

THE FACTOTUM

A CLASSIC REVISED & UPDATED FOR 5TH EDITION

USE YOUR GENIUS TO NAVIGATE DANGERS AND UNEARTH TREASURES WITH A
NEW CLASS IN THE WORLD'S GREATEST ROLEPLAYING GAME



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FACTOTUM

Adventuring can be a dangerous profession. Those unprepared often face a grisly end but those that can adapt to their circumstances survive to plunder a tomb another day. A Factotum isn't a specialist like wizards or warriors. Instead, they fill the gaps in a group's capabilities by mimicking or improvising the abilities or features of others. Need a crafty lockpicker? Need a track the trail of a patrol of goblins? Or perhaps consult about snippets of rare lore that may leave even the most astute baffled?

A human explorer mentally connects the lines of logic through the clues left behind on the walls of the ancient tomb. Suddenly, he realized the critical component to break the final seal without triggering the deadly trap nearby. His ability to rationalize and identify patterns saved his party from a fatal and tragic death after many long hours.

A halfling had picked up many tricks along the roads of his travels, even more from his entertainment troupe. He can sing a grand ballad or two to please or distract patrons in a local tavern. While they're distracted, he displays his physical dexterity with some somersaults and handstands. Landing safely on the wet floor, the crowd cheers, and he walks away with several coin purses with none the wiser. Learning new skills is always useful for you never know when you'll need them.

A dragonborn mageling never quite had the aptitude for arcane or religious studies. He could never honestly choose between the two and deciding on both would require significant monetary investment. The dragonborn learned the basics and decided he was more than capable of handling the dangers of the world on his own. Along with his natural talents, he could at least feign being a full-fledged mage, enough to scare away ignorant bandit at least.

INGENIOUS DABLERS

Factotums draw upon their inspirational creativity, quick wits, and expansive mind to display their multidisciplinary skill set from years of observation, repetition, and diligence. The factotum is a jack of all trades, possessing an array of skills and talents but never master all of them. Many factotums learn their techniques and abilities from observing experts and masters, absorbing the knowledge necessary to pull off their tricks. Some call factotums charlatans or con artists, remarking their miracles or talents as amateurish or an insult to their craft.

In reality, factotums train as hard as anyone else to acquire their talents. While creativity and ingenuity are factors, its determination, and aptitude that prevails. Their ability to adapt and use their intellect to achieve a solution is second nature to them, while some prefer to prepare their day, factotums use their wits on their feet and the move sometimes.

MULTIVECTOR INTERESTS

A factotum learns techniques and traits from others. Eventually, some develop their interests and expand their repertoire of skills in this focused field. While still not a full-fledged master, these dalliances that the factotum indulges grants them tricks and capabilities that most ordinary folk would find dazzling or star-studded.

Factotums that employ their ingenuity can learn martial skills, utilize spell components and words to replicate magical effects, and even display extraordinary abilities even when not fully proficient. At the height of their capabilities, a factotum can freely flourish their genius to become a whirlwind of improvised artistry.

THE FACTOTUM

Level	Proficiency Bonus	Features	Genius
1st	+2	Cunning Attitude, Genius	2
2nd	+2	Dalliance	2
3rd	+2	Intellectual Senses, Jack of All Trade	3
4th	+2	Ability Score Improvement	3
5th	+3	Creative Momentum	3
6th	+3	Dalliance Feature	4
7th	+3	Expansive Repertoire	4
8th	+3	Ability Score Improvement	4
9th	+4	Mystical Dilettante	4
10th	+4	Dalliance Feature	5
11th	+4	Reliable Talent	5
12th	+4	Ability Score Improvement	5
13th	+5	Expansive Repertoire	5
14th	+5	Dalliance Feature	6
15th	+5	Brains Over Brawn	6
16th	+5	Ability Score Improvement	6
17th	+6	Creative Drive	6
18th	+6	Dalliance Feature	7
19th	+6	Ability Score Improvement	7
20th	+6	Multidisciplinary Thesis	8



CREATING A FACTOTUM

As you create a factotum, remember that you are true jack of all trades and master of none. You are capable of a variety of abilities and anecdotal knowledge. You seek to expand your repertoire of skills and acquire new experiences. Your natural curiosity allows you to adapt to new information which when utilized in fringe situations, making you seem like an expert in your field when in reality you have only scratched the surface. Compared to seasoned veterans or devoted experts, you are viewed as an amateur or a dabbler at times. Factotums are simply tradesman who learned tricks to help them survive, whether it be mimicking the mutterings of arcane words, or recognizing the difference between poisonous plants.

Have you acquired your unique set of skills from traveling with other adventurers, picking up useful habits of survival? Perhaps your curiosity lead to you a library where you learned dozens of techniques and their applications, as a result, you seek to test yourself against the world and view it as intellectual challenge? Maybe, you are seek to explore the world but instead of relying on any particular skill, you realized that it was better to be capable of anything whenever the situation arose. Perhaps your mentor instilled within you the ambition for exploration and to always keep your mind open to new experiences, since then you crave learning and showing off what you have mastered.

QUICK BUILD

You can build a factotum quickly by following these suggestions. First, Intelligence should be your highest ability score since your sparks of genius derive from your great intellect, followed by Dexterity to avoid dangers and perils. Choose Charisma if you wish to interact in my social situations, or Wisdom if you seek awareness and intuition to help you out of scuffles. Lastly, choose between the Folk Hero or Sage background.

CLASS FEATURES

As a factotum, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per factotum level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per factotum level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, longswords, rapiers, shortwords

Tools: Choose any four.

Saving Throws: Dexterity, Intelligence

Skills: Choose any three.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) climber's kit or (b) healer's kit
- (a) a longsword or (b) a rapier or (c) two simple melee weapons
- (a) a light crossbow and 20 bolts or (b) three javelins
- Leather armor, a dungeoneer's pack, an arcane focus, and a holy symbol

Alternatively, you could begin with a starting wealth of 4d4 x 10 gp and purchase starting items of your choice.

GENIUS

You rely on your quick wits and spurs of creativity to manufacture spell effects, escape from danger, and perform amazing feats in order to survive. As a bonus action, you can expend a use of Genius and add your Intelligence modifier to one ability check or saving throw you are not proficient. If you choose an ability check or saving throw you are proficient, you add double your proficiency bonus instead. Doubling proficiency bonus does not stack with Expertise. This effect lasts until the start of your next turn.

You can use this feature a number of times shown for your factotum level in the Genius column of the Factotum table. You regain any expended uses when you finish a long rest.

CUNNING APTITUDE

You learn to apply your raw intuition, wits, and pragmatism in your skills and activities. You expend a use of Genius and sharpen your mind. For 1 minute, whenever you roll for a skill check, you may substitute Intelligence as the ability modifier. For example, instead of a Wisdom (Perception) check, you can roll for an Intelligence (Perception) check instead.

DALLIANCE

Starting at 2nd level, you learn to expand your repertoire of skills with a dalliance of your choice: Chameleon, Exemplar, Martial Ace, Thaumaturge. Your choice grants you features at 2nd level, and additional features at 6th, 10th, 14th, and 18th level.

INTELLECTUAL SENSES

Starting at 3rd level, you learn to apply your wits and smarts to your senses. You add your Intelligence modifier to your Wisdom (Perception) check. You lose this benefit if you are blinded, deafened, or incapacitated.

JACK OF ALL TRADES

Starting at 3rd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CREATIVE MOMENTUM

Starting at 5th level, you regain all expended uses of Genius after a short or long rest.

EXPANSIVE REPERTOIRE

Starting at 7th level, you gain two new skills proficiencies, or one skill proficiency and a proficiency with a tool of your choice.

At 13th level, you gain two more skills, or one more skill and one more tool proficiency.

MYSTICAL DILETTANTE

Starting at 9th level, you learn to utilize your collection of holy symbols, arcane trinkets, herbs, and charms to replicate magical effects. As an action, you can spend 1 Genius to replicate an effect from the options listed.

Channel Divinity: Turn Undead. You can brandish a holy symbol you carry, invoking sacred words and prayers. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Intelligence modifier). If a creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turn trying to move as far away from you as it can, and it cannot willingly move to a space within 30 feet of you. It also can't take reactions. For its actions, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there is nowhere to move, the creature can use the Dodge action.

Channel Arcana: Magecraft. You empty a handful of magical components, muttering arcane gibberish. You choose one spell between 1st and 2nd level from the Wizard spell list and cast it as an action. Your spell attack roll is equal to your proficiency bonus + your Intelligence modifier, and your spell save DC is equal to 8 + your proficiency bonus + your Intelligence modifier.

At 12th level, you can choose a spell up to 3rd level. At 15th level, you can choose up to 4th level. At 18th level, you can choose up to 5th level.

Channel Nature: Healing Poultices. You master the basics of medicinal herbs, strung together with harnessing nature's energy. You can use an action, to heal a creature you can touch, with a number of d8s equal to your Intelligence modifier.

RELIABLE TALENT

Starting at 11th level, you refine your skills to the point of perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as 10.

BRAINS OVER BRAWN

Starting at 15th level, you can reroll a Strength, Dexterity, or Constitution saving throw that you fail. As a reaction, you can spend 1 Genius to add your Intelligence modifier to the roll and you must keep the result. You cannot use this feature again until you finish a long rest.

CREATIVE DRIVE

Starting at 17th level, your cunning mind is determined. Before you roll for a Wisdom or Charisma saving throw, you can spend 1 Genius, as a reaction, to roll an Intelligence saving throw instead.

MULTIDISCIPLINARY THESIS

At 20th level, you achieve cognitive ascension and learn to harness your creativity even when seemingly spent. Whenever you roll initiative and have no uses of Genius left, you regain 4 Genius.



DALLIANCES

Factotums are dabblers and through their multidisciplinary skill sets. They learn a breadth of useful and insightful information to aid them in their travels. A factotum may partake in a dalliance, an interest that converts from a hobby to a measure of expertise. While nowhere as skilled or refined as others. Nevertheless they may seem like experts in their fields but they are more well-rounded than their well-trained counterparts.

THE CHAMELEON

The chameleon unlocks a latent talent to expertly mimics the traits and skills of accomplished warriors, daring rogues, shadowy hunters, pious sages, and knowing mages. They are dilettantes of every class, master of none.

SPELLCASTING

When you reach 2nd level, you gain the ability to cast spells (depending your Focused Aptitude, see below). See chapter 10 for general rules of spellcasting and chapter 11 for related spell lists.

Spell Slots. The Chameleon Spellcasting table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must gain the benefit from your Focused Aptitude and you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Prepared. You prepare from a spell list depending on your Focused Aptitude that are available for you to cast. When you do so, choose a number of spells equal to your Intelligence modifier + half your Factotum level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots. You can change your prepared spells when you finish a long rest.

Spellcasting Ability. Intelligence is your spellcasting ability for your spells, since you utilize your cunning and craftiness. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

CHAMELEON SPELLCASTING

Factotum Level	Spell Slots per Spell Level				
	1st	2nd	3rd	4th	5th
2nd	2	-	-	-	-
3rd	3	-	-	-	-
4th	3	-	-	-	-
5th	4	2	-	-	-
6th	4	2	-	-	-
7th	4	3	-	-	-
8th	4	3	-	-	-
9th	4	3	2	-	-
10th	4	3	2	-	-
11th	4	3	3	-	-
12th	4	3	3	-	-
13th	4	3	3	1	-
14th	4	3	3	1	-
15th	4	3	3	2	-
16th	4	3	3	2	-
17th	4	3	3	3	1
18th	4	3	3	3	1
19th	4	3	3	3	2
20th	4	3	3	3	2

FOCUSED APTITUDE

Starting at 2nd level when you select this dalliance, you hone your mind to focus on a set of skills and traits. By spending 1 hour meditating, you gain the following benefits based on your focus. You can change your Focused Aptitude after you finish a long rest.

At 10th level, you can change your Focused Aptitude focus twice before you take a rest. At 18th you can change your Focused Aptitude three times before you take a rest.

Arcane. You gain the ability to wield arcane magic. You gain proficiency in the Arcana skill. While under this focus, you can prepare spells from the Wizard spell list. Your available spell slots and spell levels are determined in the Chameleon Spellcasting table.

Divine. You gain the ability to channel divine magic. You gain proficiency in the Religion skill. While under this focus, you can prepare spells from the Cleric spell list. Your available spell slots and spell levels are determined in the Chameleon Spellcasting table.

Martial. You gain proficiency with martial weapons and shields. While under this focus, you gain proficiency in Constitution saving throws and you choose one Fighting style from the Fighter list (PHB pg. 72).

Stealth. You gain proficiency with the Sleight of Hand and Stealth skill. Additionally, you are proficient with thieves' tools. You can use a bonus action to take the Hide action while in combat.

Wild. You gain proficiency with the Animal Handling and Survival skill. Your movement speed cannot be reduced by non-magical difficult terrain.

ENHANCED ABILITY

Starting at 6th level, you mentally focus on your attributes and exhibit extraordinary feats. You can use an action and expend 1 Genius to gain the benefits of the enhanced ability spell except its cast on you. You cannot use this feature again until you finish a long rest.

At 14th level, you can use this feature twice before a rest.

COPYCAT FEATURE

Starting at 10th level, you can mimic certain features from other classes possessed by other characters. Whenever you spend time meditating for your Focused Aptitude feature or by meditating for 1 hour, you gain the benefits of any one of the features described below. You can change which feature to copy when you finish a long rest.

At 14th level, you can change which feature you copy twice before a rest. At 18th level, you can change three times before a rest.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, or only half damage if you fail.

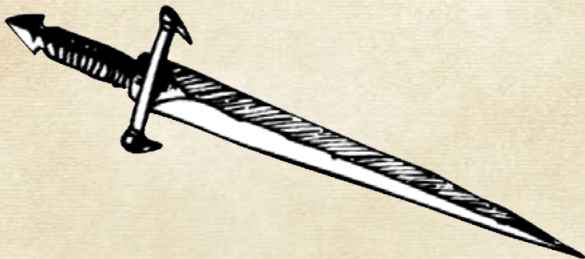
Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Rage. As a bonus action, you fly into a primal rage. You have advantage on Strength checks and Strength saving throws. You have resistance to bludgeoning, piercing, and slashing damage. When you make a melee attacks using Strength, you deal 1d4 bonus damage. Your rage lasts a number of rounds equal to your Constitution modifier + 1 (minimum of one round).

Smite. Whenever you hit a creature with a melee weapon attack, you can expend one Chameleon spell slot to deal radiant (or force if under the Arcane focus) damage to the target. The extra damage is 1d8 for a 1st-level slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

Primeval Awareness. You can expend a Chameleon spell slot to focus your awareness on the region around you. For 1 minute per spell level expended, you can sense aberrations, celestials, dragons, elementals, fey, fiends, and undead within 1 mile of you. This feature does not reveal the creatures' location or number.

Chained Pact. You can cast the find familiar spell as a ritual. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.



MENTAL RECALIBRATION

At 14th level, you can spend 10 minutes to meditate to change your Focused Aptitude and Copycat Feature benefits instead.

Alternatively, you can spend 4 Genius to change your Focused Aptitude and Copycat Feature selections as an action.

DOUBLE APTITUDE

At 18th level, when you meditate for your Focused Aptitude, you can gain the benefit of two Focused Aptitudes at the same time. For example, you can focus on Martial and Wild to emulate a Ranger, or the Divine and Arcane Focus to gain access to both the Wizard and Cleric spell list to become a theurge. You cannot gain the benefit of the same focus simultaneously.

THE EXEMPLAR

The exemplar is channels their focus to perfecting skills and traits in their possession, unleash their ultimate potential. You become an expert in your relevant fields, allowing you to apply your cunning and wits elsewhere. This reapplication of your genius gives the illusion you're a master of many talents.

EXPERTISE

Starting at 2nd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with a tool. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. The doubled proficiency bonus does not stacked with the Genius feature.

At 10th level, you can choose two more of your proficiencies (in skills or with tools) to gain this benefit.

MENTAL AGILITY

Starting at 6th level, you channel your intellect to match your physical bravura. You add your Intelligence modifier to your initiative checks. When you roll for initiative, you can expend 1 use of Genius to gain advantage on your initiative roll.

SKILLFUL ASSIST

Starting at 10th level, whenever you perform a helpful action, your allies benefit from your ingenious skills. Whenever you use the Help Action to aid in an ability check, the creature you aid gains a bonus to that check equal to your Intelligence modifier.

Alternatively, when you aid a friendly creature in attacking a creature within 5 feet of you, when your ally attacks the target before the start of your next turn, your ally gains a bonus to their next attack roll equal to your Intelligence modifier.

ADROIT PRESENCE

Starting at 14th level, your skillful exhibition inspires awe or dread in others. Whenever you succeed in an ability check you are proficient, as a reaction, you can spend 1 Genius to invoke awe in any number of creatures within 30 feet. The creatures must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Intelligence modifier, whichever is higher) or be charmed or frightened (your choice) for 1 minute or until the creature takes any damage. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature for the next 24 hours.

BEST OF THE BEST

When you reach 17th level, your expertise and mastery allows you to impose your knowledge and intellect against others. Whether it be words of discouragement, arrogance, or using your wits to narrowly avoid a disastrous outcome. When a creature within 60 feet of you makes an attack roll, an ability check, or a saving throw, you can use your reaction to expend 1 use of Genius and subtracting the creature's roll by your Intelligence modifier. You can choose to use this feature after the creature makes a roll, but before the DM determines whether the roll succeeds or fails. The creature is immune if it can't hear you or if it's immune to being charmed.

THE MARTIAL ACE

The martial ace is a skilled combatant, using their wits and intuition to dodge deadly attacks and land deadly blows in vital areas. Your dabbling has led to an elevated combat style, utilizing every trick you have acquired through quick study and observation.

MARTIAL TRAINING

Starting at 2nd level, you gain proficiency with martial weapons, medium armor, and shields.

INSIGHTFUL DEFENSE

Starting at 2nd level, you use your cunning to dodge or parry deadly blows. As a reaction, you can spend 1 Genius to add your Intelligence modifier to your Armor Class against one attack that would hit you. You must be able to see the attacker to gain the benefits of this feature.

EXTRA ATTACK

Starting at 6th level, you attack twice, instead of once, whenever you take the Attack action on your turn.

CUNNING STRIKE

Starting at 10th level, your keen mind exploits weak points in your enemies. As a bonus action, you can spend 1 Genius to add your Intelligence modifier to your attack and damage rolls on your next weapons attack until the end of your turn.



INGENIOUS SIGHT

At 14th level, you unlock your raw intellect to gain a unique spatial awareness. As a bonus action, you can expend 1 Genius and gain truesight for 1 minute.

COMBAT GENIUS

Starting at 18th level, you regain some of your inspirational genius as you defeat more foes in combat. Whenever you kill one or more creatures with a melee weapon attack, you regain one Genius. If you killed a creature with a critical hit, you regain two Genius instead.

THE THAUMATURGE

A thaumaturge is a dabbler of the magical arts, utilizing their intellect to learn the basics from arcane studies, religious prayers, and mystical chants. Your intuition and creativity grants you access to wondrous effects that only seasoned mages hope to achieve in their lifetimes.

MYSTICAL KNOWLEDGE

Starting at 2nd level, you gain proficiency in the Arcana, Religion, and Nature skills. If you are proficient with one or more of these skills, you may choose new proficiencies for each one instead.

Additionally, you learn the *prestidigitation*, *thaumaturgy*, and *druidcraft* cantrip.

AGNOSTIC ELOCUTIONIST

Starting at 2nd level, you can expend 1 Genius to cast *comprehend languages* as a ritual.

At 12th level, you can expend 1 Genius to cast *tongues* targeting yourself.

THAUMATURGIC REVELATIONS

Starting at 6th level, you learn to cast three 1st-level spells from the cleric, druid, or wizard spell list. You must provide any material components, you can cast it at its lowest level, and use your Intelligence as your spellcasting ability. You expend 1 Genius per spell level to cast any of these spells.

Additionally, when you gain a level in this class, you can choose one of the spells you know and replace it with another spell from the cleric, druid, or wizard spell list of the same spell level.

At 12th level, you learn three 2nd-level spells from the cleric, druid, or wizard list. At 18th level, you learn three 3rd-level spells from the cleric, druid, or wizard list.

THAUMATURGIC SURGE

Starting at 10th level, whenever you use your Mystical Dilettante feature, you can expend an additional use of Genius to gain the following additional benefits described below.

Destroy Undead. Undead creatures that fail against your Channel Divinity: Turn Undead ability are instantly destroyed if their challenge rating is below 1. At 18th level, undead creatures who fail their saving throw with a challenge rating of 2 or lower are instantly destroyed.

Eldritch Overcharge. When you roll damage for a spell, you can reroll a number of damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls. Alternatively, if a spell you cast forces a creature to make a saving throw to resist its effects, one target gains disadvantage on its first saving throw against the spell.

Verdant Restoration. You double the number of d8s you roll to heal hit points. Additionally, positive energy flows onto the target and removes a debilitating effect as if you cast greater restoration.

OCCULT MOUNTEBANK

Starting at 14th level, your experiences with magic have taught you ways to improvise the use of such items. You ignore all class, race, and level requirements on the use of magic items.

ELDRITCH DISJUNCTION

Starting at 18th level, your time dabbling with magic has taught you ways to circumvent or dispel it. Whenever you see a spell being cast, you may use a reaction and expend 1 Genius to cast counterspell. Use your Intelligence as your spellcasting ability. Once you use this feature, you cannot use it again until you finish a long rest.

FACTOTUM MULTICLASSING

If you wish to multiclass into a Factotum, the prerequisites and proficiencies gained are listed below.

Factotum Multiclassing Prerequisites

Dexterity 13 and Intelligence 13

Factotum Multiclassing Proficiencies

Proficiencies: Light armor, one skill of your choice, one tool of your choice

Factotum Multiclassing with Spellcasting

If multiclassing the Chameleon with class that offers the Spellcasting feature, add half of your Factotum levels (rounded down) to your Spellcasting class when determining spell slots. You still prepare spells individually for each class individually. You must have your Aptitude Focus on Arcane or Divine to add the additional levels.

CREDITS

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Inspired by the Factotum from *Dungeonscape* and the Chameleon from *Races of Destiny*.

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