

FACTOTUM

Factotum
Level

CUNNING KNOWLEDGE

Skills Used Today

BRAINS OVER BRAWN

FUE
DES

= FUE + INT
= DES + INT

From Level 3

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

OPPORTUNISTIC PIETY

Turns / Rebukes / Healing
Uses per Day

Opportunistic
Piety Modifier

Misc

= 3 + SAB +

Healing Hit Points

Factotum Level

Usos Hoy

= INT + (× 2)

1 TURNING CHECK

Synergy

= d20 + CAR +

2 TO TURN CREATURE MAX HIT DICE

Factotum Level

= (Turning
Check ÷ 3) + - 4

3 TO DESTROY CREATURE MAX HIT DICE

Factotum Level

= ÷ 2 Round down

4 CREATURES AFFECTED TOTAL HIT DICE

Factotum Level

= 2d6 + CAR +

CUNNING BRILLIANCE

Prepared Extraordinary Abilities

HOLY SYMBOLS

FACTOTUM

INSPIRATION POINTS

Inspiration Points Used

INT

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Factotum
Level

Inspiration
Point Cost

1 □ { Cunning Insight
Cunning Knowledge
Encontrar trampas

Attack, damage or save + INT
Skill + Factotum Level

1 IP
1 IP

2 □ Arcane Dilettante 1

3 □ { Brains Over Brawn
Cunning Defence

AC + INT (1 round)

1 IP

4 □ { Arcane Dilettante 2
Cunning Strike

Damage +1d6 sneak attack

1 IP

5 □ Opportunistic Piety

Turn Undead, Harm Undead or Heal Injuries

1 IP

7 □ Arcane Dilettante 3

8 □ Cunning Surge

Extra standard action (1 round)

3 IP

9 □ Arcane Dilettante 4

10 □ Opportunistic Piety +1

11 □ Cunning Breach

Overcome spell resistance and damage reduction

2 IP

12 □ Arcane Dilettante 5

13 □ Cunning Dodge

Ignore fatal or incapacitating damage

4 IP

14 □ Arcane Dilettante 6

15 □ Opportunistic Piety +2

16 □ Improved Cunning Defence

AC + INT

0 IP

17 □ Arcane Dilettante 7

19 □ Cunning Brilliance

Activate Extraordinary Ability

4 IP

20 □ { Arcane Dilettante 8
Opportunistic Piety +3

ARCANE DILLETANTE

PREPARED SPELLS PER DAY

Max Spell Level

CD Salv
de Conjuros = 10 + INT + Nivel de
Conjuro

□

Escuela

□

□

□

Coste

Nivel

CD

□

Escuela

□

□

Coste

Nivel

CD

□

Escuela

Escuela

Coste

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CD

Escuela

Escuela

Coste

Nivel

CD

Coste

Nivel

CD