TaskForces	table		Describes a taskforce that was created by a set number of people to go on a special storyarc together. Every player can only be a member of one taskforce at any given time.
	LeaderId	int4	DB ID - ContainerID of the leader of the task force
	Name	unicodestring[128]	The name assigned to the task force
	UniqueTaskIssued	ansistring[32]	Bitfield - Keeps track of the unique tasks issued to to the taskforce so that they cannot be repeated
	Level	int4	The level spawns will appear
	LevelAdjust	int4	All spawn levels will also be boosted by this amount(specified by the contact who gave the task force)
	DeleteMe	int4	Flags the taskforce for deletion now that it has ended
	ExemplarLevel	int4	The highest level of the taskforce, everyone above this level will be capped to it
	Parameters	int4	Bitfield - tracks which taskforce parameters are enabled
	MinTeamSize	int4	The minimum team size for this task force
	ArchitectId	int4	Id of the mission on the mission server
	ArchitectTestMode	int4	Testing a player created story arc
	ArchitectAuthId	int4	Author of this arc, if from the same auth region
	PlayerStoryArc	binary(max)	Serialized player-created story arc that this taskforce is running
	TaskForceContacts	table	This table describes a task force contact. Each row describes a single contact. Each task force will have one contact.
		ID	attribute	Persistant Handle that refers to the contact definition
		TaskIssued	ansistring[64]	Bitfield - Designates which of the contact's tasks have been given to the character
		StoryArcIssued	ansistring[8]	Bitfield - Designates which of the contact's story arcs have been given to the character
		DialogSeed	int4	Determines how the contact will talk to a player and what randomly chosen tasks the player gets
		ContactIntroSeed	int4	Seed that determines how and which random contacts will be introduced to the player
		ContactPoints	int4	How many contact points the character has earned for this contact
		ContactRelationship	int4	The character's current relationship with this contact. 0 = NO_RELATIONSHIP 1 = ACQUAINTANCE 2 = FRIEND 3 = CONFIDANT
		ContactsIntroduced	int4	Number of contacts that this contact has introduced to you
		SeenPlayer	int4	Flags the fact that the contact has said his first time string to the player
		NotifyPlayer	int4	Flags the contact as wanting to speak to the player
		ItemsBought	int4	Bitfield - Which unique items a player has bought from this contact
		RewardContact	int1	Flags whether or not a contact should introduce you to a new contact as part of a story reward
		BrokerHandle	int4	Special field used by newspaper contacts that determines which Broker they are currently tied to Doing newspaper missions will then give you credit towards that Broker

	TaskForceStoryArcs	table		This table describes a Task Force storyarc. A storyline given to them by a contact. Each row describes a single storyarc. Each task force will have one storyarc.
		ID	attribute	Persistant Handle that refers to the story arc definition
		Contact	attribute	The contact that gave the player this story arc
		Episode	int4	Keeps track of which episode within the story arc the player is currently on
		Seed	int4	The random seed used to generate the story arc.
		ClueNeedsIntro	int4	Marks which clue, if any, needs to be shown to the player next time they see the contact
		Clues	ansistring[8]	Bitfield - Keeps track of the clues that the player has seen
		TaskComplete	ansistring[8]	Bitfield - Keeps track of all tasks that were completed successfully within the current episode
		TaskIssued	ansistring[8]	Bitfield - Keeps track of all tasks that issued within the current episode
		PlayerCreatedID	int4	ID of a playercreated mission

	TaskForceTasks	table		This table describes a task force task. A task is given to player by a contact. Each row describes a single task. Each task force will have multiple tasks.
		ID	attribute	Handle of the contact or storyarc from which this task came
		SubHandle	int4	Identifies which task this is within the contact or storyarc
		CompoundPos	int4	The step of a compound that the player is currently on
		Seed	int4	The random seed used to generate the task.
		State	int4	The current state of the task: 0 = TASK_NONE 1 = TASK_ASSIGNED 2 = TASK_MARKED_SUCCESS 3 = TASK_MARKED_FAILURE 4 = TASK_SUCCEEDED 5 = TASK_FAILED
		Clues	ansistring[8]	Bitfield - Keeps track of the clues that the player has seen
		ClueNeedsIntro	int4	Marks which clue, if any, needs to be shown to the player next time they see the contact
		SpawnGiven	int4	Flags whether or not the encounter associated with the task has been spawned
		Level	int4	The 1-based level of the task.
		Timeout	int4	The time that the task timer will expire.
		AssignedDbId	int4	DB ID - ContainerID of the player the task was assigned to
		AssignedTime	int4	Keeps track of when the task was assigned
		MissionMapId	int4	Map ID - The map ID for the mission map
		MissionDoorMapId	int4	Map ID - The map ID for the map which contains the door to the mission.
		MissionDoorPosX	float4	The location on the MissionDoorMap of the door to the mission.
		MissionDoorPosY	float4	The location on the MissionDoorMap of the door to the mission.
		MissionDoorPosZ	float4	The location on the MissionDoorMap of the door to the mission.
		CompleteObjectives	ansistring[120]	Keeps track of which mission objectives have been completed
		VillainType	ansistring[512]	Deprecated: no longer used
		VillainCount	int4	Current number of villains killed for kill tasks
		VillainType2	ansistring[512]	Deprecated: no longer used
		VillainCount2	int4	Current number of villains killed for kill tasks, a second count for tracking a second villain group
		DeliveryTargetName	ansistring[512]	Deprecated: no longer used
		NextVisitLocation	int4	Index of the next location to visit(only for visit location tasks)
		SubtaskSuccess	int4	Bitfield - Marks whether each subtask within a compound task has been completed
		Notoriety	int4	deprecated
		SkillLevel	int4	The skill level that this task was spawned at
		VillainGroup	int4	The randomly generated villaingroup that should be spawned within the mission
		MapSet	int4	The randomly generated mapset that is to be used for this task
		TeamCompleted	int1	An identical task has been completed with a group meaning this task can be prompted for completion The value stored is the notoriety level that the task was teamcompleted on
		SideObjectives	int4	Tracks side objectives that have been completed that we dont want to allow to respawn on mission reset
		PlayerCreated	int4	Identifies a player created task
		PlayerCreatedID	int4	ID of a playercreated mission
		LevelAdjust	int4	Level adustment of enemies (-1 to +4)
		TeamSize	int4	Team size this player is treated as (1 to 8)
		UpgradeAV	int4	it true, don't downgrade AV to EB, otherwise always do
		DowngradeBoss	int4	if true, no bosses while solo
		MysteryInvestigation_VarType	ansistring[512]	DEPRECATED.
		MysteryInvestigation_VarValue	ansistring[512]	DEPRECATED.
		TimerType	int4	The type of timer used on the task. 1 is count up, -1 is count down.
		FailOnTimeout	int4	Whether the task will fail when the timer expires.
		TimeZero	int4	The time when the timer equals zero. Differs from timeout on limited countups.

	TaskForceSouvenirClues	table		TODO
		ID	attribute	The clue key
	TaskForceParameters	table		Any taskforce can have parameters set on it to make it more difficult Each parameter has a numeric value to specify it Whether the parameter is active is set by the bitfield
		param	int4	Parameter value