# 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 Dilletante 1 | | |
| 3 | ☐ | Brains Over Brawn | | |
| | | Cunning Defence | AC + INT (1 round) | 1 IP |
| 4 | ☐ | Arcane Dilletante 2 | | |
| | | Cunning Strike | Damage +1d6 sneak attack | 1 IP |
| 5 | ☐ | Opportunistic Piety | Turn Undead, Harm Undead or Heal Injuries | 1 IP |
| 7 | ☐ | Arcane Dilletante 3 | | |
| 8 | ☐ | Cunning Surge | Extra standard action (1 round) | 3 IP |
| 9 | ☐ | Arcane Dilletante 4 | | |
| 10 | ☐ | Opportunistic Piety +1 | | |
| 11 | ☐ | Cunning Breach | Overcome spell resistence and damage reduction | 2 IP |
| 12 | ☐ | Arcane Dilletante 5 | | |
| 13 | ☐ | Cunning Dodge | Ignore fatal or incapacitating damage | 4 IP |
| 14 | ☐ | Arcane Dilletante 6 | | |
| 15 | ☐ | Opportunistic Piety +2 | | |
| 16 | ☐ | Improved Cunning Defence | AC + INT | 0 IP |
| 17 | ☐ | Arcane Dilletante 7 | | |
| 19 | ☐ | Cunning Brilliance | Activate Extraordinary Ability | 4 IP |
| 20 | ☐ | Arcane Dilletante 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