

**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*

**Strength (STR):**

- Athletics Check
- Melee Attack
- Strength Saving Throw

**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 Throw (AC)

**Constitution (CON):**

- Constitution Saving Throw (HP)

**Intelligence (INT):**

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

**Wisdom (WIS):**

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

**Charisma (CHA):**

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

**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**