

# HUNTER

THE VIGIL  
SECOND EDITION

## ANTAGONIST DESIGN WORKSHEET

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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: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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