**Automatic Character (for Pathfinder)**

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Final Project Report | CS5650

**Problem definition and motivation – what problem did you choose? Why is it important or interesting? Why did you use machine learning techniques to solve it?**

The weekend has come around and you get together with some friends to play a new campaign in Pathfinder. However, no one has a fighter class character, and one is needed to make a complete party. We decided to make a program that could learn what actions to take throughout a campaign as a fighter class.

**Your solution – the details of the machine learning models/algorithms you chose/developed (or proofs for theoretical projects)**

**Experimental evaluation**

**Future plan**