FACTOTUM Factotum	FACTOTUM									
CUNNING KNOWLEDGE Skills Used Today			INT		INSPIRA	ATION PO	INTS		n Points Used	i
	Factotum Level	{	Cunning Insight Cunning Knowledge			tack, damag till + Factotu		- INT		Inspiration Point Cost 1 IP 1 IP
BRAINS OVER BRAWN	2		Trapfinding Arcane Dilettante 1							
DEX = DEX + INT From Level 3	3	-{	Brains Over Brawn Cunning Defence		AC	C + INT (1 ro	und)			1 IP
Applies to strength and dexterity checks, and strength- and dexterity-based skills	4	-{	Arcane Dilettante 2 Cunning Strike		Da	amage +1d6	sneak atta	ıck		1 IP
OPPORTUNISTIC PIETY	5		Opportunistic Piety		Tu	ırn Undead, I	Harm Unde	ad or Hea	l Injuries	1 IP
TURNS / REBUKES / HEALING Opportunistic USES PER DAY Piety Modifier Misc			Arcane Dilettante 3							
= 3 + WIS + +	8		Cunning Surge		Ex	tra standard	l action (1	round)		3 IP
HEALING HIT POINTS Factorum Level Uses Today	9		Arcane Dilettante 4							
= INT + (× 2)	10		Opportunistic Piety +	1						
1 TURNING CHECK Synergy	11		Cunning Breach		0\	ercome spe	ll resistan	e and dan	nage reductio	on 2 IP
1 TURNING CHECK Synergy $= d20 + CHA +$	12		Arcane Dilettante 5							
- uzu + cha +	13		Cunning Dodge		lg	nore fatal or	incapacita	ating dama	age	4 IP
2 TO TURN CREATURE MAX HIT DICE Factotum Level	<u> </u>		Arcane Dilettante 6							
= (Turning ÷ 3)+ - 4			Opportunistic Piety +2							
3 TO DESTROY CREATURE MAX HIT DICE			Improved Cunning De	fence	AC	C + INT				o IP
Factotum Level							I'. A	110		
= ÷ 2 Round down	19		Cunning Brilliance Arcane Dilettante 8		AC	tivate Extra	ordinary A	OIIITY		4 IP
CREATURES AFFECTED TOTAL HIT DICE Factotum Level	20	<u> </u>	Opportunistic Piety	+3						
= 2d6 + CHA +	×			AR	CANE D	ILLETA	NTE			,
CUNNING BRILLIANCE Prepared Extraordinary Abilities	PREPAR	ED S	SPELLS PER DAY	Max	Spell Level		Spell Save DC	= 10	+ INT	Spell + Level
										School
HOLY SYMBOLS						Cost			Level	DC
										School
						Cost			Level	DC
					School					School
	Cost		Le	vel	DC	Cost			Level	DC
					School					School
	Cost		Le	vel	DC	Cost			Level	DC