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 UseNature 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 <u>Dash</u>" (move the same amount of the first movement)
- Interact with an object
- <u>Cast</u> a spell or use some other <u>Special Ability</u>
- <u>Hide</u>
- Search
- <u>Ready an Action</u> (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.)
- <u>Help</u> on another player's turn (Gives the target player Proficiency, on their next Primary Action)
- <u>Improvise-</u> 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
- <u>Special Ability</u> (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.