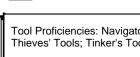


Backpack Ball bearings Bell Candle x5 Crowbar Hammer Lantern, hooded Leather Oil x2 Piton x10 Quiver Rations (1 day) x5 Rope, hempen String Thieves' Tools Tinderbox Waterskin

Arrow x20



Tool Proficiencies: Navigator's Tools; Thieves' Tools; Tinker's Tools

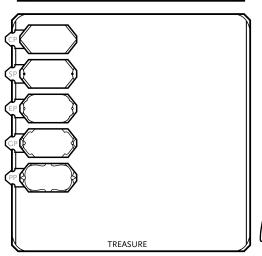
PASSIVE WISDOM (PERCEPTION)

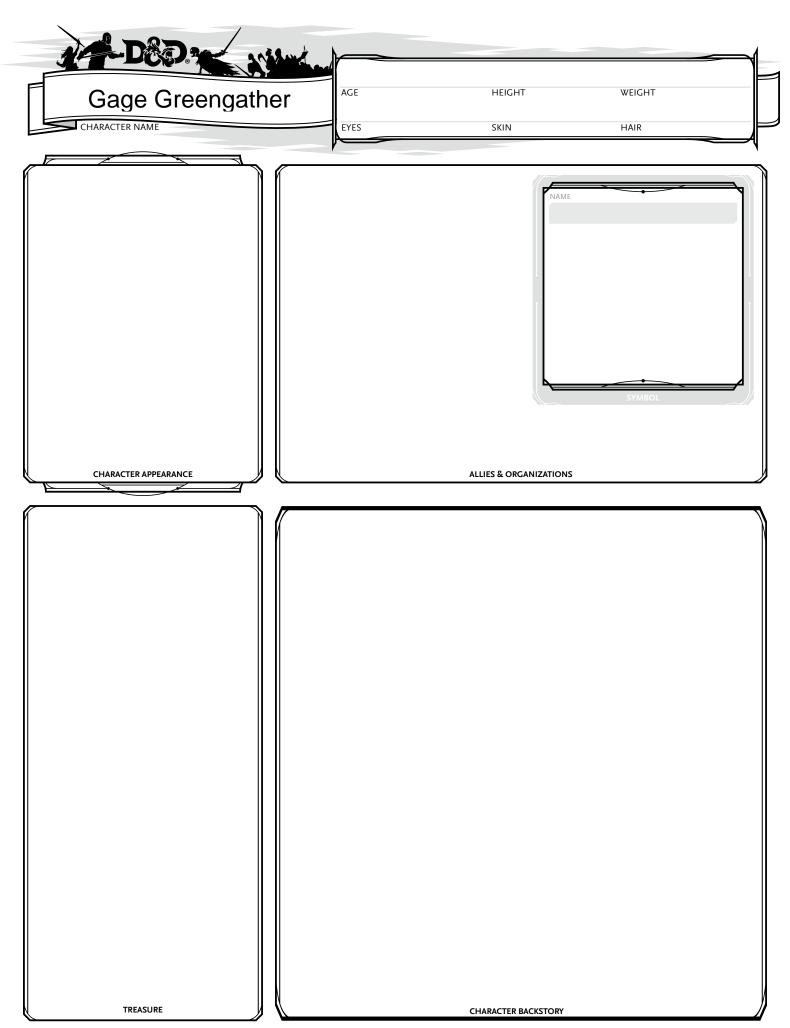
Weapon Proficiencies: Crossbow, hand: Longsword; Rapier; Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies: Abyssal; Common; Gnomish

OTHER PROFICIENCIES & LANGUAGES





FEATURES & TRAITS
Darkvision: 60 ft.
Bonus Actions Cunning Action. As a bonus action you can Dash, Disengage or Hide (use once/turn).
Reactions Skirmisher. Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.
Uncanny Dodge. Halve the damage from an attacker you can see that hits you.
Other Traits Artificer's Lore. Add 2X prof bonus on magical, alchemical, or technological item-related history checks.
Evasion. You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only ha damage if you fail.
Typeign When you append on a DEV countertake helf demand you take none if you fail you take helf

Evasion. When you succeed on a DEX save to take half damage, you take none, if you fail, you take half.

Gnome Cunning. Advantage on INT, WIS, and CHA saves against magic.

Sneak Attack. 4d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn).

Survivalist. When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Telepathic. You awaken the ability to mentally connect with others, granting you the following benefits:

Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.

You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.

You can cast the detect thoughts spell, requiring no spell slot or components, and you must finish a long rest before you can cast it this way again. Your spellcasting ability for the spell is the ability increased by this feat. If you have spell slots of 2nd level or higher, you can cast this spell with them.

Thieves' Cant. Convey secret messages hidden in normal conversation.

Tinker. Construct tiny clockwork devices.