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

# **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.