Pathfinder Random Encounter Generator Logic List

Inputs:

* Challenge Rating – Double
* Type – Varchar, list
* Environment – varchar, list
* Template – varchar, list

Logic

1. Look at Template
   1. If Template = None
      1. break
   2. If Template = X
      1. Pull template information to be added to base monster
      2. Determine cr change for monster
   3. If Template = Any
      1. Decide how many templates to use 0….N
         1. PMF will have high probability of 0,1,2 templates and very low probability of more
         2. Probability of 0 templates = .7
         3. Probability of 1 Template = .19
         4. Probability of 2 templates = .1
         5. Probability of 3 templates = .005
         6. Probability of 4 Templates = .0025
         7. Probability of 5 Templates = .0025
      2. Decide which N templates will be used
      3. Pull template information to be added to base monster
      4. Determine CR change for monster from template, CRT
2. Look at Environment
   1. If Environment = Any
      1. Determine random environment, Y
      2. Find monsters, ME, with environment = Y or any
   2. If Environment = X
      1. Find Monsters, ME, with environment = X
3. Look at Type
   1. If Type = Any
      1. Determine random type, Z
      2. Find monsters, MT, with type Z from ME
   2. If Type = Z2
      1. Find monsters, MT, with type Z2 from ME
4. Challenge Rating
   1. Find Monster with Challenge Rating = CR-CRT from MT
5. Add Template
   1. If Template = 0
      1. break
   2. If Template > 0
      1. For template 1:N
         1. Add values from template to original monster statistics
6. Output monster