

Uune: Tools and Tables

Non mechanical tools, prompts, and inspiration.

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Value / Rarity Table

This table can be used to determine an item's cost based on its availability and its relative value.

You can also roll on both the value and the rarity side of this table. This can be used to help determine if an item is available for purchase, or to randomly select a price range for loot.

Value ↓ Rarity →	1 - Everyday	2 - Frequent	3 - Common	4 - Scarce	5 - Rare	6 - Exotic
1 - Worthless	1	5	10	25	50	100
2 - Cheap	5	10	25	50	100	500
3 - Affordable	10	25	50	100	500	1000
4 - Valuable	25	50	100	500	1000	10000
5 - Expensive	50	100	500	1000	10000	50000
6 - Luxury	100	500	1000	10000	50000	100000

One Word Mannerisms

d100	Mannerism
1 - 2	Aggressive
3 - 4	Aloof
5 - 6	Analytical
7 - 8	Articulate
9 - 10	Arrogant
11 - 12	Artistic
13 - 14	Bold
15 - 16	Brawny
17 - 18	Charitable
19 - 20	Charming
21 - 22	Crazed
23 - 24	Confident
25 - 26	Courteous
27 - 28	Defensive
29 - 30	Diligent
31 - 32	Disheveled
33 - 34	Disrespectful
35 - 36	Dull
37 - 38	Eager
39 - 40	Energetic
41 - 42	Entitled
43 - 44	Envious
45 - 46	Empathetic
47 - 48	Fancy
49 - 50	Fake
51 - 52	Foolish
53 - 54	Genuine
55 - 56	Greedy
57 - 58	Impulsive
59 - 60	Intolerant
61 - 62	Jealous
63 - 64	Lazy
65 - 66	Modest

d100	Mannerism
67 - 68	Mousy
69 - 70	Naive
71 - 72	Organized
73 - 74	Overcritical
75 - 76	Peaceful
77 - 78	Pessimistic
79 - 80	Perceptive
81 - 82	Pompous
83 - 84	Rude
85 - 86	Shady
87 - 88	Shallow
89 - 90	Stubborn
91 - 92	Tactful
93 - 94	Talented
95 - 96	Vain
97 - 98	Wizened
99 - 100	Zany

Interests / Hobbies

d100	Interest
1 - 2	Antiquing
3 - 4	Archery
5 - 6	Baking
7 - 8	Biking
9 - 10	Bird Watching
11 - 12	Board Games
13 - 14	Bonsai
15 - 16	Calligraphy
17 - 18	Camping
19 - 20	Cards
21 - 22	Climbing
23 - 24	Cooking
25 - 26	Dancing
27 - 28	Decorating
29 - 30	Diving
31 - 32	Drawing
33 - 34	Embroidery
35 - 36	Gardening
37 - 38	Ham Radio
39 - 40	Hiking / Running
41 - 42	Horseback Riding
43 - 44	Improv
45 - 46	Jewelry Making
47 - 48	Kayaking
49 - 50	Knitting / Crochet
51 - 52	Leathercraft
53 - 54	Martial Arts
55 - 56	Movies / Theatre
57 - 58	Mushroom Foraging
59 - 60	Origami
61 - 62	Painting
63 - 64	Photography
65 - 66	Plant Pressing

d100	Interest
67 - 68	Playing a Sport
69 - 70	Playing an Instrument
71 - 72	Pottery
73 - 74	Quilting
75 - 76	Reading
77 - 78	Scrapbooking
79 - 80	Singing
81 - 82	Spelunking
83 - 84	Street Art
85 - 86	Swimming
87 - 88	Tap Dancing
89 - 90	Travelling
91 - 92	Video Games
93 - 94	Volunteering
95 - 96	Woodworking
97 - 98	Writing
99 - 100	Yoga

Quests

Who is requesting the party to do something?

- A faction
 - Underground Market
 - Government or Military
 - A company
 - A religious group
 - An academic institution
- An independent actor
 - A criminal
 - A collector
 - An official
 - Someone not important
- Something forgotten or secret

What is the party interacting with?

- An Item
- A Person
- Information

How does the party need to interact with it?

- Retrieve it
- Protect it
- Destroy it
- Deliver it
- Understand it

Where does the party need to go?

- Somewhere in use
- Somewhere abandoned
- Somewhere on the move

How is the party being rewarded?

- Money
- A favor
- An item
- Transport
- Information

Villains

What type of motive does the villain have?

- **Agent of chaos.** Just evil for evil's sake.
- **The ends justify the means.** Fanaticism or conviction.
- **Adversarial.** They work against someone or something in particular.
- **Just following orders.** They answer to a higher power.

- **Selfish fulfillment, survival, or desires.**

How did the villain come to be?

- Moral corruption.
- Evil by nature.
- Evil by nurture.

How does the villain enact their plans?

- Brute force.
- Planning and plotting.
- Purely as a leader.

