

Experience & Treasure Calculation Chart

Bluebook v2.13

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This chart can be used to determine both the Experience Points (EP), and the maximum amount of treasure that can be awarded, for any sanctioned IFGS line course game.

Please note that "SGH" represents the number of *Sanctioned Game Hours* for the game.

| Minimum PC Level per Team | Experience Points per SGH | Gold Pieces per PC per SGH | | |
|--|---------------------------|---|-------|-------|
| | | Low | Mid | High |
| 1 | 500 | 200 | 300 | 400 |
| 2 | 500 | 200 | 300 | 400 |
| 3 | 750 | 300 | 450 | 600 |
| 4 | 1,000 | 400 | 600 | 800 |
| 5 | 1,250 | 500 | 750 | 1,000 |
| 6 | 1,500 | 600 | 900 | 1,200 |
| 7 | 1,750 | 700 | 1,050 | 1,400 |
| 8 | 2,000 | 800 | 1,200 | 1,600 |
| 9 | 2,250 | 900 | 1,350 | 1,800 |
| 10 | 2,500 | 1,000 | 1,500 | 2,000 |
| Experience points based on the minimum PC level on the team X SGH = Total EP per PC | | The number under the appropriate risk column in the minimum PC level row X SGH = Max treasure value per PC | | |
| <p>Example: For a mid-risk game sanctioned for 6 hours for a team of 4th - 6th level PCs -</p> <p>The max treasure for the game would be: 600 (mid risk at 4th level) times 6 hours equaling 3,600 total gold per PC.</p> <p>Experience points for the game would be: 1,000 (4th level) times 6 (SGH) equaling 6,000 XP.</p> | | | | |