

FACTOTUM

Factotum  
Level

CUNNING KNOWLEDGE

Skills Used Today

BRAINS OVER BRAWN

$$\begin{matrix} \boxed{\text{FUE}} & = & \text{FUE} & + & \text{INT} \\ \boxed{\text{DES}} & = & \text{DES} & + & \text{INT} \end{matrix} \quad \left. \vphantom{\begin{matrix} \boxed{\text{FUE}} \\ \boxed{\text{DES}} \end{matrix}} \right\} \text{From Level 3}$$

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

OPPORTUNISTIC PIETY

Turns / Rebukes / Healing Uses per Day      Opportunistic Piety Modifier      Misc

$$\boxed{\phantom{000}} = 3 + \text{SAB} + \phantom{000} + \phantom{000}$$

Healing Hit Points      Factotum Level      Usos Hoy

$$\boxed{\phantom{000}} = \text{INT} + (\phantom{000} \times 2) \quad \begin{matrix} \square\square\square \\ \square\square\square \\ \square\square\square \end{matrix}$$

1 TURNING CHECK      Sinergia

$$\boxed{\phantom{000}} = d20 + \text{CAR} + \phantom{000}$$

2 PARA CONVERTIR CRIATURA      MAX HIT DICE

Factotum Level

$$\boxed{\phantom{000}} = \left( \frac{\text{Turning Check}}{3} \right) + \phantom{000} - 4$$

3 PARA DESTRUIR CRIATURA      MAX HIT DICE

Factotum Level

$$\boxed{\phantom{000}} = \phantom{000} \div 2 \quad \text{Round down}$$

4 CRIATURAS AFECTADAS      TOTAL HIT DICE

Factotum Level

$$\boxed{\phantom{000}} = 2d6 + \text{CAR} + \phantom{000}$$

CUNNING BRILLIANCE

Prepared Extraordinary Abilities

HOLY SYMBOLS

FACTOTUM

INSPIRATION POINTS

Inspiration Points Used

INT

$\begin{matrix} \square\square\square & \square\square\square \\ \square\square\square & \square\square\square \\ \square\square\square & \square\square\square \end{matrix}$

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

ARCANE DILLETANTE

PREPARED SPELLS PER DAY

Max Spell Level

CD Salv de Conjuros =  $10 + \text{INT}$       Nivel de Conjuro

	Escuela
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	Coste      Nivel      CD
<input type="checkbox"/>	Escuela
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<input type="checkbox"/>	
<input type="checkbox"/>	Coste      Nivel      CD
<input type="checkbox"/>	Escuela
	Coste      Nivel      CD
	Escuela
	Coste      Nivel      CD
	Escuela
	Coste      Nivel      CD
	Escuela
	Coste      Nivel      CD
	Escuela