Pathfinder Problem Statement

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Problem Statement:

- People who play Pathfinder and run campaigns for players have trouble creating random encounters for their players to go through in a timely manner, leading to delays, potential stress, and wasted time.

Who is experiencing the problem?

- Everyone who plays the edition of D&D known as Pathfinder, though this problem especially impacts Dungeon Masters, who are responsible for writing a campaign for their players to play through.

What is the problem?

- When DM's create random encounters, they must sort through many variables, such as enemy types, information on creature rarity, and challenge ratings to custom-create a random encounter of enemies specifically made for the party's average level, the climate of the area, and the preferred difficulty of the encounter. This ends up becoming an incredibly time-consuming process, even with access to filtered databases.

Where does the problem present itself?

- Many D&D players like to have fights for each session in a campaign. If a session ends up not having action, it usually ends with the players disappointed. Due to this, DMs collectively made random enemy encounters as a system to easily fill sessions with action, without any necessary exposition or tying into the plot. The issue is that the basic rules of story writing often necessitate periods of time in a campaign with low levels of plot-based action, requiring random encounters to be used repeatedly to keep certain players engaged. Wasting time on figuring out what a random encounter should be ends up delaying campaigns, which depending on the free time of other players could even mean a campaign could be delayed by months or cancelled entirely.
- Additionally, although there may be random encounter generators for later editions of D&D (such as 5E), there is no such thing for Pathfinder, as it is an older version of D&D, and therefore less popular. However, Pathfinder remains to be a preference for many DMs who find the changes in later editions unfavorable and would rather not switch to a new edition entirely, leaving it with a sizable player count and yet low support from the D&D community, which finds itself more focused on later editions.

Why does it matter?

- Although it is ultimately just a tabletop game, Pathfinder still takes up a lot of free time for plenty of people. Games like D&D or Pathfinder often end up becoming important social events among friend groups, and having the risk for a session to be delayed because the person behind the campaign could not make a good random encounter means that players could be left disappointed. By creating a website that can be used by DM's who play under Pathfinder's ruleset as a tool for easily creating random encounters, time could be saved, and therefore less stress and pressure could be put on people who take the role of DM. Additionally, players could potentially be able to attend more sessions of Pathfinder monthly because of this production increase, resulting in a more enjoyable and memorable experience.