Creating & Saving

Health & Stun

Inventory

Qualities

Calculations

A character tracking system for the tabletop RPG game Shadowrun

The first tab is the "Attributes" tab. This is where the user can select skills for their character. Skills are divided into "melee combat," "ranged combat," and "special." This grid is used to track the attributes skills are based on. For example, the "Melee Combat" section has "armor," "dexterity," and "strength." The "Ranged Combat" section has "accuracy," "skill," and "speed." The "Special" section has "perception," "prescience," and "strength." Each skill has a level that determines how well the character can perform the skill.

The second tab is the "Skills" tab. This tab is used to create a melee combat skill for the character. The user can select a skill from a list and then choose a level for that skill. This tab is used to create a ranged combat skill for the character. The user can select a skill from a list and then choose a level for that skill.

The third tab is the "Inventory" tab. This tab is used to create an inventory for the character. The user can select items from a list and then choose a level for each item. This tab is used to create a skills tab for the character. The user can select a skill from a list and then choose a level for that skill.

The fourth tab is the "Qualities" tab. This tab is used to create qualities for the character. The user can select a quality from a list and then choose a level for that quality. This tab is used to create an inventory tab for the character. The user can select items from a list and then choose a level for each item.