Character Name: _____

Character Race/Archetype/Class Description:

[ ]

Proficiency: **(Mark "+" sign next to traits below)**
Deficiency: **(Mark "-" sign next to traits below)**

Strength: ____
- Athletics Check
- Melee Attack
- Strength Saving Throws

Dexterity: ____
- 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

Constitution: ____
- Constitution Saving Throws

Intelligence: ____
- Arcana Check
- History Check
- Streetwise
- Investigation Check
- Computer Use
- Nature Check
- Religion Check
- Intelligence Saving Throws

Wisdom: ____
- Animal Handling Check
- Insight Check
- Medicine Check
- Perception Check
- Survival Check
- Magic Spell Attack
- Casting Magic Spells (Non-attack)
- Wisdom Saving Throws

Charisma: ____
- Deception Check
- Intimidation Check
- Performance Check
- Persuasion Check
- Charisma Saving Throws

(STR) Melee Weapons:

[ ]

(DEX) Ranged Weapons:

[ ]

Armor Class: ____

Hit Points (Optional): ____

Character Special Abilities:

[ ]

Items:

[ ]

Background:

[ ]

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 **Dash**" (move the same amount of the first movement)
- **Interact** with an object
- **Cast** a spell or use some other **Special Ability**
- **Hide**
- **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)
- **Escape** from being Grappled (Contested Strength Skill)
- Declare a **Dodge** (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**
- **Talk** to someone during combat
- **Special Ability** (GM Discretion)
- **Cast** a Spell (GM Discretion)
- Any other **minor** type of action

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