

Randomly Generated CF=1 Rogue Chart

by Lvl: Lvl 1: 140, Lvl 2: 7, Lvl 3: 10, Lvl 4: 6, Lvl 5: 12, Lvl 6: 4, Lvl 7: 7, Lvl 8: 2, Lvl 9: 2, Lvl 10: 5, Lvl 11: 7, Lvl 12: 8, Lvl 13: 3, Lvl 14: 3, Lvl 15: 1, Lvl 16: 1, Lvl 17: 6, Lvl 18: 0, Lvl 19: 0, Lvl 20: 1, Lvl 21: 1, Lvl 22: 1, Lvl 23: 1, Lvl 24: 1, 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	Philosophy & Ethics Heat Metal	0	0	Int+15	Dex+9
3	1	Weapon Group Prof. (broad) Weapon Improvisation	M	0	Con-Int-Wis+19	Chr-7
4	1	Duplicate a Psi++255 SL=1 SL=2 SL=3 etc.	F	0	-	Int-Wis-Chr-13
5	1	Wrestling Divine Favor	V	0	Dex-Con+9	-
6	1	Weapon Group Prof. (broad)	M	0	Con-Int-Wis-1	Chr-20
7	1	IR PR iunMR iunRR	M	0	Dex+Con+Int-7	Con+16
8	1	Broommaker	V	0	Dex+Con-4	-
9	1	Wrestling Perform (all others)	F	0	-	Int-Wis-Chr-13
10	1	Generic Skill - Operation of an SSD box - Control Shield Proficiency	0	1	Wis+11	Int+1
11	1	Resistance to Psionics	V	1	Wis-Chr+10	-
12	1	MR RR IR RR	M	1	Wis+Chr+Str+2	Con-19
13	1	Knowledge (history) Water Vehicle Operation Guiding Bolt	V	-1	Int-Wis+14	-
14	1	Thrown/Missile Assassination Knowledge (architecture & engineering) Chemist	M	-1	Int-Wis-Chr-10	Con+13
15	1	Control Shape Tasha's Hideous Laughter	0	-1	Con+8	Chr+15
16	1	Duplicate a Psi-16383 SL=1 SL=2 SL=3 etc.	F	-1	-	Chr+Str+Dex-3
17	1	MR RR MR RR	0	-1	Dex+15	Int+9
18	1	Mobility	P	-1	Str-17	Chr-Str+7
19	1	Depth Sense Chef Spiritual Weapon	0	10	Dex-10	Int+20
20	1	Diplomacy Move Silently Survival, Anti-Matter based Prime	V	10	Wis-Chr+19	-
21	1	Language, Manticore Close-quarter Fighting	P	10	Dex-17	Dex+Con+3
22	1	Move Silently Lesser Restoration	M	11	Str-Dex-Con+6	Chr+15
23	1	Throwing	V	11	Str+Dex-3	-
24	1	Cloud of Daggers	0	11	Chr-12	Chr+3
25	1	PR MR iunNR iunNR	V	11	Str-Dex-5	-
26	1	Engineering & Architecture	0	11	Str-6	Str+11
27	1	Carter Shield	V	-11	Chr+Str+4	-
28	1	Flame Blade	P	-11	Con+14	Int+Wis+4
29	1	Kicking	P	-11	Con-9	Int+Wis+20
30	1	Beekeeper Kicking Hex	F	-11	-	Int-Wis-Chr+7

31	1	Simple Weapon Proficiency	M	12	Con-Int-Wis+6	Dex-13
32	1	Spicer Robotics - Repairing Robots	V	12	Con+Int+8	-
33	1	Sense Motive Carter Ambidexterity	0	12	Wis-19	Con-18
34	1	Dash	F	12	-	Int-Wis-Chr-17
35	1	Running Bazaar Merchant	M	13	Wis+Chr+Str+10	Dex+13
36	1	Levitate	P	13	Wis-3	Dex-Con+13
37	1	Craft (composing) Balance	0	13	Wis-20	Con-19
38	1	Law & Customs,Local Candlemaker	M	13	Wis-Chr-Str+3	Con-18
39	1	Swim Spell to Weapon Conduction	0	13	Int-10	Str-20
40	1	Expertise	V	13	Wis-Chr+7	-
41	1	Sleep	0	-13	Dex-1	Int-2
42	1	Concentration Weapon Group Prof. (tight) Zone of Truth	F	-13	-	Chr-Str-Dex+11
43	1	Use Rope Disguise Self	V	-13	Int+Wis-6	-
44	1	Duplicate a Psi65535 minor major grand super ultra	P	-13	Int+10	Chr-Str+8
45	1	+result to your (hp melee dmg, cubic root for ++)	P	-13	Dex+20	Chr+Str+14
46	1	+result to your (to hit, cubic root for ++)	V	-13	Int-Wis+10	-
47	1	Duplicate a Psi+-127 minor major grand super ultra	P	-13	Wis-10	Chr+Str-20
48	1	Planetary Science - Geology	F	14	-	Chr+Str+Dex+6
49	1	Arcane Defense	M	-14	Chr-Str-Dex-8	Wis-15
50	1	Two-Weapon Fighting Warding Bond	P	-14	Int-12	Int+Wis+11
51	1	Disguise Knowledge (local) Technician - Deactivate Alarms/Defense	F	-14	-	Int+Wis+Chr-16
52	1	Use Rope	F	15	-	Int-Wis-Chr-15
53	1	Computer Operation Assassin Heroism	P	15	Chr+11	Int-Wis+12
54	1	Spellcraft Ethereal Planar Knowledge	0	15	Int+19	Dex+17
55	1	Bowyer/fletcher Deflector Shield Operation	V	15	Con+Int+11	-
56	1	Knowledge (nature) Trivia	0	15	Str+4	Str+7
57	1	Alchemist	F	-15	-	Dex+Con+Int+4
58	1	Bowyer/fletcher	M	-15	Dex+Con+Int-1	Int+11
59	1	Boatman/Gondolier Fortune Telling	F	-15	-	Dex+Con+Int-1
60	1	Knowledge (the planes) Appraise	P	16	Wis-14	Dex+Con+17
61	1	Bootmaker Close-quarter Fighting	M	-16	Int+Wis+Chr+17	Wis-9
62	1	Duplicate a Psi32767 minor major grand super ultra	F	-16	-	Chr+Str+Dex+18
63	1	Wild Fighting Cooper	P	-16	Con-14	Chr-Str+5
64	1	Technician - Operating Machinery Punching	P	-16	Dex+16	Chr-Str-8

65	1	Chef Athlete Broommaker	F	17	-	Chr+Str+Dex+7
66	1	Flowers Bodyguard	F	17	-	Chr+Str+Dex+4
67	1	Jump	P	-17	Wis-13	Int-Wis-13
68	1	Alley Sweeper Knowledge (dungeoneering) Astronomer	F	-17	-	Int+Wis+Chr-10
69	1	Intimidation Weapon Improvisation Baker	0	-17	Int+14	Str-7
70	1	Locate Animals or Plants	M	-17	Chr-Str-Dex+14	Int+7
71	1	+result to your (melee dmg to hit, cubic root for ++)	F	18	-	Int+Wis+Chr-3
72	1	IR iunWR unMR IR	V	18	Con-Int+3	-
73	1	Heavy Armor Optimization	V	-18	Dex+Con+15	-
74	1	No Rogue Adjustments	P	19	Wis-15	Dex+Con+17
75	1	Coachman Medical Science - Psychology Craft (weaponsmithing)	0	19	Wis-3	Con-6
76	1	Improved Bull Rush	M	19	Wis+Chr+Str+17	Wis-10
77	1	Broommaker Observation Danger Sense	P	19	Chr-11	Dex+Con+18
78	1	Listen No Noticeable Effect Casting	0	19	Con-9	Wis-18
79	1	Bargaining	V	-19	Int+Wis+4	-
80	1	Knowledge (religion)	M	-19	Int-Wis-Chr+8	Chr-3
81	1	Knowledge (nature) Cobbling Perform (all others)	0	-19	Dex-9	Int+18
82	1	Survival, Anti-Matter based Prime	F	2	-	Chr+Str+Dex+15
83	1	Attacks of Opportunity	0	2	Con+11	Chr-2
84	1	Multiweapon Fighting	P	2	Dex-18	Chr-Str-19
85	1	Duplicate a Psi-4095 SL=1 SL=2 SL=3 etc.	V	-2	Chr-Str+18	-
86	1	Astrogation Skill - Risk Jumping [JUMP boxes] Musical Instrument Escape Artist	F	-2	-	Int-Wis-Chr-9
87	1	Wrestling Exceptional Dexterity	P	20	Con-16	Chr+Str+15
88	1	aNR Evasion	0	20	Con-2	Wis-3
89	1	Boardinghouse Keeper Search False Life	V	-20	Chr+Str+1	-
90	1	Psycho-Social Skill - Understand Offensive Dexterity Bodyguard	0	-20	Con-10	Chr-19
91	1	Alley Sweeping Escape Artist	P	-20	Con-2	Int+Wis+3
92	1	Spirited Charge	M	-20	Chr-Str-Dex+6	Chr+9
93	1	Offensive Dexterity Chef	F	-20	-	Int+Wis+Chr-7
94	1	Ride Craft (bookbinding)	V	-20	Chr+Str-3	-
95	1	Language, Sigil-speak	V	-3	Dex+Con+14	-
96	1	Charging Open Lock Knowledge (local)	0	4	Con-10	Wis+19
97	1	Riding, Air-based	M	4	Wis-Chr-Str-20	Con-9
98	1	Fast Drawing Swim Locate Animals or Plants	V	4	Wis+Chr-17	-

99	1	Metaphysics	P	4	Int-3	Dex-Con+6
100	1	Concentration	F	4	-	Dex-Con-Int+19
101	1	Climb Artist/Sculptor Language, Titan	M	4	Wis-Chr-Str-15	Int+7
102	1	Tumble	P	-4	Int-20	Chr-Str-8
103	1	Zero-G Operation	0	-4	Str-2	Str+4
104	1	Bonecarver	V	-4	Int+Wis+8	-
105	1	Escape Artist Diplomacy Sense Motive	V	-4	Int+Wis-14	-
106	1	MR iMR iRR MR	0	5	Con-11	Wis-1
107	1	Duplicate a Psi--32767 minor major grand super ultra	V	5	Str-Dex+1	-
108	1	Pushing Prone Fighting	F	-5	-	Int-Wis-Chr-7
109	1	Magnetic Weapon Use	V	-5	Chr-Str-18	-
110	1	Starship Communications Procedures	0	6	Dex-1	Con-1
111	1	Basketweaver Bartender Coachman	V	6	Con+Int+9	-
112	1	Robotics - Adding Equipment	P	-6	Con+1	Dex+Con-12
113	1	Weapon Improvisation	P	-6	Str-1	Dex-Con+17
114	1	Duplicate a Psi-1023 minor major grand super ultra	F	-6	-	Dex+Con+Int+7
115	1	Shield Proficiency Illusory Script	P	-6	Con+9	Dex-Con+12
116	1	Point Blank Range	P	7	Wis+3	Dex+Con-2
117	1	Quickness Proficiency Drinking	F	7	-	Dex+Con+Int+9
118	1	Blindness/Deafness	0	-7	Wis+16	Con+12
119	1	Gyrojet Weapons Knowledge (geography) Weapon Improvisation	V	-7	Int-Wis-8	-
120	1	Weapon Proficiency (dbl) Plant Lore (generic)	M	-7	Int+Wis+Chr-7	Str-10
121	1	Bite	P	-7	Dex+18	Chr-Str-9
122	1	Language, Shedu	P	8	Wis+16	Chr-Str-18
123	1	Web	M	8	Str+Dex+Con-13	Dex-14
124	1	Duplicate a Psi127 minor major grand super ultra	V	8	Str-Dex-13	-
125	1	Craft (bowmaking)	P	8	Con+18	Chr+Str+5
126	1	Weapon Proficiency Disguise	0	8	Dex+19	Int+17
127	1	Spot	0	8	Wis+9	Int+17
128	1	Ambidexterity	P	8	Int-3	Chr+Str-12
129	1	Jump Barber Construction Worker	P	8	Dex-16	Chr-Str+19
130	1	Profession (executioner) Bootmaker	M	-8	Chr-Str-Dex-19	Str-6
131	1	Speed Burst	F	-8	-	Int-Wis-Chr-19
132	1	Duplicate a Psi+-127 SL=1 SL=2 SL=3 etc.	0	-8	Str+2	Dex+3

133	1	Cooking Martial Arts Use Darkness	M	9	Con-Int-Wis+19	Chr-15
134	1	Appraise Demolitions - Defusing Charges	0	9	Con+19	Chr-18
135	1	+result to your (saves hp, cubic root for ++)	P	-9	Con+2	Dex+Con-11
136	1	+result to your (saves ranged dmg, cubic root for ++)	M	-9	Dex+Con+Int-16	Str+5
137	1	Constable Speed Proficiency	V	-9	Dex-Con-16	-
138	1	Duplicate a Psi++1023 SL=1 SL=2 SL=3 etc.	P	-9	Chr-12	Dex+Con+5
139	1	Language, Beholder	V	-9	Dex+Con-2	-
140	1	Astrologer Weapon Specialization (sng) Weapon Specialization (dbl)	M	-9	Dex-Con-Int+5	Wis-7
	1	2 any 1st level Country Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	V	-10	Int+Wis+1	-
	2	2 +result to your (to hit melee dmg AC, cubic root for ++)	F	12	-	Int-Wis-Chr+2
	3	2 +result to your (to hit saves ranged dmg, cubic root for ++)	M	17	Str-Dex-Con+8	Chr+4
	4	2 any 1st level Necromancy spell is cast any +1SL any +1SL any +1SL (max 9th)	F	-18	-	Dex+Con+Int-3
	5	2 Chill Touch Blink	P	20	Wis-13	Chr+Str-2
	6	2 +result to your (to hit saves hp, cubic root for ++)	P	5	Dex-20	Chr+Str+5
	7	2 +result to your (AC ranged dmg saves, cubic root for ++)	V	6	Con-Int-12	-
	1	3 Pick two Griefer5 Level 1-3, Witch5 Level 1-3	-	-	-	-
	2	3 Spot Goodberry Beacon of Hope	F	0	-	Int+Wis+Chr-13
	3	3 ER unER PR RR	V	14	Str-Dex-17	-
	4	3 ER uWR iunIR iunIR	0	-14	Int+1	Dex+1
	5	3 any 2nd level Sun spell is cast any +1SL any +1SL any +1SL (max 9th)	P	15	Wis+7	Int+Wis-13
	6	3 +result to your (saves ranged dmg melee dmg to hit, cubic root for ++)	P	4	Dex-2	Dex-Con-11
	7	3 Mount's Weaponry Use Protection from Evil and Good Sending	V	6	Con+Int-17	-
	8	3 Banker Magic Missile Magic Circle	0	6	Chr-7	Wis-13
	9	3 MR Evasion Hunter's Mark Lightning Arrow	M	-9	Dex+Con+Int+14	Con+11
	10	3 NR RR unRR IR	V	-9	Dex-Con-10	-
	1	4 Metaphysics Produce Flame Wall of Stone	F	13	-	Dex+Con+Int-18
	2	4 Protection from Evil and Good Stone Shape	0	-14	Con+8	Chr+15
	3	4 any 3rd level Rap Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	P	17	Int+8	Chr+Str-5
	4	4 Bless Aura of Purity	V	18	Con+Int-14	-
	5	4 Starship Communications Procedures Darkness Haste	0	4	Str-14	Dex+7
	6	4 Branding Smite Stinking Cloud	M	-6	Dex-Con-Int-3	Dex+17
	1	5 any 6th level (or lower) Assassin ability	-	-	-	-
	2	5 iNR IR inRR iunRR	F	-11	-	Int-Wis-Chr+9
	3	5 iMR RR IR iuIR	P	12	Str-18	Int+Wis-2

4	5	Flame Blade Death Ward	P	-14	Dex+14	Int-Wis-18
5	5	Weapon Group Prof. (tight) Arms of Hadar Animate Objects	F	-15	-	Dex+Con+Int+9
6	5	uMR MR iunRR PR	0	16	Wis+6	Int-11
7	5	Speak with Animals Dominate Person	P	-16	Chr+11	Chr-Str-8
8	5	nPR iunMR WR TR	P	20	Chr+18	Chr+Str+4
9	5	any 4th level Necromancy spell is cast any +1SL any +1SL any +1SL (max 9th)	0	5	Int-16	Str-12
10	5	Weight Training Identify Rary's Telepathic Bond	M	-6	Dex-Con-Int-9	Wis-12
11	5	iIR IR ER uNR	0	-7	Dex+13	Con+6
12	5	iWR iunIR uRR unRR	M	9	Con-Int-Wis-14	Dex-17
1	6	Locate Animals or Plants Planar Binding	V	0	Dex-Con+13	-
2	6	any 5th level Ambient Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	P	-2	Int+9	Int+Wis-9
3	6	any 1st level Divination spell is cast any +1SL any +1SL any +1SL (max 9th)	F	-2	-	Int-Wis-Chr+6
4	6	any 1st level Illusion spell is cast any +1SL any +1SL any +1SL (max 9th)	0	7	Con+7	Wis+14
1	7	Pick two Griefer5 Level 1-3, Mercenary5 Level 5-7	-	-	-	-
2	7	Pick two Spellshaper5 Level 5-7, Rebel5 Level 1-3	-	-	-	-
3	7	Pick two Watcher5 Level 5-7	-	-	-	-
4	7	Pick two Mastermind5 Level 5-7, Mastermind5 Level 1-3	-	-	-	-
5	7	Pick two Smiter5 Level 5-7, Witch5 Level 5-7	-	-	-	-
6	7	any 6th level Ambient Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	P	0	Chr+11	Int-Wis+8
7	7	any 2nd level Rock Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	M	2	Str+Dex+Con-4	Con+16
1	8	any 7th level Illusion spell is cast any +1SL any +1SL any +1SL (max 9th)	0	-20	Dex-13	Con-6
2	8	any 7th level Divination spell is cast any +1SL any +1SL any +1SL (max 9th)	P	6	Int+6	Int-Wis+6
1	9	any 4th level Metamagic spell is cast any +1SL any +1SL any +1SL (max 9th)	V	10	Wis-Chr+8	-
2	9	any 8th level SitCom Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	P	-4	Int-9	Chr-Str-13
1	10	Druidcraft Arcane Eye Mordenkainen's Magnificent Mansion	MV	-1	Int-Wis-Chr-20	Dex-2
2	10	Mage Hand Conjure Barrage Glibness	0	3	Dex-8	Int+15
3	10	Animal Friendship Stone Shape Blade Barrier	VV	4	Wis+Chr+8	-
4	10	any 5th level Rap Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	F	-4	-	Chr+Str+Dex-14
5	10	any 2nd level Animal spell is cast any +1SL any +1SL any +1SL (max 9th)	F	8	-	Chr-Str-Dex-17
1	11	any 3rd level Ambient Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	V	0	Con+Int-7	-
2	11	Nystul's Magic Aura Meld into Stone Resurrection	M	10	Wis+Chr+Str+11	Chr-11
3	11	unPR iuPR nMR iunMR	0	-11	Dex-16	Con+11
4	11	unWR MR NR MR	P	-13	Dex+20	Chr+Str-12
5	11	unRR nPR nTR iunMR	F	-16	-	Chr+Str+Dex+7

6	11	inRR IR unIR nPR	0	18	Str-1	Dex+2
7	11	Illusory Script Tree Stride Blade Barrier	M	-5	Chr-Str-Dex+15	Chr+15
1	12	Pick two Vampire5 Level 1-3, Witch5 Level 9-12, Dilettente5 Level 5-7	-	-	-	-
2	12	Pick two Occultist5 Level 5-7, Witch5 Level 9-12	-	-	-	-
3	12	Pick two Mercenary5 Level 9-12	-	-	-	-
4	12	Pick two White Hat5 Level 9-12, Spellshaper5 Level 5-7	-	-	-	-
5	12	Pick two Spellshaper5 Level 1-3, Occultist5 Level 9-12, Secret Agent5 Level 9-12	-	-	-	-
6	12	Pick two Innovator5 Level 9-12, Smiter5 Level 1-3	-	-	-	-
7	12	any 7th level Invocation spell is cast any +1SL any +1SL any +1SL (max 9th)	M	-12	Dex-Con-Int-5	Int+16
8	12	Create or Destroy Water Scrying Project Image	P0	-19	Chr-17	Chr-Str-5
1	13	any 14th level (or lower) Thief ability	-	-	-	-
2	13	any 5th level Weather spell is cast any +1SL any +1SL any +1SL (max 9th)	V	-10	Int-Wis+2	-
3	13	any 8th level Classical Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	F	-17	-	Int-Wis-Chr+20
1	14	any 15th level (or lower) Scout ability	-	-	-	-
2	14	any 6th level Metamagic spell is cast any +1SL any +1SL any +1SL (max 9th)	M	-17	Chr-Str-Dex-11	Str+11
3	14	any 9th level Ambient Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	0	-6	Int-15	Str-10
1	15	any 7th level Evocation spell is cast any +1SL any +1SL any +1SL (max 9th)	P	19	Con-5	Dex-Con-1
1	16	any 8th level Rock Music Sampler spell is cast any +1SL any +1SL any +1SL (max 9th)	P	0	Con+7	Dex+Con-14
1	17	iunRR iunPR NR iunPR	M	10	Wis-Chr-Str+15	Int+18
2	17	iunWR uTR nRR iRR	P	-12	Con-1	Dex+Con+16
3	17	iunRR IR iunMR nPR	M	-16	Int-Wis-Chr-5	Str+18
4	17	iunMR MR iRR WR	V	8	Str-Dex-13	-
5	17	iunPR nWR PR RR	F	9	-	Int+Wis+Chr+6
6	17	iunTR IR MR iunMR	0	-9	Wis+5	Con-9
1	20	any 21th level (or lower) Thief ability	-	-	-	-
1	21	any 22th level (or lower) Bard ability	-	-	-	-