

# 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 **Dash**” (move the same amount of the first movement)
- **Interact** with an object
- **Cast** a spell or use some other **Special Ability**
- **Hide**
- **Search**
- **Ready an Action** (Choose to delay your action and set a trigger and what you want to do when the trigger is met)
- **Grapple** (Contested Strength Skill)
- **Escape** from being Grappled (Contested Strength Skill)
- Declare a **Dodge** (causes Deficiency, of all attacks to this player until its next turn.)
- **Help** on another player's turn (Gives the target player Proficiency, on their next Primary Action)
- **Improvise-** 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**
- **Talk** to someone during combat
- **Special Ability** (GM Discretion)
- **Cast** a Spell (GM Discretion)
- Any other **minor** type of action

**Step 5:** Continue following **Initiative Turn Order** until all combatants are cleared from the battlefield.