FACTOTUM

Factotum Level

CUNNING KNOWLEDGE

Skills Used Today

BRAINS OVER BRAWN

STR = STR + INT
DEX = DEX + INT
From Level 3

Applies to strength and dexterity checks, and strength- and dexterity-based skills

OPPORTUNISTIC PIETY

TURNS / REBUKES / HEALING USES PER DAY = 3 + WIS + Opportunistic Piety Modifier + Misc

HEALING HIT POINTS = INT + (Factotum Level × 2)

Uses Today

1 TURNING CHECK = d20 + CHA + Synergy

2 TO TURN CREATURE MAX HIT DICE = (Turning Check ÷ 3) + Factotum Level − 4

3 TO DESTROY CREATURE MAX HIT DICE = Factotum Level ÷ 2 Round down

4 CREATURES AFFECTED TOTAL HIT DICE = 2d6 + CHA + Factotum Level

CUNNING BRILLIANCE

Prepared Extraordinary Abilities

HOLY SYMBOLS

FACTOTUM

INT

INSPIRATION POINTS

Inspiration Points Used

Factotum Level				Inspiration Point Cost
1	☐	Cunning Insight	Attack, damage or save + INT	1 IP
		Cunning Knowledge	Skill + Factotum Level	1 IP
		Trapfinding		
2	☐	Arcane Dilettante 1		
3	☐	Brains Over Brawn		
		Cunning Defense	AC + INT (1 round)	1 IP
4	☐	Arcane Dilettante 2		
		Cunning Strike	Damage +1d6 sneak attack	1 IP
5	☐	Opportunistic Piety	Turn Undead, Harm Undead, or Heal Injuries	1 IP
7	☐	Arcane Dilettante 3		
8	☐	Cunning Surge	Extra standard action (1 round)	3 IP
9	☐	Arcane Dilettante 4		
10	☐	Opportunistic Piety +1		
11	☐	Cunning Breach	Overcome spell resistance and damage reduction	2 IP
12	☐	Arcane Dilettante 5		
13	☐	Cunning Dodge	Ignore fatal or incapacitating damage	4 IP
14	☐	Arcane Dilettante 6		
15	☐	Opportunistic Piety +2		
16	☐	Improved Cunning Defense	AC + INT	0 IP
17	☐	Arcane Dilettante 7		
19	☐	Cunning Brilliance	Activate Extraordinary Ability	4 IP
20	☐	Arcane Dilettante 8		
		Opportunistic Piety +3		

ARCANE DILLETANTE

PREPARED SPELLS PER DAY

Max Spell Level

Spell Save DC = 10 + INT + Spell Level

School

Cost Level DC

School

Cost Level DC

School

Cost Level DC

School

Cost Level DC

School

Cost Level DC

School

Cost Level DC