

FACTOTUM

Factotum
Level

CUNNING KNOWLEDGE

Skills Used Today

BRAINS OVER BRAWN

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

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

OPPORTUNISTIC PIETY

URNS / REBUKES / HEALING Opportunistic
USES PER DAY Piety Modifier Misc

$$\boxed{} = 3 + \text{WIS} + + $$

HEALING HIT POINTS Factotum Level Uses Today

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

1 TURNING CHECK Synergy

$$\boxed{} = \text{d}20 + \text{CHA} + $$

2 TO TURN CREATURE MAX HIT DICE Factotum Level

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

3 TO DESTROY CREATURE MAX HIT DICE Factotum Level

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

4 CREATURES AFFECTED TOTAL HIT DICE Factotum Level

$$\boxed{} = 2\text{d}6 + \text{CHA} + $$

CUNNING BRILLIANCE

Prepared Extraordinary Abilities

HOLY SYMBOLS

FACTOTUM

INSPIRATION POINTS

Inspiration Points Used

INT

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

Factotum Level			Inspiration Point Cost
1	<input type="checkbox"/>	$\left\{ \begin{matrix} \text{Cunning Insight} \\ \text{Cunning Knowledge} \\ \text{Trapfinding} \end{matrix} \right.$	Attack, damage or save + INT Skill + Factotum Level 1 IP 1 IP
2	<input type="checkbox"/>	Arcane Dilettante 1	
3	<input type="checkbox"/>	$\left\{ \begin{matrix} \text{Brains Over Brawn} \\ \text{Cunning Defence} \end{matrix} \right.$	AC + INT (1 round) 1 IP
4	<input type="checkbox"/>	$\left\{ \begin{matrix} \text{Arcane Dilettante 2} \\ \text{Cunning Strike} \end{matrix} \right.$	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"/>	$\left\{ \begin{matrix} \text{Arcane Dilettante 8} \\ \text{Opportunistic Piety +3} \end{matrix} \right.$	

ARCANE DILLETANTE

PREPARED SPELLS PER DAY Max Spell Level

$$\text{Spell Save DC} = 10 + \text{INT} + \text{Spell Level}$$

<input type="checkbox"/>				School		
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>				Cost	Level	DC
<input type="checkbox"/>				School		
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<input type="checkbox"/>				Cost	Level	DC
<input type="checkbox"/>	School			School		
Cost	Level	DC		Cost	Level	DC
School				School		
Cost	Level	DC		Cost	Level	DC