



PROFICIENCIES & LANGUAGES

Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge,
Help, Hide, Ready, Search, Use an Object,
Opportunity Attack, Grapple, Shove, Improvise,
Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===
Arcane Recovery • 1 / Long Rest
Once per day when you finish a short rest, you can
choose expended spell slots to recover - up to a
combined level of 1, and none of the slots can be 6th
level or higher.

=== ACTIONS ===

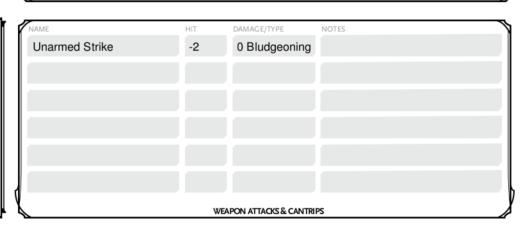
12 PASSIVE WISDOM (PERCEPTION)

14 PASSIVE WISDOM (INSIGHT)

17 PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES



ACTIONS



Wizard 1 arcanecognit
CLASS & LEVEL PLAYER NAME

 Rock Gnome
 Sage
 (Milestone)

 RACE
 BACKGROUND
 EXPERIENCE POINTS

=== WIZARD FEATURES ===

* Hit Points • PHB 113

* Proficiencies • PHB 113

* Spellcasting • PHB 114

You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 15, Spell Attack +7) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

* Arcane Recovery • PHB 115

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 1, and none of the slots can be 6th level or higher.

1 / Long Rest • Special

=== ROCK GNOME RACIAL TRAITS ===

* Darkvision • PHB 37

You can see in darkness (shades of gray) up to 60 ft.

* Gnome Cunning • PHB 37

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

* Artificer's Lore • PHB 37

Add twice your proficiency bonus to History checks related to magic items, alchemical objects, or technological devices.

* Tinker • PHB 37

You are proficient with tinker's tools and can use them to construct tiny clockwork devices.

FEATURES & TRAITS

