

MUMMITY

the
CURSE

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: _____