

# WEREWOLF

THE FORSAKEN

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

|       |       |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |