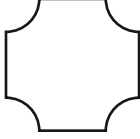


# Uune NPC Sheet

*name*

**Vitality**



*max*

**Wounds**

*light heavy lethal*

**Stress**

*light heavy traumatic*

**Social**

**Perceptiveness**

**Defensiveness**

**Notes**

**Resources and Abilities**

*name / description* *difficulty*

**Effects**

*names / descriptions* *scopes*

**Appearance**

**Mannerisms**

**Motivations**

**Objections**

**Interests**

**Memory**