

GATEWAY RPG - Standard Character Sheet

Character Name: _____

Character Race/Archetype/Class Description:

Proficiency: Mark “+” sign next to at least 1 trait

Deficiency: Mark “-” sign next to at least 1 trait

Cross out any Skills that do not belong in the setting

_____ **Strength (STR)**

- Athletics Check
- Melee Attack
- Strength Saving Throws

_____ **Dexterity (DEX)**

- 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 (AC)

_____ **Constitution (CON)**

- Constitution Saving Throws (HP)

_____ **Intelligence (INT)**

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

_____ **Wisdom (WIS)**

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

_____ **Charisma (CHA)**

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

Character Portrait

Armor Class (AC): _____ **(Based on DEX Stat)**

Proficiency = 14, Normal = 12, Deficiency = 10

Hit Points (HP): _____ **(Based on CON Stat)**

Proficiency = 5, Normal = 4, Deficiency = 3

Movement Speed: _____ **(Standard Character is 30 ft)**

Melee Attack Weapons: (STR)

Ranged Attack Weapons: (DEX)

Special Abilities:

Items:

Background