



# Treasure Tracker

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## Owed / Earned

xp	$\div 1000$ $\times (\text{Budget}) =$		
Total Owed (XP)		Total Owed (GP)	Overpaid

## Tracker

Total Awarded	Total Level Budget <small>(CR pg 509)</small>

**Permanents**

Level -1	Level +0	Level +1

**Consumables**

Level -1	Level +0	Level +1

## RANDOMIZERS

### MEAGER (1-5)

- 1-4: Coins (10%)
- 5-10: Coins (20%)
- 11-15: Gem (30%)
- 16-20: Mixed (40%)

### STANDARD (6-15)

- 1-4: Coins (50%)
- 5-9: Coins (70%)
- 10-14: Item (80%)
- 15-20: Mixed (100%)

### BOUNTIFUL (16-20)

- 1-5: Gem (75%)
- 6-16: Mixed (100%)
- 17-19: Mixed (120%)
- 20: Item (125%)

## ITEMS

- 1-5: No Item
- 6-8: 1 **Permanent** (Level +0)
- 9-11: 1 **Permanent** (Level +1)
- 12-14: 1 **Consumable** (Level -1)
- 15-17: 1 **Consumable** (Level +0)
- 18-20: 1 **Consumable** (Level +1)

## GEMS & ART

- 1-11: None
- 12-15: Artwork
- 16-20: Gemstone



## GEMSTONES & ART

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## BASIC RULES

**Budget:** Determine for current party level (*right*, or: CR 509), and record in top-right box.

**When party earns XP:** add it to **Total Owed (XP)** box (top-left).

At any convenient time, you may convert **XP owed** into **GP owed** using formula:  $(\text{XP} \div 1000 \times \text{Budget})$

**Party finds treasure:** use the **Total Owed (GP)** as a guide for the overall treasure value that the party has coming its way. You may further modify this depending on the treasure size (Meager, Standard, or Bountiful).

**Awarding:** when giving treasure, deduct the total value given from **Total Owed** and add it to the **Total Awarded**. Typically, Total Awarded should not exceed Total Level Budget.

**Items:** when giving treasure, you may include permanents or consumables. You can record how many (and the level of each relative to party level) using the boxes at the top right.

**Overpaying:** sometimes, especially if a nice item is awarded, the party may go over-budget. If so, you can record this in the **Overpaid** box. You can then deduct that from future treasures to ensure you stay on-budget.

**Randomizing:** solo players or GMs can roll randomly for treasure. Estimate or roll for the treasure size (Meager, Standard, or Bountiful) and roll again to find out the value (indicated as a % of whatever the party is currently owed), and whether any items or gems etc. are discovered.

**Items:** some GM discretion is required for items, but you can optionally use the tables above to randomize how often these are awarded. If you get a roll that would exceed the recommended number (CR p509) for this level, re-roll. If you ever get rolls that don't make sense, just re-roll or customize how you see fit.

**GM Discretion:** because treasure in PF2e is so fluid & flexible, you'll need to use some discretion. Keep an eye on the items given and Total Owed and adjust rewards as needed to keep things balanced, fair, and fun.

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Level	Total Value
1	175 gp
2	300 gp
3	500 gp
4	850 gp
5	1,350 gp
6	2,000 gp
7	2,900 gp
8	4,000 gp
9	5,700 gp
10	8,000 gp
11	11,500 gp
12	16,500 gp
13	25,000 gp
14	36,500 gp
15	54,500 gp
16	82,500 gp
17	128,000 gp
18	208,000 gp
19	355,000 gp
20	490,000 gp