

Uune: Tools and Tables

Non mechanical tools, prompts, and inspiration.

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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

d100	Mannerism
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
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

d100	Mannerism
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

d100	Interest
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
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

d100	Interest
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.