

Factotum
Level

Skills Used Today

BRAINS OVER BRAWN

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

OPPORTUNISTIC PIETY

HEALING HIT POINTS	Factotum Level	Uses Today
<div></div>	<div></div>	<div></div>

- TURNING CHECK** Synergy

$$\boxed{} = \mathbf{2d20} + \mathbf{CHA} + $$
- TO TURN CREATURE MAX HIT DICE** Factotum Level

$$\boxed{} = \left(\text{Turning Check} \div 3 \right) + - 4$$
- TO DESTROY CREATURE MAX HIT DICE** Factotum Level

$$\boxed{} = \div 2$$

Round down
- CREATURES AFFECTED TOTAL HIT DICE** Factotum Level

$$\boxed{} = \mathbf{2d6} + \mathbf{CHA} + $$

CUNNING BRILLIANCE

Prepared Extraordinary Abilities

HOLY SYMBOLS

FACTOTUM

Inspiration Points Used

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

ARCANE DILLETANTE

Max Spell Level

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

	School
<input type="checkbox"/>	

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

Cost	Level	DC	Cost	Level	DC
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School School
