

Villain Worksheet

a free resource from www.thelonelygamer.com

Physical Description

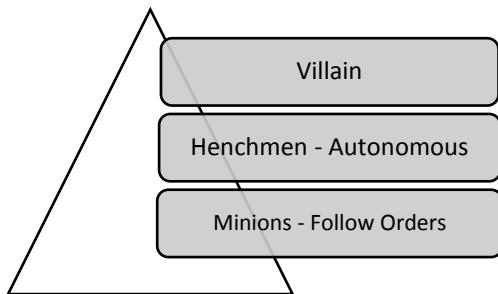
Relevant Background History

Unique Traits

Motivations

Personality & Quirks

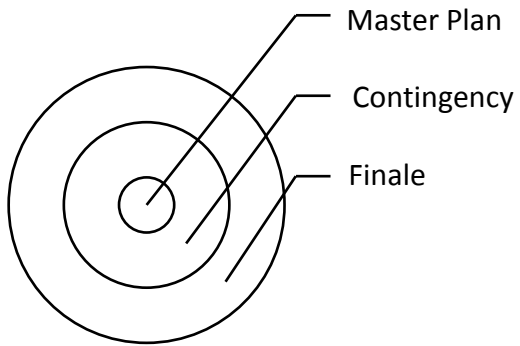
Resources (monetary, political, geographical)



Command Structure (corporation, cult, guild)

Henchmen (mini-villains with authority to act on their own)

Minions (the blind faithful that follow orders)



Goals (related to motivations)

Master Plan

Contingency Plan (safe guards, back-ups, escape plans)

Final Confrontation (fight, flight, bargain, surrender)