

Encounters

Encounters are similar to a D&D “random encounter” system. Encounters can be defined at the [Module](#) and [Mission](#) levels. Encounters at the mission level will override Encounters at the module level that have the exact same name.

Add An Encounter

| Name | Description | Value |
|------------|---|---|
| Name | The unique name/ID for this encounter. Note: encounters at the mission level will override encounters at the module level with the exact same name. | text |
| Faction | A condition that can limit what faction this encounter will activate against. | drop-down selection of known factions |
| Location | A condition that will limit what location this encounter will activate when the players are present. | name or tag |
| Chance | The percentage chance of this encounter activating. | 0 to 1 where 0.1 is 10%, 0.5 is 50%, 1 is 100%, etc |
| Repeating? | Can this encounter be triggered more than once per activation? | Checkbox |
| Active? | Is this encounter active at the start of the mission or world? (Note: encounters can be activated and deactivated by Actions) | Checkbox |
| Groups | The potential objects and/or actions inside this encounter. | see Add an Encounter Group |

Add an Encounter Group

| Name | Description | Value |
|----------------------------|--|-----------------------------------|
| Index | The unique (within this encounter) identifier for the Encounter Group. | text |
| Name | A name for the encounter. | text |
| Add Object | Add an object to the world when this encounter is triggered. | see Add an Object |
| Add Action | Add an action that will change the world when triggered. | see Actions |

Jump To | [Event](#) | [Encounters](#) | [Conditions](#) | [Actions](#) | [Create an Object](#)

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