

Player Characters PEL :

PC equivalent level is almost player level, with only a few exceptions. Use the table below

Player 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

Monsters PEL :

Convert each individual monster CR to it's EL using the following table

Encounter challenge :

- Sum up all PCs PELs get the Total Party Equivalent Levels (TPEL)
- Sum up all monsters PELs to get the Total Monster Equivalent Levels (TMEL)

Encounter is easy(*) if TMEL ~ 40% to TPEL
 Encounter is medium if TMEL ~ 60% to TPEL
 Encounter is difficult if TMEL ~ 80% to TPEL
 Encounter is deadly if TMEL ~ 100% to TPEL

Monster CR	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