signature are already printed: leave them as they are.