

GATEWAY RPG- Advanced Character Sheet

Character Name: _____

Character Race/Archetype/Class Description:

Proficiency: Mark "+" sign next to traits below

Deficiency: Mark "-" sign next to traits below

Mark any that are not setting appropriate with an "NA"

Saving Throw (Choose 2 Proficiency "+" and 1 Deficiency "-")

- ____ Strength Saving Throw
- ____ Dexterity Saving Throw (AC)
- ____ Constitution Saving Throw (HP)
- ____ Intelligence Saving Throw
- ____ Wisdom Saving Throw
- ____ Charisma Saving Throw

Attack Type (Choose 1 Proficiency "+")

- ____ Melee Attack
- ____ Ranged Attack
- ____ Magic Spell Attack

Skill Traits (Choose 5 Proficiency "+" and 3 Deficiency "-")

Strength (STR):

- ____ Athletics Check

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

Constitution (CON):

- NA See Saving Throws

Intelligence (INT):

- ____ Arcana Check
- ____ History Check
- ____ Streetwise
- ____ Investigation Check
- ____ Computer Use
- ____ Nature Check
- ____ Religion Check

Wisdom (WIS):

- ____ Animal Handling Check
- ____ Insight Check
- ____ Medicine Check
- ____ Perception Check
- ____ Survival Check
- ____ Casting Magic Spells (Non-Attack)

Charisma (CHA):

- ____ Deception Check
- ____ Intimidation Check
- ____ Performance Check
- ____ Persuasion Check

Character Portrait

Armor Class (AC): ____ (Based on **DEX** Saving Throw Stat)
Proficiency = 14, Normal = 12, Deficiency = 10

Hit Points (HP): ____ (Based on **CON** Saving Throw Stat)
Proficiency = 5, Normal = 4, Deficiency = 3

Movement Speed: ____ (Standard Character is 30 ft)

Melee Attack Weapons:

Ranged Attack Weapons:

Special Abilities:

Items:

Background: