Character Name:	
Character Race/Archetype/Class Description: Proficiency: (Mark "+" sign next to traits below)	
<u>Deficiency:</u> (Mark "-" sign next to traits below)	
Strength:	(STR) Melee Weapons:
 Turn Order in Battle (Initiative Check) Acrobatics Check Sleight of Hand Check Piloting (Land, Sea, Air, Mech) Lock Picking Stealth Check Hide Check Ranged Attack Dexterity Saving Throws 	(DEX) Ranged Weapons: Armor Class: Hit Points (Optional):
Constitution:	Character Special Abilities:
Constitution Saving Throws Intelligence: Arcana Check Ulistan Check	
History CheckStreetwise	Items:
 Investigation Check Computer Use Nature Check Religion Check Intelligence Saving Throws 	
Wisdom:	
 Survival Check Magic Spell Attack Casting Magic Spells (Non-attack) Wisdom Saving Throws 	Background:
Charisma: Deception Check Intimidation Check Performance Check Persuasion Check Charisma Saving Throws	

GATEWAY RPG

QUICK REFERENCE SHEET

Proficiency/Deficiency:

- "+" Proficiency =Roll a d20 twice and take the higher roll
- "-" Deficiency = Roll a d20 twice and take the lower roll
- Normal (Blank Trait) = A character that has neither proficiency or deficiency will only roll a d20 once

Advantage/Disadvantage:

Proficiency Trait with Advantage

Advantage (+1) = 2d20 and take the highest number rolled and add +1 to the total

Proficiency Trait with Disadvantage

No Bonus = 1d20 and take the number rolled

Normal Trait with Advantage

Advantage = 2d20 and take the highest number rolled

Normal Trait with Disadvantage

Disadvantage = 2d20 and take the lowest number rolled

Deficiency Trait with Advantage

No Bonus = 1d20 and take the number rolled

Deficiency Trait with Disadvantage

Disadvantage (-1) = 1d20 and take the lowest number rolled and subtract -1 from the total.

Difficulty Class Scale

Simple: 2 to 5
Easy: 6 to 10
Moderate: 11 to 15
Hard: 16 to 19
Near Impossible: 20

Attack Types

Melee Weapon Attacks = Strength Trait

Swords, Daggers, Axes, Katana, Clubs, Lightsabers, etc.

Ranged Weapon Attacks = Dexterity Trait

Crossbows, Longbows, Short bows, Muskets, Pistols, Lasers, Rifles, etc.

Magic Attacks = Wisdom Trait

Fireballs, Lightning, Charm, Force Push, etc.

Special Ability Attacks = GM Discretion

Depends what the GM chooses at character creation that your Ability trait uses

Armor Class

Based on Dex (or Modifiers added)

- "+" Proficiency = 14 AC
- "-" Deficiency = 10 AC
- Normal (having neither) = 12 AC

Attack Range

- Close Combat- Within 5 feet
- Short Range- 10 feet to 60 feet
- Medium Range- 65 feet to 300 feet
- Long Range- 305 feet to 500 feet
- Very Long Range- 500 feet and Above

Resolving Combat

Step 1: Game Master Determines if there is a Surprise Round

Step 2: Roll Initiative for all involved (**Dexterity**)

Step 3: Resolve Surprise Round if necessary, then full Initiative during each Round.

Step 4: During a Player's Turn they can do the following:

- One Move Action (30 feet on average)
- One Primary Action
- One Bonus Action

Primary Action examples:

- Attack
- Move again "aka <u>Dash</u>" (move the same amount of the first movement)
- Interact with an object
- Cast a spell or use some other Special Ability
- <u>Hide</u>
- Search
- Ready an Action (Choose to delay your action and set a trigger and what you want to do when the trigger is met)
- Grapple (Contested Strength Skill)
- <u>Escape</u> from being Grappled (Contested Strength Skill)
- Declare a <u>Dodge</u> (causes Deficiency, of all attacks to this player until its next turn.)
- Help on another player's turn (Gives the target player Proficiency, on their next Primary Action)
- Improvise-simply tell your GM what you would like to do as an action to see if they can allow it (Get creative!) *GM's see "Rule of Cool".

Bonus Action examples:

- Attack with the off hand
- Interact with an object
- Switch Weapons
- <u>Talk</u> to someone during combat
- Special Ability (GM Discretion)
- <u>Cast</u> a Spell (GM Discretion)
- Any other <u>minor</u> type of action

Step 5: Continue following **Initiative Turn Order** until all combatants are cleared from the battlefield.