FACTOTUM Factotum Level	FACTOTUM								
CUNNING KNOWLEDGE Skills Used Today			INT		INSPIRA'	TION POINT		Points Used	
	Factotur Level	n							Inspiration Point Cost
DDAING OVED DDAYWN	1	_ {	Cunning Insight Cunning Knowledge Trapfinding			ack, damage or II + Factotum L			1 IP 1 IP
BRAINS OVER BRAWN	2		Arcane Dilettante 1						
DEX = STR + INT From Level 3	3		Brains Over Brawn Cunning Defense		AC ·	+ INT (1 round)		1 IP
Applies to strength and dexterity checks, and strength- and dexterity-based skills	4	_ {	Arcane Dilettante 2 Cunning Strike		Dan	nage +1d6 sne	ak attack		1 IP
OPPORTUNISTIC PIETY	5		Opportunistic Piety		Turi	n Undead, Harr	n Undead, or Hea	l Injuries	1 IP
TURNS / REBUKES / HEALING Opportunistic USES PER DAY Piety Modifier Misc	7		Arcane Dilettante 3						
= 3 + WIS + +	8		Cunning Surge		Exti	ra standard act	ion (1 round)		3 IP
HEALING HIT POINTS Factorum Level Uses Today	9		Arcane Dilettante 4						
= INT + (× 2)	10		Opportunistic Piety +1	1					
	11		Cunning Breach		Ove	ercome spell re	sistance and dan	nage reduction	2 IP
1 TURNING CHECK Synergy	12		Arcane Dilettante 5						
= d20 + CHA +	13		Cunning Dodge		Igno	ore fatal or inc	apacitating dama	ige	4 IP
2 TO TURN CREATURE MAX HIT DICE	14		Arcane Dilettante 6						
Factotum Level = (Turning : 3)+ - 4	15		Opportunistic Piety +2	2					
	16	16						o IP	
3 TO DESTROY CREATUREMAX HIT DICE Factotum Level	17		Arcane Dilettante 7						
= ÷ 2 Round down	19		Cunning Brilliance		Acti	ivate Extraordi	nary Ability		4 IP
CREATURES AFFECTED TO TAL HIT DICE Factotum Level	20	_ 	Arcane Dilettante 8 Opportunistic Piety	+3					
= 2d6 + CHA +	ARCANE DILLETANTE								
CUNNING BRILLIANCE	PREPA	RED S	SPELLS PER DAY	Max S	Spell Level		0		011
Prepared Extraordinary Abilities							Spell ave DC = 10	+ INT	+ Spell Level
									School
HOLY SYMBOLS									
TIODI OTRIBODO						Cost		Level	DC
									School
						Cost		Level	DC
					School				School
				!	DC			1	P.0
	Cost		Le	evel	DC	Cost		Level	DC
					School				School

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