

Randomly Generated CF=1 Rogue Chart

by Lvl: Lvl 1: 142, Lvl 2: 3, Lvl 3: 18, Lvl 4: 8, Lvl 5: 7, Lvl 6: 7, Lvl 7: 5, Lvl 8: 4, Lvl 9: 7, Lvl 10: 3, Lvl 11: 8, Lvl 12: 14, Lvl 13: 7, Lvl 14: 3, Lvl 15: 4, Lvl 16: 0, Lvl 17: 4, Lvl 18: 1, Lvl 19: 1, Lvl 20: 1, Lvl 21: 2, Lvl 22: 0, Lvl 23: 0, Lvl 24: 0, Lvl 25: 0, Lvl 26: 0, Lvl 27: 0

No.	Lvl	Ability +10DC +20DC +30DC etc.	Action	Base +/-	Penalty	Bonus
1	1	any 2th level (or lower) Assassin ability	-	-	-	-
2	1	any 1th level (or lower) Thief ability	-	-	-	-
3	1	Point Blank Range Chandler Coachman	0	0	Wis+9	Con+18
4	1	Move Silently Reading Lips	M	0	Dex-Con-Int-1	Dex-11
5	1	Protection from Poison	V	0	Dex+Con+12	-
6	1	Bonecarver Kicking ER Evasion	M	0	Dex-Con-Int-15	Str-9
7	1	Blacksmithing Set Snares Ride	V	0	Con-Int+18	-
8	1	Thrown/Missile Backstabbing	V	0	Dex+Con-10	-
9	1	Astral Planar Knowledge Mage Armor	P	1	Int+18	Dex+Con+5
10	1	Beekeeper Beggar	F	1	-	Dex+Con+Int-9
11	1	Taxidermist Movement	M	10	Wis-Chr-Str-11	Chr+10
12	1	Duplicate a Psi32767 SL=1 SL=2 SL=3 etc.	M	10	Wis+Chr+Str-9	Int+1
13	1	Barber Weapon Specialization (dbl)	0	10	Chr-16	Chr+12
14	1	Armorer Painting (non-artistic)	M	10	Wis-Chr-Str-6	Chr-3
15	1	Duplicate a Psi++8191 SL=1 SL=2 SL=3 etc.	V	-10	Int+Wis-16	-
16	1	Spider Climb	0	-10	Con+6	Wis-12
17	1	War/Siege Machine Proficiency	F	-10	-	Chr-Str-Dex+8
18	1	Combat Casting	P	-10	Chr-16	Chr+Str-9
19	1	Craft (alchemy)	V	11	Str+Dex+14	-
20	1	Torture	M	11	Str-Dex-Con+3	Chr-1
21	1	Spot Bodyguard Language, Demon	F	-11	-	Int-Wis-Chr+7
22	1	Armor Proficiency (medium)	V	-11	Chr+Str-8	-
23	1	Creative Writing Quickness Proficiency Locate Object	M	-11	Chr-Str-Dex+16	Con+3
24	1	+result to your (AC, cubic root for ++)	V	-11	Chr+Str-13	-
25	1	Insects Bluff Martial Arts Use	V	-11	Chr+Str-6	-
26	1	Craft (bookbinding)	0	12	Str-11	Dex-1
27	1	Coachman Baker	M	12	Con-Int-Wis-4	Wis+19
28	1	Weapon Proficiency (dbl)	P	-12	Con+2	Dex+Con-9
29	1	Charcoalmaker Locate Animals or Plants	F	-12	-	Dex-Con-Int+7
30	1	Psycho-Social Skill - Persuasion	M	-12	Dex-Con-Int-13	Con+20

31	1	RR iPR RR iunRR	V	-12	Dex+Con+5	-
32	1	Broommaker Close-quarter Fighting Sleep	F	-12	-	Dex-Con-Int-2
33	1	Weapon Specialization (dbl) Two-Weapon Fighting Thunderwave	M	13	Wis+Chr+Str-7	Wis-13
34	1	Spellcraft Taunt Piloting - Increase Accuracy of Weapon	M	13	Wis-Chr-Str+3	Con-18
35	1	Baker	P	13	Dex+1	Dex-Con+18
36	1	Animal Lore (generic) Psycho-Social Skill - Understand	0	13	Wis-3	Int-5
37	1	Wrestling Perform (all others) Shipbuilding	M	13	Wis+Chr+Str+6	Wis+12
38	1	Butcher	V	13	Wis-Chr-3	-
39	1	Dash	F	13	-	Dex+Con+Int+4
40	1	Craft (playwright) Heal	0	-13	Int-18	Str-16
41	1	Punching Control Shape Mage Armor	F	-13	-	Chr+Str+Dex-17
42	1	Craft (armorsmithing) Gardening	M	-13	Int-Wis-Chr+17	Dex+13
43	1	Weapon Proficiency	0	-13	Dex-6	Con-11
44	1	Charcoalmaker Danger Sense	F	14	-	Chr-Str-Dex+7
45	1	Lycanthropy Control	P	14	Con-12	Chr-Str+11
46	1	Cooper	M	-14	Chr-Str-Dex-10	Int-10
47	1	Stunning Fist	0	-14	Str+10	Dex+19
48	1	Prone Fighting Exceptional Constitution Movement	F	-14	-	Int-Wis-Chr+9
49	1	Duplicate a Psi--8191 minor major grand super ultra	P	-14	Wis+11	Int-Wis-16
50	1	Decipher Script Offensive Dexterity	V	15	Con-Int+15	-
51	1	Computer Skill - Interfacing Computers Chef	F	15	-	Int-Wis-Chr-11
52	1	Prestidigitation	P	-15	Dex+19	Dex-Con-14
53	1	Constable Jump	M	-15	Dex-Con-Int+19	Con-11
54	1	Hide	0	16	Int+14	Dex-8
55	1	Boardinghouse Keeper Inflict Wounds	0	16	Con+2	Wis-3
56	1	Sleight of Hand Shield Proficiency	0	16	Wis+18	Con-15
57	1	Far Shot	M	-16	Int+Wis+Chr+13	Wis-11
58	1	Profession (siege engineer)	0	-16	Wis+17	Int-13
59	1	Profession (siege engineer) Poison Spray	M	-16	Int+Wis+Chr+15	Dex+2
60	1	Profession (executioner) Intimidate Move Silently	M	17	Str-Dex-Con-17	Wis-17
61	1	+result to your (saves, cubic root for ++)	0	17	Dex-18	Int+16
62	1	Escape Artist Craft (trapmaking) Knowledge (local)	M	17	Str-Dex-Con-20	Wis+5
63	1	Speed Proficiency	M	-17	Chr+Str+Dex-19	Chr-9
64	1	Medical Skill - Curing Diseases Broommaker Caravan Master	0	18	Con-13	Wis+6

65	1	Chemist	F	18	-	Int-Wis-Chr+6
66	1	Crippling Strike	M	-18	Dex+Con+Int-16	Chr+13
67	1	Basketweaver Ichthyoids	M	-18	Dex-Con-Int+7	Dex-11
68	1	Duplicate a Psi511 minor major grand super ultra	F	-18	-	Dex-Con-Int-15
69	1	Charging Language, Satyr	P	19	Con+7	Dex-Con+8
70	1	Prone Fighting Armorer	V	-19	Int-Wis+18	-
71	1	Appraise Constable	M	-19	Int-Wis-Chr+4	Dex-15
72	1	Apothecary	P	-19	Str-8	Chr-Str+9
73	1	Spot	F	-19	-	Chr+Str+Dex-7
74	1	Forgery	P	-19	Str-2	Chr+Str+5
75	1	BlahR Evasion Winemaking	F	2	-	Chr-Str-Dex+3
76	1	Two-Weapon Fighting	0	2	Wis+11	Int-2
77	1	Profession (executioner) Bazaar Merchant Minor Illusion	0	2	Str+16	Str-12
78	1	Chemist Profession (miner) Beggar	M	2	Str+Dex+Con+1	Str+4
79	1	Intimidate Perform (weapon drill)	P	-2	Wis+1	Int+Wis-10
80	1	Armorer	P	20	Con+18	Chr+Str+5
81	1	Apothecary Marksmanship - Modern Weapon	F	20	-	Chr+Str+Dex+2
82	1	Use Rope	V	20	Str-Dex-13	-
83	1	Craft (tattoo'ing) Fast Drawing	P	-20	Dex-1	Int+Wis+5
84	1	Slay Race Natural Fighting	V	-20	Chr+Str+15	-
85	1	Medical Science - Pathology Defender Bowyer/fletcher	V	-20	Chr-Str-3	-
86	1	Profession (executioner)	P	-20	Dex+7	Int+Wis-1
87	1	Life Sciences - Exobiology Weapon Specialization (trp) Construction Worker	F	-20	-	Int-Wis-Chr+18
88	1	+result to your (to hit, cubic root for ++)	F	3	-	Int-Wis-Chr-19
89	1	Extreme Range	0	3	Str-18	Dex+16
90	1	Bonecarver	P	3	Int-8	Int-Wis+15
91	1	Punching All-Around Sight	P	3	Int-20	Int+Wis+15
92	1	No Noticeable Effect Casting	0	3	Con-14	Chr+7
93	1	Artist/Sculptor Weight Training Alchemy	F	-3	-	Dex+Con+Int-12
94	1	Candlemaker	F	-3	-	Dex+Con+Int-14
95	1	Depth Sense Survival	V	-3	Dex-Con-2	-
96	1	IR PR iRR RR	0	4	Str-18	Str+15
97	1	Fast-Talking	M	4	Wis-Chr-Str-4	Wis-3
98	1	Craft (composing) Barber Rejuvenation	M	4	Wis-Chr-Str+18	Int+1

99	1	Physical Science - Mathematics	V	4	Wis+Chr+20	-
100	1	Move Silently Wild Fighting Acid Splash	P	-4	Dex-15	Chr-Str-2
101	1	Pushing Wrestling	M	-4	Int-Wis-Chr-20	Wis+6
102	1	Exceptional Strength Rope Trick	V	-4	Int-Wis+12	-
103	1	Hiding Quickness Proficiency	M	-4	Int-Wis-Chr-2	Int+6
104	1	Thrown/Missile Assassination Jump Alchemist	P	-4	Wis+17	Chr-Str-16
105	1	Speed Proficiency Animal Trainer Vicious Mockery	0	-4	Con-12	Chr+4
106	1	Chanting Appraise	0	5	Con-19	Wis-18
107	1	Alchemist	0	-5	Dex-14	Con+7
108	1	Exceptional Constitution Caravan Master Martial Arts Use	F	-5	-	Int+Wis+Chr-4
109	1	MR iMR PR iuR	V	-5	Chr+Str+14	-
110	1	Banker Projectile Weapons	P	-5	Wis-6	Int+Wis+10
111	1	Insanity Check	V	-5	Chr+Str+6	-
112	1	Neutroniumcraft	M	6	Con+Int+Wis-10	Str+13
113	1	Bodyguard	0	6	Int-8	Dex-15
114	1	Cephalopods & Echinoderms Bazaar Merchant	M	6	Con+Int+Wis+9	Int+8
115	1	Exceptional Constitution Exceptional Constitution	V	6	Con-Int-15	-
116	1	+result to your (hp saves, cubic root for ++)	F	6	-	Int+Wis+Chr+1
117	1	Light	F	6	-	Int-Wis-Chr+16
118	1	Decipher Script Tumble Kicking	0	6	Dex-9	Con-17
119	1	Duplicate a Psi+-65535 SL=1 SL=2 SL=3 etc.	P	-6	Chr+13	Dex+Con-1
120	1	Comedy Listen	0	-6	Wis-1	Int-2
121	1	Duplicate a Psi-255 SL=1 SL=2 SL=3 etc.	P	-6	Chr+11	Dex+Con-14
122	1	Constable	0	7	Wis+5	Con+9
123	1	Martial Weapon Proficiency	0	7	Wis+12	Int+3
124	1	Duplicate a Psi+2047 minor major grand super ultra	V	7	Wis+Chr+9	-
125	1	Language, Sylph Archaeologist Bowyer/fletcher	P	-7	Con+20	Chr+Str+2
126	1	+result to your (to hit saves, cubic root for ++)	0	8	Int+15	Str+9
127	1	Theology	P	8	Str+5	Chr+Str-15
128	1	Craft (tattoo'ing)	V	8	Str+Dex+4	-
129	1	Bartender Kicking	F	8	-	Chr-Str-Dex-18
130	1	Brewer	P	8	Dex-14	Chr+Str-11
131	1	Inverse Cleave	P	8	Dex+18	Chr+Str+1
132	1	Breath Control	F	-8	-	Int-Wis-Chr-16

133	1	Minting	0	-8	Con+19	Chr+18
134	1	Grasses & Grains & Weeds Astronomer Tumble	F	-8	-	Int+Wis+Chr-19
135	1	NR Evasion Language, Druid (*)	M	-8	Chr-Str-Dex+11	Str-17
136	1	Yelling Language, Deva Enlarge/Reduce	P	9	Str-15	Int+Wis-3
137	1	Profession (barrister)	M	9	Con-Int-Wis+4	Str+17
138	1	Point Blank Shot	F	-9	-	Dex-Con-Int-19
139	1	Gunsmithing Cure Wounds	M	-9	Dex-Con-Int+18	Int-19
140	1	Duplicate a Psi++4095 SL=1 SL=2 SL=3 etc.	F	-9	-	Dex+Con+Int-7
141	1	Craft (poisonmaking) Craft (armorsmithing)	F	-9	-	Dex+Con+Int+8
142	1	Astrologer	F	-9	-	Dex+Con+Int-19
1	2	+result to your (melee dmg saves hp, cubic root for ++)	P	18	Con+2	Int+Wis+10
2	2	+result to your (AC saves ranged dmg, cubic root for ++)	0	-19	Chr-1	Chr+1
3	2	+result to your (hp AC ranged dmg, cubic root for ++)	0	-2	Con+3	Wis-6
1	3	any 4th level (or lower) Bard ability	-	-	-	-
2	3	any 4th level (or lower) Thief ability	-	-	-	-
3	3	+result to your (AC ranged dmg hp saves, cubic root for ++)	F	-1	-	Chr-Str-Dex+11
4	3	Craft (composing) Fog Cloud Major Image	F	10	-	Dex-Con-Int+9
5	3	+result to your (saves hp to hit AC, cubic root for ++)	0	11	Con-20	Wis+19
6	3	Sense Motive Shillelagh Divination	P	11	Chr-1	Chr-Str+18
7	3	Cooper Arms of Hadar Fear	M	15	Con-Int-Wis-5	Dex+3
8	3	Chromatic Orb Water Breathing	P	15	Int+14	Int+Wis+12
9	3	ER unPR IR uMR	P	-15	Dex-18	Dex+Con+3
10	3	Ray of Frost Compulsion	V	17	Str+Dex+9	-
11	3	Disguise Faerie Fire Speak with Dead	F	2	-	Chr-Str-Dex-9
12	3	Divine Favor Phantom Steed	V	-20	Chr+Str+19	-
13	3	Charm Person Create Food and Water	V	4	Wis-Chr+9	-
14	3	Entangle Protection from Energy	F	4	-	Dex-Con-Int+17
15	3	Thaumaturgy Giant Insect	M	4	Wis+Chr+Str+13	Con+5
16	3	Ray of Sickness Magic Circle	V	-6	Dex-Con-20	-
17	3	+result to your (to hit saves melee dmg ranged dmg, cubic root for ++)	P	-7	Str+20	Chr-Str+12
18	3	+result to your (ranged dmg hp saves AC, cubic root for ++)	F	8	-	Chr-Str-Dex-19
1	4	Leadership Detect Magic Evard's Black Tentacles	V	10	Wis-Chr-6	-
2	4	Divine Favor Dimension Door	V	-11	Chr+Str+13	-
3	4	Vehicle Operation Fire Bolt Scrying	0	18	Int-11	Dex+1

4	4	any 3rd level Ambient Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	0	-19	Dex-10	Con+19
5	4	Swim Suggestion Elemental Weapon	0	3	Str-1	Dex+2
6	4	Crown of Madness Blink	V	-5	Chr-Str-8	-
7	4	Flame Blade Speak with Plants	V	-9	Dex+Con-8	-
8	4	Spike Growth Hunger of Hadar	V	-9	Dex-Con+11	-
1	5	any 6th level (or lower) Bard ability	-	-	-	-
2	5	iIR nRR unMR TR	V	0	Dex+Con-2	-
3	5	Bluff Animal Messenger Divination	M	-12	Dex+Con+Int-8	Con+4
4	5	Chemist Sanctuary Passwall	P	-16	Str-20	Chr-Str+20
5	5	any 4th level Divination spell is cast any +1SL any +1SL any +1SL (max 9th)	V	18	Con-Int+15	-
6	5	Escape Artist Bless Rary's Telepathic Bond	P	-2	Chr+4	Int+Wis+14
7	5	Ray of Sickness Teleportation Circle	F	5	-	Chr+Str+Dex-7
1	6	any 7th level (or lower) Bard ability	-	-	-	-
2	6	Knowledge (history) Heat Metal Commune	0	-1	Wis+2	Con+4
3	6	Protection from Poison Destructive Wave	P	-10	Int+18	Chr+Str+16
4	6	Darkness Mass Cure Wounds	M	-2	Chr+Str+Dex-7	Str+4
5	6	any 1st level Plant spell is cast any +1SL any +1SL any +1SL (max 9th)	P	7	Wis+8	Dex-Con-6
6	6	any 5th level Animal spell is cast any +1SL any +1SL any +1SL (max 9th)	F	-8	-	Int-Wis-Chr+11
7	6	any 1st level Protection spell is cast any +1SL any +1SL any +1SL (max 9th)	0	9	Str+19	Dex-17
1	7	Pick two Thug5 Level 5-7	-	-	-	-
2	7	Pick two Cthulhu Investigator5 Level 1-3, Mastermind5 Level 5-7, Cthulhu Investigator5 Level 1-3	-	-	-	-
3	7	any 6th level Creation spell is cast any +1SL any +1SL any +1SL (max 9th)	V	13	Wis-Chr+14	-
4	7	any 6th level Guardian spell is cast any +1SL any +1SL any +1SL (max 9th)	P	-15	Con+6	Dex-Con-5
5	7	any 2nd level Guardian spell is cast any +1SL any +1SL any +1SL (max 9th)	V	3	Con+Int-6	-
1	8	any 9th level (or lower) Thief ability	-	-	-	-
2	8	any 3rd level Healing spell is cast any +1SL any +1SL any +1SL (max 9th)	V	0	Con+Int+19	-
3	8	Ray of Frost Create Food and Water Otiluke's Freezing Sphere	V	15	Con-Int+10	-
4	8	any 3rd level Invocation spell is cast any +1SL any +1SL any +1SL (max 9th)	P	6	Int-6	Int-Wis+20
1	9	any 4th level Sun spell is cast any +1SL any +1SL any +1SL (max 9th)	0	-1	Chr+4	Chr+8
2	9	Speak with Animals Plant Growth Wall of Thorns	V0	11	Str+Dex-17	-
3	9	Druidcraft Tongues Regenerate	PF	-17	Int+5	Int-Wis+18
4	9	any 1st level Invocation spell is cast any +1SL any +1SL any +1SL (max 9th)	F	-18	-	Dex-Con-Int+7
5	9	any 1st level SitCom Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	0	3	Str-15	Dex+9
6	9	Create or Destroy Water Fly Guards and Wards	FP	-3	-	Dex+Con+Int+18

7	9	any 4th level Ambient Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	M	7	Wis+Chr+Str-5	Con+16
1	10	any 9th level Pop Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	V	15	Con+Int+15	-
2	10	Cordon of Arrows Wind Wall Guards and Wards	0	-8	Wis+20	Con+19
3	10	Divine Favor Blight Wind Walk	0V	9	Con+2	Chr-4
1	11	Dissonant Whispers Destructive Wave Create Undead	FM	-14	-	Int-Wis-Chr+1
2	11	Thaumaturgy Geas Simulacrum	0V	15	Int+19	Str+17
3	11	any 6th level Plant spell is cast any +1SL any +1SL any +1SL (max 9th)	F	-15	-	Dex-Con-Int+9
4	11	any 6th level Necromancy spell is cast any +1SL any +1SL any +1SL (max 9th)	P	17	Con-6	Chr+Str+18
5	11	any 3rd level Sun spell is cast any +1SL any +1SL any +1SL (max 9th)	P	-18	Con+5	Dex-Con+2
6	11	Unseen Servant Conjure Minor Elementals Prismatic Spray	00	-19	Int-5	Str+10
7	11	any 3rd level SitCom Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	P	-8	Wis+10	Int-Wis-18
8	11	inWR unIR iuNR uRR	V	-8	Chr-Str+15	-
1	12	Pick two Slayer5 Level 9-12	-	-	-	-
2	12	Pick two Occultist5 Level 1-3, Freak5 Level 9-12	-	-	-	-
3	12	Pick two Soldier5 Level 5-7, Innovator5 Level 5-7, Black Hat5 Level 9-12	-	-	-	-
4	12	Pick two Occultist5 Level 9-12, Innovator5 Level 9-12, Thug5 Level 9-12	-	-	-	-
5	12	Pick two Dilettente5 Level 1-3, Grier5 Level 9-12	-	-	-	-
6	12	Pick two Freak5 Level 9-12, Dilettente5 Level 9-12	-	-	-	-
7	12	Pick two Rebel5 Level 5-7, Smiter5 Level 9-12	-	-	-	-
8	12	Pick two Vampire5 Level 9-12, Watcher5 Level 9-12	-	-	-	-
9	12	Pick two Spellshaper5 Level 1-3, Rebel5 Level 9-12, Watcher5 Level 5-7	-	-	-	-
10	12	Pick two Innovator5 Level 1-3, Secret Agent5 Level 1-3, Mastermind5 Level 9-12	-	-	-	-
11	12	Pick two Grier5 Level 1-3, Spellshaper5 Level 1-3, Black Hat5 Level 9-12	-	-	-	-
12	12	Pick two Secret Agent5 Level 5-7, Freak5 Level 1-3, Soldier5 Level 9-12	-	-	-	-
13	12	Hold Person Create Food and Water Sunburst	V	11	Str+Dex+16	-
14	12	Blindness/Deafness Crusader's Mantle Incendiary Cloud	P0	18	Con-17	Int+Wis+1
1	13	Darkness Dimension Door Animal Shapes	M	-12	Dex+Con+Int-1	Chr-9
2	13	any 5th level Creation spell is cast any +1SL any +1SL any +1SL (max 9th)	V	13	Wis-Chr+1	-
3	13	any 5th level Healing spell is cast any +1SL any +1SL any +1SL (max 9th)	M	17	Str+Dex+Con-18	Int+8
4	13	Barkskin Dispel Evil and Good Mirage Arcane	MF	18	Con-Int-Wis+14	Int+1
5	13	Hellish Rebuke Conjure Elemental Incendiary Cloud	FP	19	-	Dex-Con-Int+6
6	13	any 8th level Sun spell is cast any +1SL any +1SL any +1SL (max 9th)	0	-19	Str-11	Str+1
7	13	any 8th level Rap Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	M	-9	Dex-Con-Int-10	Chr+1
1	14	any 15th level (or lower) Bard ability	-	-	-	-

2	14	any 6th level Animal spell is cast any +1SL any +1SL any +1SL (max 9th)	0	15	Int+12	Str+4
3	14	any 6th level Elemental spell is cast any +1SL any +1SL any +1SL (max 9th)	P	-8	Int-7	Int-Wis-19
1	15	any 16th level (or lower) Bard ability	-	-	-	-
2	15	any 16th level (or lower) Scout ability	-	-	-	-
3	15	any 7th level Guardian spell is cast any +1SL any +1SL any +1SL (max 9th)	P	0	Chr-9	Int-Wis-20
4	15	any 7th level Plant spell is cast any +1SL any +1SL any +1SL (max 9th)	V	19	Wis+Chr-20	-
1	17	any 18th level (or lower) Bard ability	-	-	-	-
2	17	iunRR iPR iunRR iIR	P	0	Dex+20	Dex-Con+11
3	17	iunRR RR uWR PR	V	12	Con+Int-9	-
4	17	any 9th level Ambient Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	V	6	Con+Int-12	-
1	18	any 19th level (or lower) Thief ability	-	-	-	-
1	19	any 20th level (or lower) Bard ability	-	-	-	-