

# PROMETHEAN

THE CREATED

## ANTAGONIST DESIGN WORKSHEET

Chronicle Name: \_\_\_\_\_

Mood: \_\_\_\_\_

Theme: \_\_\_\_\_

Thematic Descriptions: \_\_\_\_\_

Player Characters: \_\_\_\_\_

Antagonist Objective: \_\_\_\_\_

### 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: \_\_\_\_\_