

GATEWAY RPG- Standard Character Sheet

Character Name: _____

Character Race/Archetype/Class Description:

Proficiency: Mark “+” sign next to traits below
Deficiency: Mark “-” sign next to traits below

____ **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

Melee Weapons: (STR)

Ranged Weapons: (DEX)

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

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

Character Special Abilities:

Items:

Background