

Player Level	PC Equivalent Level (PEL)
1	1
2	1.5
3	2.5
4	3
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	16
16	18
17	20
18	22
19	24
20	26

Monster Challenge Rating (CR)	PC Equivalent Level (PEL)
0	1/3
1/8	2/3
1/4	1
1/2	1.5
1	2
2	4
3	6
4	8
5	11
6	13
7	15
8	18
9	21
10	24
11	28
12	32
13	36
14	40
15	44
16	48
17	52
18	56
19	60
20	64
21	76
22	88
23	104
24	120
25	136
26	152
27	168
28	184
29	200
30	216

Encounter Challenge

A. Sum up all PCs PELs to get the Total Party Equivalent Levels (TPEL).

B. Sum up all monsters PELs to get the Total Monster Equivalent Levels (TMEL).

Encounter Difficulty Table

Easy	If TMEL ~ 40% to TPEL
Medium	If TMEL ~ 60% to TPEL
Difficult	If TMEL ~ 80% to TPEL
Deadly	If TMEL ~ 100% to TPEL