FACTOTUM

Factotum Level [ ]

CUNNING KNOWLEDGE

Skills Used Today

_____

_____

_____

BRAINS OVER BRAWN

S	=	**S**	+	**INT**
ZR	=	**ZR**	+	**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   Inne

[ ] = 3 + RZT ____ + ____

HEALING HIT POINTS   Factotum Level   Użycia Dzisiaj

[ ] = INT + (____ × 2) ▢▢▢ ▢▢▢

1 TEST ODPĘDZANIA   Synergia

[ ] = k20 + CHA + ____

2 TO TURN CREATURE MAX KW   Factotum Level

[ ] = (Test Odpędzania ÷ 3) + ____ - 4

3 TO DESTROY CREATURE MAX KW   Factotum Level

[ ] = ____ ÷ 2   Zaokrąglane w dół

4 ISTOTY POD WPŁYWEM SUMA KW   Factotum Level

[ ] = 2k6+ CHA + ____

CUNNING BRILLIANCE

Prepared Extraordinary Abilities

_____

_____

_____

HOLY SYMBOLS

_____

_____

_____

_____

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_____

FACTOTUM

INSPIRATION POINTS   Inspiration Points Used

INT   [ ]   ▢▢▢ ▢▢▢
▢▢▢ ▢▢▢
▢▢▢ ▢▢▢

Factotum Level				Inspiration Point Cost
1	☐	{ Cunning Insight	Attack, damage or save + INT	**1 PI**
		Cunning Knowledge	Skill + Factotum Level	**1 PI**
		Wykrywanie Pułapek		
2	☐	Arcane Dilettante 1		
3	☐	{ Brains Over Brawn		
		Cunning Defence	AC + INT (1 round)	**1 PI**
4	☐	{ Arcane Dilettante 2		
		Cunning Strike	Damage +1d6 sneak attack	**1 PI**
5	☐	Opportunistic Piety	Turn Undead, Harm Undead or Heal Injuries	**1 PI**
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

[ ]   [ ]

ST Rzutu Obronnego = 10 + INT + Poziom Czaru

☐		Szkoła
☐		
☐		
☐		Koszt Poziom ST
☐		Szkoła
☐		
☐		
☐		Koszt Poziom ST

Szkoła   Szkoła

Koszt   Poziom   ST   Koszt   Poziom   ST

Szkoła   Szkoła

Koszt   Poziom   ST   Koszt   Poziom   ST