

Antagonist Design Worksheet

Chronicle Name: _____ Theme: _____

Mood: _____ Player Characters: _____

Antagonist Objective: _____ Thematic Descriptors: _____

Player Character Attribute + Skill Highlights
(2 per Player Character):

Unifying Trait(s): _____

Virtue: _____ Vice: _____

Engaging Trait(s): _____ Weakness(es): _____

Basic Motive: _____

Style of Action: _____

Likes: _____ Dislikes: _____

Reaction to interference: _____ Quick Description: _____

Quirks: _____

Contingency One: _____ Contingency Two: _____

Final Message:

Notes: