

The Fast CR Change Page

CR	Base Attack	Dmg	hp	AC	Saves	Skills	CL & DCs
Change			(d10+3)		F/R/W	Bonus	
1/2	+1	0	8	0	+1/+1/+0	+1	0
1	+3	+1	17	+1	+1/+1/+1	+2	+1
2	+4	+1	35	+1	+2/+2/+1	+3	+1
3	+5	+1	45	+1	+2/+2/+1	+4	+2
4	+7	+2	54	+2	+3/+3/+2	+5	+2
5	+8	+2	64	+2	+3/+3/+2	+6	+3
6	+10	+3	73	+2	+4/+4/+2	+7	+3
7	+11	dice	97	+3	+4/+4/+3	+8	+4
8	+12	+3	107	+3	+5/+5/+3	+9	+4
9	+14	+4	118	+3	+5/+5/+3	+10	+5
10	+15	+4	128	+4	+6/+6/+4	+11	+5
11	+17	+5	139	+4	+6/+6/+4	+12	+6
12	+18	+5	167	+4	+7/+7/+4	+13	+6
13	+19	+5	179	+5	+7/+7/+5	+14	+7
14	+21	+6	190	+5	+8/+8/+5	+15	+7
15	+22	+6	202	+5	+8/+8/+5	+16	+8
16	+24	+7	213	+6	+9/+9/+6	+17	+8
17	+25	dice	247	+6	+9/+9/+6	+18	+9
18	+26	+7	259	+6	+10/+10/+6	+19	+9
19	+28	+8	272	+7	+10/+10/+7	+20	+10
20	+29	+8	284	+7	+11/+11/+7	+21	+10

dice means upgrade the monster's damage dice as if they had just changed size (See the first section of the Monstrous Manual).

This chart is meant to make upgrading weaker monsters to high CRs something that a DM can do on the fly. The idea is that over the course of these upgrades a monster will gain 2 size class upgrades (as per the Monstrous Manual), but with their skills, difficulty classes, and caster levels enhanced as well. I have found this much easier than trying to pick particular skill points based on intelligence, and the monsters are put on a much more equal footing when they get the caster levels as well. This chart is not perfect – but it seems to work well for bringing low-level monsters up to about CR 13. An accompanying chart is on its way, which should tighten up the higher levels and add more variety.