FACTOTUM

Factotum Level ☐

CUNNING KNOWLEDGE

Skills Used Today

_____

_____

_____

BRAINS OVER BRAWN

FUE	= FUE + INT
DES	= 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   Sinergia

☐ = d20 + CAR + _____

2 TO TURN CREATURE DADOS DE GOLPE MAX.
                              Factotum Level

☐ = (Turning Check ÷ 3)+ _____ - 4

3 PARA DESTRUIR CRIATURA MAX HIT DICE
       Factotum Level

☐ = _____ ÷ 2

Round down

4 CRIATURAS AFECTADAS TOTAL HIT DICE
                              Factotum Level

☐ = 2d6 + CAR + _____

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
		Encontrar trampas		
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 _____ Nivel _____ CD _____   Coste _____ Nivel _____ CD _____

Escuela _____   Escuela _____

Coste _____ Nivel _____ CD _____   Coste _____ Nivel _____ CD _____