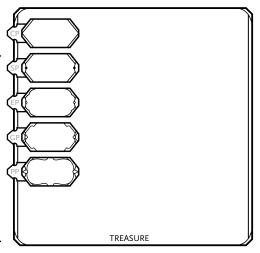
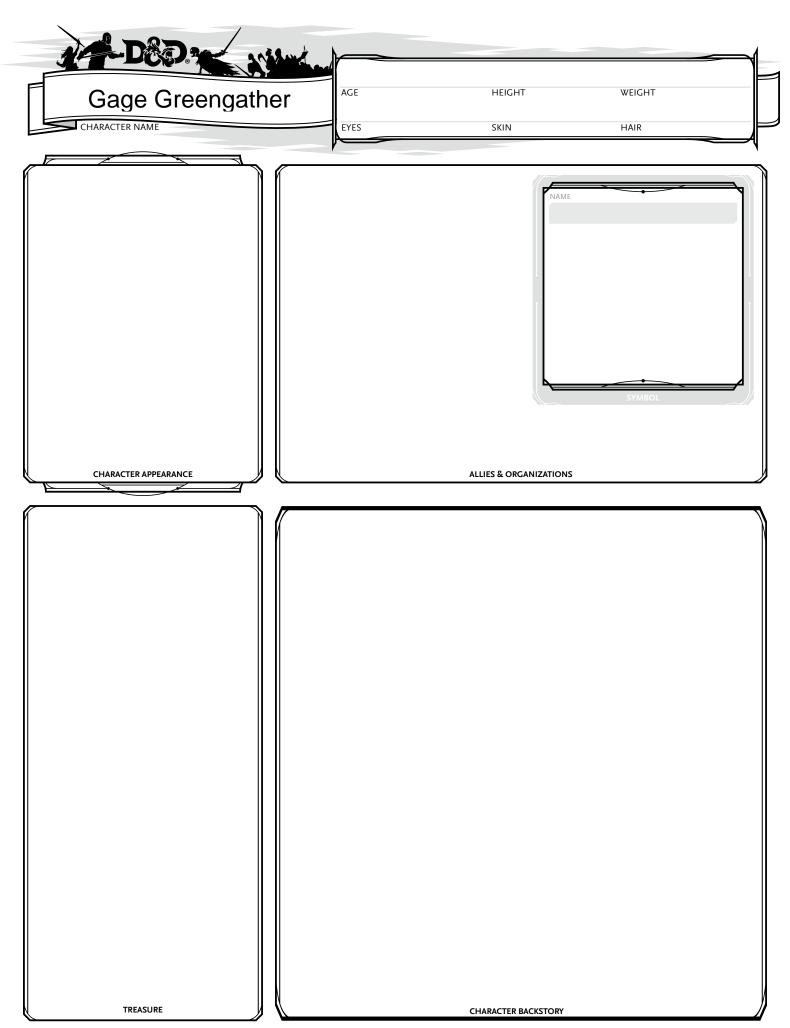


OTHER PROFICIENCIES & LANGUAGES





FEATURES & TRAITS
Darkvision: 60 ft.
Bonus Actions Cunning Action. As a bonus action you can Dash, Disengage or Hide (use once/turn).
Reactions
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.
Gnome Cunning. Advantage on INT, WIS, and CHA saves against magic.
Sneak Attack. 3d6 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.