Character Name:	
Character Race/Archetype/Class Description:	
<u>Proficiency:</u> (Mark "+" sign next to traits below) <u>Deficiency:</u> (Mark "-" sign next to traits below)	
Strength:	
Athletics Check	
Melee Attack	(CTD) Malaa Waanana
Strength Saving Throws	(STR) Melee Weapons:
• Strength Saving Thows	
Doytority	
Dexterity: • Turn Order in Battle (Initiative Check)	
,	/=
Acrobatics Check Acrobatics Check	(DEX) Ranged Weapons:
Sleight of Hand Check Strain (1) A characteristic strain (2) Strain (2) Strain (3) Strain (4) Strain (4	
Piloting (Land, Sea, Air, Mech)	
Lock Picking	
Stealth Check	
Hide Check	Armor Class:
Ranged Attack	
 Dexterity Saving Throws 	Hit Points (Optional):
Constitution:	Character Special Abilities:
 Constitution Saving Throws 	
Intelligence:	
 Arcana Check 	
 History Check 	
 Streetwise 	Items:
 Investigation Check 	
Computer Use	
Nature Check	
Religion Check	
 Intelligence Saving Throws 	
Ç Ç	
Wisdom:	
 Animal Handling Check 	
Insight Check	
Medicine Check	
 Perception Check 	
Survival Check	Background:
 Magic Spell Attack 	=uonground.
Casting Magic Spells (Non-attack)	
Wisdom Saving Throws	
·	
Charisma:	
 Deception Check 	
 Intimidation Check 	
 Performance Check 	
 Persuasion Check 	
 Charisma Saving Throws 	
5	

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.