

Player CR	XP Rewards per Player						
	CR - 1	CR + 0	CR +1	CR +2	CR +3	CR +4	CR +5
01	50	100	150	200	300	400	600
02	100	150	200	300	400	600	800
03	150	200	300	400	600	800	1,200
04	200	300	400	600	800	1,200	1,600
05	300	400	600	800	1,200	1,600	2,400
06	400	600	800	1,200	1,600	2,400	3,200
07	600	800	1,200	1,600	2,400	3,200	4,800
08	800	1,200	1,600	2,400	3,200	4,800	6,400
09	1,200	1,600	2,400	3,200	4,800	6,400	9,600
10	1,600	2,400	3,200	4,800	6,400	9,600	12,800
11	2,400	3,200	4,800	6,400	9,600	12,800	19,200
12	3,200	4,800	6,400	9,600	12,800	19,200	25,600
13	4,800	6,400	9,600	12,800	19,200	25,600	38,400
14	6,400	9,600	12,800	19,200	25,600	38,400	51,200
15	9,600	12,800	19,200	25,600	38,400	51,200	76,800
16	12,800	19,200	25,600	38,400	51,200	76,800	102,400
17	19,200	25,600	38,400	51,200	76,800	102,400	153,600
18	25,600	38,400	51,200	76,800	102,400	153,600	204,800
19	38,400	51,200	76,800	102,400	153,600	204,800	307,200
20	51,200	76,800	102,400	153,600	204,800	307,200	409,600
21	76,800	102,400	153,600	204,800	307,200	409,600	614,400
22	102,400	153,600	204,800	307,200	409,600	614,400	819,200
23	153,600	204,800	307,200	409,600	614,400	819,200	1,228,800
24	204,800	307,200	409,600	614,400	819,200	1,228,800	1,638,400
25	307,200	409,600	614,400	819,200	1,228,800	1,638,400	2,457,600

How to Use This Table:

Step 1) Read the first and second GM's Guide articles on the Everyman Gaming Blog.

Step 2) Determine the encounter CR you wish to design.

Step 3) Use the table above to determine the XP reward of the encounter based upon the level of your players.

Step 4) Use the Pathfinder Bestiaries (or any other source of monsters) to "purchase" creatures to place into your encounter.

Step 5) Run the encounter.

Example:

Alex has a party of six characters; a 7th level fighter, a 7th level cleric, a 7th level wizard, a 7th level rogue, and a 5th level bard (she's a cohort). Alex wants to design an encounter for his players to participate in.

Step 1) Alex reads the first and second GM's Guide articles, giving him a decent idea regarding the mathematics and reasoning behind the aforementioned table.

Step 2) Alex decides that he wants to challenge his players with a truly epic encounter; he sets the encounter's Challenge Rating at CR 10.

Step 3) Using the table above, Alex determines his encounter's XP rewards budget: the fighter, cleric, rogue, and wizard should each be able to handle 2,400 XP of challenges (Level 7 + 3) while the bard should be able to handle 1,200 XP (Level 5 + 3).

Step 4) Alex has an XP reward of 10,800. He goes through his sources and picks opponents whose combined XP rewards totals to roughly 10,800.

Step 5) Alex runs his encounter.

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