Ents		table	Each character (entity) has a single row in the Ents table.

Every character is given a unique identifier, the ContainerID, which is used to relate the character to data found in other tables as well.

TeamupsId	int4 indexed	Internal id - Identifys which 8-player team the character is on.
SupergroupsId	int4 indexed	Database id - Identifys which supergroup the character is in.
TaskforcesId	int4 indexed	Internal id - Identifys which task force group the character is in.
AuthId	int4 indexed	Account id (from the auth server) for the owner of the character
AuthName	ansistring[64] indexed	Account name (from the auth server) for the owner of the character
Name	ansistring[128] indexed	Character name
StaticMapId	int2	Map id - The last static map the player was on (usually a city zone). When they exit a mission, they will be sent to this zone.
MapId	int2	Map id - The ID of the map they are currently on.
PosX	float4	Current location of the character in their current map.
PosY	float4	Current location of the character in their current map.
PosZ	float4	Current location of the character in their current map.
OrientP	float4	Current orientation of the character .
OrientY	float4	Current orientation of the character .
OrientR	float4	Current orientation of the character .
TotalTime	int4	The number of seconds the character has been online. Only updated on map moves and log out.
LoginCount	int4	The number of times the character has been logged in.
LastActive	datetime	The date and time of the last log in.
AccessLevel	int1	The command access level. Normal players are always 0. GMs have higher values.
ChatBanExpire	datetime	The date and time when the character will be allowed to send chat again.
DbFlags	int4	Bitfield - used for internal database communication
Locale	int1	Sets the language and other locale defaults
GurneyMapId	int2	Map id - The ID of the most recently visited static map which contains a hospital. If the character is defeated, they will get sent to this hospital.
TitleCommon	unicodestring[64]	The common title of the character, chosen at level 15
TitleOrigin	unicodestring[64]	The origin title of the character, chosen at level 20
MouseSpeed	float4	A multiplier for mouse speed (sensitivity). This is set in the options screen.
TurnSpeed	float4	A multiplier for mouse turning speed (sensitivity). This is set in the options screen.
TopChatFilter	int4	Bitfield - designates which types of chat appear in the top pane of the chat window.
BotChatFilter	int4	Bitfield - designates which types of chat appear in the bottom pane of the chat window.
ChatSendChannel	int4	The id of the output channel in the chat window
KeyProfile	unicodestring[64]	The name of the keybind profile the player has chosen on

		the options screen.
KeybindCount	int4	The number of keybinds currently in use
FriendCount	int4	The number of local friends
Rank	int4	The character's supergroup rank. 0 = member (lowest rank) 1 = lieutenant 2 = captain 3 = commander 4 = leader (highest rank)
TimePlayed	int4	Unused - The number of seconds the character has been in supergroup mode.
MemberSince	datetime	The date and time when the character joined their supergroup
TaskForceMode	int1	If 1, the player is on a task force and in task force mode. If 0, they are not. 2 if its an architect taskforce
BodyType	int1	Gender and Body Type: 0 = Male 1 = Female 4 = Huge
BodyScale	float4	Overall body scale.
BoneScale	float4	Overall bone scale.
ColorSkin	int4	Color - skin color
Motto	unicodestring[256]	The character's battle cry (motto), entered on the ID screen
Description	unicodestring[2048]	The character's description, entered on the ID screen
CurrentTray	int4	The index of the main tray
CurrentAltTray	int4	The index of the alternate (2nd) tray
ChatDivider	float4	The location of the chat divider in the chat window.
SpawnTarget	unicodestring[128]	The name of a beacon where the character will be spawned.
Class	attribute	Attribute - The Archetype (class) of the character
Origin	attribute	Attribute - The Origin of the character
Level	int4	The 0-based security level of the character. (If this value is 4, then the character's level is 5)
ExperiencePoints	int4	The number of experience points earned
ExperienceDebt	int4	The amount of debt accrued to be worked off
InfluencePoints	int4	The amount of influence the character currently has
HitPoints	float4	The character's current hit points
Endurance	float4	The character's current endurance
ChatFontSize	int1	The size of the chat font (set in options)
UniqueTaskIssued	ansistring[32]	Bitfield - Tracks which unique tasks have been given to the character
TitleSpecial	unicodestring[256]	The special title given to the character (given by GMs)
TitlesChosen	int4	Tracks which which titles (common and origin) the character has chosen.
TitleSpecialExpires	int4	The number of seconds which the character keeps the special title.
AuthUserData	ansistring[32]	A copy of the auth user data from the Auth server.
UiSettings	int4	Bitfield - Misc UI settings (set in the options screen)
ShowSettings	int4	Bitfield - UI settings for showing reticles, health bars, names, etc. (set in the options screen)

NPCCostume	int2	If the character has been shape-changed, the index of the NPC Costume to use.
Banned	int1	If 1, the character cannot be logged in. (Set and unset by GMs.)
NumCostumeSlots	int4	The number of costume slots this character has earned
SuperPrimary	int4	Bitfield - For the Supergroup costume, determines if primary color is original or one of the supergroup colors
SuperSecondary	int4	Bitfield - For the Supergroup costume, determines if secondary color is original or one of the supergroup colors
CurrentCostume	int4	Index of the costume the character is currently wearing.
SuperPrimary2	int4	Bitfield - For the Supergroup costume, SuperPrimary was not large enough for all parts
SuperSecondary2	int4	Bitfield - For the Supergroup costume, SuperSecondary was not large enough for all parts
SuperTertiary	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperQuaternary	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
FxSpecial	unicodestring[256]	Color - TODO
FxSpecialExpires	int4	Color - TODO
CsrModified	int4	If non-zero, then a GM has modified this character in some way. (Used to exclude the character in data mining.)
DateCreated	datetime	The date that the character was created.
Gender	int1	The gender of the character (used to match gender in gendered languages) 0 = UNDEFINED 1 = NEUTER 2 = MALE 3 = FEMALE
NameGender	int1	The gender of the name of the character (used to match gender in gendered languages) 0 = UNDEFINED 1 = NEUTER 2 = MALE 3 = FEMALE
PlayerType	int1	Specifies if the player is a hero or a villain 0 = Hero 1 = Villain
Prestige	int4	How much prestige the character has earned while a member of their current supergroup.
IsSlotLocked	int4	Current lock state of this character. 0 is unlocked, 1 is locked, 2 is offlined (and locked).
Ents2	table	Each character (entity) has a single row in the Ents2 table. Every character is given a unique identifier, the ContainerID, which is used to relate the character to data found in other tables as well.

	RespecTokens	int4	Bitfield - the set of respec tokens the player has earned.
	PendingReward	unicodestring[272]	The name of the reward table to apply to the

		character (used when character is offline and is granted a reward)
PendingRewardVillian	int4	The villain group for the pending reward (used when character is offline and is granted a reward)
PendingRewardLevel	int4	The level for the pending reward (used when character is offline and is granted a reward)
TitleBadge	int4	The character's current chosen Badge title
ChatSettings	int4	Bitfield - Chat settings
PrimaryChatMinimized	int4	Bitfield - Chat settings
MousePitch	int4	Specifies how the camera follows the character 0 = FREE 1 = SPRING 2 = FIXED
UiSettings2	int4	Bitfield - Misc UI settings
UserSendChannel	int1	The default chat channel the character is chatting to
FreeTailorSessions	int4	The count of free tailor (costume change) sessions the character has earned
MapOptions	int4	Bitfield - Map display options
Notoriety	int4	The character's notoriety (difficulty) level 0 = Heroic/Villainous 1 = Tenacious/Malicious 2 = Rugged/Vicious 3 = Unyielding/Ruthless 4 = Invincible/Relentless
ChatBubbleTextColor	int4	Color - Color of text in character's chat bubble (set in options)
ChatBubbleBackColor	int4	Color - Color of backgroudn bubble for character's chat bubble (set in options)
TitleTheText	unicodestring[20]	If the character has a title leading with a definite article, this is the text to use for it.
DividerSuperName	int4	Width of name column in supergroup window
DividerSuperMap	int4	Width of map column in supergroup window
DividerSuperTitle	int4	Width of title column in supergroup window

DividerEmailFrom	int4	Width of from column in email window
DividerEmailSubject	int4	Width of subject column in email window
DividerFriendName	int4	Width of name column in friend window
DividerLfgName	int4	Width of name column in search window
DividerLfgMap	int4	Width of map column in search window
ChatBeta	int1	Obsolete, unused
LfgFlags	int4	Bitfield - What kind of groups the character is looking to join 1 = Any 2 = Hunt 4 = Missions 8 = Task Force 16 = Trial 32 = Arena 64 = None
Comment	unicodestring[256]	The comment displayed for this character in the search window
TooltipDelay	float4	Controls how rapidly tooltips pop up
UltraTailor	int4	This is a GM bit that can be set granting players the ability to change gender
ArenaPaid	int4	This has the unique id of the last arena event this player paid for
ArenaPaidAmount	int4	This has the amount this player paid for his last arena event in case it needs to be refunded
ArenaPrizeAmount	int4	The last prize this player got
Insight	float4	Unused - The amount of insight the character has (Invention system)
CurrentAlt2Tray	int4	The index of the 3rd tray
MaxHitPoints	float4	The character's most recent max hit points. (Takes into account current buffs.)
WisdomPoints	int4	Unused - The amount of wisdom the character has earned (Invention system)
WisdomLevel	int4	Unused - The character's current widom level (Invention system)
PvPSwitch	int1	Unused - If the player has

		volunteered for pvp
Reputation	float4	The character's current PvP reputation
VillainGurneyMapId	int2	The last static map with a villain hospital
SkillsUnlocked	int1	Unused - If true, then the skills system is unlocked (Invention system)
Rage	float4	The character's current Rage
ExitMissionContext	int4	Specifies the information about the task that was just completed for displaying the exit mission text
ExitMissionSubHandle	int4	Specifies the information about the task that was just completed for displaying the exit mission text
ExitMissionCompoundPos	int4	Specifies the information about the task that was just completed for displaying the exit mission text
ExitMissionOwnerId	int4	Specifies the information about the task that was just completed for displaying the exit mission text
ExitMissionSuccess	int1	Specifies the information about the task that was just completed for displaying the exit mission text
TeamCompleteOption	int1	Specifies if the character wants credit for shared missions 0 = Prompt 1 = Always get credit 2 = never get credit
TimeInSGMode	int4	The time this character has spent in Supergroup mode
UpdateTeamTask	int1	Flag that tells the player to update the rest of the team about the task status
BuffSettings	int4	Bitfield - UI settings regarding buff icon display
RecipeInvBonus	int4	Number of bonus recipe inventory slots
RecipeInvTotal	int4	Number of total recipe inventory slots
SalvageInvBonus	int4	Number of bonus salvage

		inventory slots
SalvageInvTotal	int4	Number of total salvage inventory slots
AuctionInvBonus	int4	Number of bonus auction inventory slots
AuctionInvTotal	int4	Number of total auction inventory slots
UiSettings3	int4	Bitfield - Misc UI settings
StoredSalvageInvBonus	int4	Number of bonus stored salvage inventory slots
StoredSalvageInvTotal	int4	Number of total stored salvage inventory slots
AccSvrLock	ansistring[74] indexed	Used for account server transaction recovery
TrayIndexes	int4	Bitfield for the current Tray Index of the 8 additional trays
HideField	int4	Bitfield for hide options
originalPrimary	ansistring[256]	Original primary powerset
originalSecondary	ansistring[256]	Original primary powerset
MouseScrollSpeed	float4	The character's mouse scrolling speed
ExperienceRest	int4	The amount of rest accrued to be used
CurBuild	int4	The 0-based build number currently in use
LevelBuild0	int4	The level of build 0
LevelBuild1	int4	The level of build 1
LevelBuild2	int4	The level of build 2
LevelBuild3	int4	The level of build 3
LevelBuild4	int4	The level of build 4
LevelBuild5	int4	The level of build 5
LevelBuild6	int4	The level of build 6
LevelBuild7	int4	The level of build 7
RaidsId	int4 indexed	Internal id - Identifies which raid group the character is in.
LevelingPactsId	int4 indexed	Internal id - Identifies which leveling pact the character is in.
PendingArchitectTickets	int4	The count of pending architect tickets the character has earned
BuildChangeTime	int4	Seconds since 2000 at which we can next change builds
BuildName0	unicodestring[64]	Name of build 0
BuildName1	unicodestring[64]	Name of build 1

BuildName2	unicodestring[64]	Name of build 2
BuildName3	unicodestring[64]	Name of build 3
BuildName4	unicodestring[64]	Name of build 4
BuildName5	unicodestring[64]	Name of build 5
BuildName6	unicodestring[64]	Name of build 6
BuildName7	unicodestring[64]	Name of build 7
ExitMissionPlayerCreated	int4	Specifies the information about the task that was just completed for displaying the exit mission text
LastDayJobsStart	datetime indexed	The date and time of the beginning of accumulated day job time.
ArchitectMissionsCompleted	int4	Bitfield tracking which missions the player was there for the completion of
PlayerSubType	int1	Specifies the character's standing within their PlayerType 0 = Normal 1 = Paragon 2 = Rogue
InfluenceType	int1	Specifies the player's currency type for non-Praetorians 0 = Influence 1 = Infamy
InfluenceEscrow	int4	Total Influence (not Infamy or Information) available. Copied to Influence if InfluenceType is 0
AutoAcceptAbove	int1	The how far above their current level will be auto accepted by the player
AutoAcceptBelow	int1	The how far below their current level will be auto accepted by the player
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
PraetorianProgress	int1	Whether the character is from Primal Earth or Praetorian and if so what progress they've made 0 = Primal Earth-born

		1 = Praetorian, still in the tutorial 2 = Praetorian, in Praetoria 3 = Praetorian, on Primal Earth 4 = Praetorian transferring to Paragon City 5 = Praetorian transferring to the Rogue Isles 6 = Primal Earth character in tutorial before choosing a side
SpecialMapReturnData	unicodestring[256]	Special map return data - used to transfer back from one static map to another
IncarnateTimer0	int4	The time when incarnate slot 0 will be slottable again.
IncarnateTimer1	int4	The time when incarnate slot 1 will be slottable again.
IncarnateTimer2	int4	The time when incarnate slot 2 will be slottable again.
IncarnateTimer3	int4	The time when incarnate slot 3 will be slottable again.
IncarnateTimer4	int4	The time when incarnate slot 4 will be slottable again.
IncarnateTimer5	int4	The time when incarnate slot 5 will be slottable again.
IncarnateTimer6	int4	The time when incarnate slot 6 will be slottable again.
IncarnateTimer7	int4	The time when incarnate slot 7 will be slottable again.
IncarnateTimer8	int4	The time when incarnate slot 8 will be slottable again.
IncarnateTimer9	int4	The time when incarnate slot 9 will be slottable again.
TitleColor1	int4	Color of title for veterans.
TitleColor2	int4	Color of title for veterans.
AuthUserDataEx	ansistring[256]	A copy of the auth user data from the Auth server.

LeaguesId	int4 indexed	Internal id - Identifies which league the character is in.
SpecialReturnInProgress	int1	Is a specialMapReturnData transfer in progress? Used to solve race condition problems.
CurrentRazerTray	int4	The index of the Razer tray
RequiresGoingRogueOrTrial	int4	
HomeDBID	int4	dbid on home shard, only relevant when visiting
HomeShard	int4	Home shard number
RemoteDBID	int4	Remote dbid when visiting. This is a flag to the home shard that the character is remote.
VisitStartTime	int4	secondsSince2000 at which the character started the visit. Used to ensure they go back home eventually
HomeSGID	int4	Supergroup ID on home shard, only relevant when visiting
HomeLPID	int4	Leveling Pact ID on home shard, only relevant when visiting
ShardVisitorData	unicodestring[128]	Data used during shard visitor transfer. Includes such things as league identifier, target map, target location
RemoteShard	int4	Remote shard when visiting.
DisplayAlignmentStatsToOthers	int4	Flag to denote whether this player's alignment stats (in the Alignment tab in the Player Info window) are visible to other players.
DesiredTeamNumber	int4	Team number I want to be on in end game raid league
LastAutoCommandRunTime	int4	The time that the Auto Command system last ran commands against this Entity.
IsTeamLeader	int4	Promote me to team leader when turnstile starts
LastTurnstileEventID	int4	ID of the last turnstile event I was in
LastTurnstileMission	int4	ID of the last turnstile

			mission I was in
TurnstileTeamLock	int4		Turnstile team lock
PendingCertification0	int4		Certification order we have not heard back from yet
PendingCertification1	int4		Certification order we have not heard back from yet
PendingCertification2	int4		Certification order we have not heard back from yet
PendingCertification3	int4		Certification order we have not heard back from yet
HelperStatus	int4		flag that determines whether the player is a newbie or a vet for help system purposes.
UiSettings4	int4		Bitfield - Misc UI settings
MapOptionRevision	int4		Used to initialize the MapOptions and MapOptions2 values to handle new defaults we want to set.
MapOptions2	int4		Bitfield - Map display options
SelectedContactOnZoneEnter	int4		This contact (stored by handle #) will be selected as soon as the player next ticks, which may be after a mapmove. Currently used by the Contact Finder.
PendingCertificationGrant	int4		Deprecated
TeamupTimer_ActivePlayer	int4		Moment in time when teamup_activePlayer is set to point to teamup (internal)
ValidateCostume	int4		If set, the primary costume should be validated on receipt of account inventory
NumCostumeStored	int4		The number of costume slots stored on this character
DoNotKick	int4		if set, the character will not be kicked for invalid cosutmes, ATs and Powersets
LastTurnstileStartTime	int4		Time that turnstile started
HideOpenSalvageWarning	int1		Option to hide the open salvage warning dialog.
Absorb	float4		Deprecated

	hideStorePiecesState	int1	State of Hide Store Pieces in Tailor
	cursorScale	float4	Scale of the cursor
	NewFeaturesVersion	int4	Last version that New Features window was shown
	Passcode	int4	Last passcode used to enter a supergroup base.
Tray	table		This table contains all information needed for each individual items in a users tray. Each row is a single tray item. There are 10 slots per tray and 10 trays per entity.
	Type	int4	The type of item 1 = Power 6 = Macro 9 = SystemMacro
	InspirationCol	int4	First index to power, players powerset index
	InspirationRow	int4	Second index to power, player power index
	PowerName	attribute	The powers name
	PowerSetName	attribute	The powerset name
	CategoryName	attribute	The category (Primary, Seconday, Pool, etc)
	Command	unicodestring[512]	The command performed if object is a macro
	Icon	unicodestring[512]	The name of the icon to display (if macro)
	Name	unicodestring[64]	The name overlayed on top of icon (if macro)
Friends	table		The Friends table is a list of all of the friends for every character. Each row represents a single friend for a specific character. Each character will likely have multiple entires in the table.
	Id	int4	DB ID - The ContainerID of the character's friend
	Class	attribute	The archetype (class) of the character's friend
	Origin	attribute	The origin of the character's friend
	Description	unicodestring[128]	Unused at the moment.
Windows	table		This table descibes UI windows. It should only contain data if the user has changed the default settings. Each row describes a single window. Every character will have multiple windows.
	xp	int4	X location of window
	yp	int4	Y location of window
	wd	int4	Width of window
	ht	int4	Height of window
	dragFrame	int4	The window is resizable
	mode	int4	If the window is open or closed 2 = displaying 4 = docked

	locked	int4	If The window is attached to its parent
	Color	int4	Color - The color of the window (used for borders and buttons)
	BackColor	int4	Color - The background color of the window (used for filling)
	Scale	float4	The scale to draw the window at.
	Maximized	int4	Is the window maximized.
KeyBinds	table		The KeyBinds table specifies the customized keybinds for each character. There is one keybind for each row, and multiple keybinds for each character.
	Command	unicodestring[512]	The string of the command to be executed when the given key is pressed
	KeyCode	int4	The key code of the key
	Modifier	int4	The modifier of the keystroke 0 = NONE 1 = CTRL 2 = SHIFT 3 = ALT
SuperCostumeParts	table		
	Name	attribute	Name of the bone this piece is attached to.
	Geom	attribute	Name of the geometry to attach to the bone
	Tex1	attribute	Name of the primary texture to apply to this piece.
	Tex2	attribute	Name of the secondary texture to apply to this piece.
	DisplayName	attribute	The displayable name of the piece
	Region	attribute	Which region of the body this is used in. (e.g. head, chest)
	BodySet	attribute	TODO
	Color1	int4	Color - the primary color to apply to this piece
	Color2	int4	Color - the secondary color to apply to this piece
	CostumeNum	int4	The index of the costume that this piece belongs to
	FxName	attribute	The FX name to apply to this piece.
	Color3	int4	Color - the tertiary color to apply to this piece
	Color4	int4	Color - the quaternary color to apply to this piece
VisitedMaps	table		This table stores where the character has been on every static map. For every static map a character has visited, there is row in the VisitedMaps table for that character.
	MapId	int4	Map id - The map ID of the static map
	Cells	ansistring[2048]	Bitmap - a bitmap of the static map indicating which locations have been visited.
FameStrings	table		Fame strings are used by random NPC's passing by to comment on somehting the player has recently done. There can be many strings per player.
	String	unicodestring[256]	The string the npc should say
ChatWindows	table		This table includes all of the UI data for each chat window. Each row describes a single window. There can be multiple windows per Ent.
	TabList	int4	Bitfield - Tabs included in window

	SelectedTab	int4	The selected tab id in the top pane
	SelectedTabBot	int4	The selected tab id in the bottom pane
	Divider	float4	The height of the divider making the chat window two panes.
ChatTabs	table		This describes all the information a chat-tab needs to save. Chat tabs are used to organize communication in the chat window. Each row describes a single chat tab. There can be many tabs per chat window.
	TabName	unicodestring[38]	The name of the tab
	SystemChannels	int4	Bitfield - the set of system channels to display in the tab - Deprecated
	UserChannels	int4	Bitfield - the set of user channels to display in the tab
	TabOptions	int4	Bitfield - where to display tab
	DefaultChannel	int4	The id of the default output channel on this tab.
	DefaultType	int4	If this tab is system created or user created 1 = System 2 = User
	SystemChannelsBitField	ansistring[16]	Bitfield - the set of system channels to display in the tab
ChatChannels	table		This table describes a chat channel, used by the chat window. Each row is a single channel Characters can have multiple channels.
	ChannelName	unicodestring[52]	The name of the channel
	ChannelOptions	int4	Unused
	Color1	int4	Color for this chat channel
	Color2	int4	Color for this chat channel
DefeatRecord	table		TODO: A brief description of this table. Include if this is a 1:1 or 1:n mapping to the ents table. See stat_line_desc below for an example.
	VictorId	int4	TODO
	DefeatTime	int4	TODO
RewardTokens	table		RewardToken table is a list of all the custom player rewards. Each row represents a single reward. Each character can have many rewards.
	PieceName	attribute	The keyname of the reward
	RewardValue	int4	The count (if applicable) of the reward
	RewardTime	int4	reward token timer, usually last time rewarded
RewardTokensActive	table		RewardToken table is a list of all the custom player rewards. Each row represents a single reward. Each character can have many rewards.
	PieceName	attribute	The keyname of the reward
	RewardValue	int4	The count (if applicable) of the reward

	RewardTime	int4	reward token timer, usually last time rewarded
Contacts	table		This table describes a players contacts. An NPC they interact with for mission and story. Each row describes a single contact. Each character will have multiple contacts.
	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
StoryArcs	table		This table describes a players storyarc. A storyline given to them by a contact. Each row describes a single storyarc. Each character will have multiple storyarcs.
	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
Tasks	table		This table describes a players task. A task is given to player by a contact. Each row describes a single task. Each character 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.
SouvenirClues	table		After players complete missions they sometimes get souvenir clues which display a brief re-cap of the story. This table is a list of souvenir clues. Each character can have multiple clues.
	ID	attribute	The clue key
NewspaperHistory	table		This table describes the history of items and people that were a part of a players completed newspaper task. Each row describes a single newspaper history. Each character will have one newspaper history.
	NTHIndexItem	int4	Contains the index of the oldest ITEM_NAME that has been used part of a players newspaper task
	NTHItem0	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem1	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem2	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem3	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem4	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem5	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem6	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem7	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem8	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem9	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem10	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem11	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem12	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem13	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
	NTHItem14	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task

NTHItem15	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
NTHItem16	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
NTHItem17	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
NTHItem18	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
NTHItem19	attribute	Keeps track of one of the last 20 ITEM_NAMES that have been used in a players newspaper task
NTHIndexPerson	int4	Contains the index of the oldest PERSON_NAME that has been used part of a players newspaper task
NTHPerson0	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson1	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson2	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson3	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson4	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson5	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson6	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson7	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson8	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson9	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson10	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson11	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson12	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
NTHPerson13	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task

	NTHPerson14	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
	NTHPerson15	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
	NTHPerson16	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
	NTHPerson17	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
	NTHPerson18	attribute	Keeps track of one of the last 20 PERSON_NAMES that have been used in a players newspaper task
	NTHPerson19	attribute	Keeps track of the last 20 PERSON_NAMES that have been used in a players newspaper task
PetNames	table		This table stores the custom names a player has for their pets. Each individual pet that has been assigned a name has their own row.
	PowerName	ansistring[256]	The internal name of the power that creates the pet
	PetNumber	int4	The 0-based index of the pet. For instance, for a first level Mastermind power this could be 0-2
	PetName	unicodestring[32]	The custom name of the pet.
	EntityDef	ansistring[256]	The internal name of the entity def that creates the pet
MapHistory	table		This table has a list of all of the maps a player has been to since the last static map.
	MapType	int4	The type of map: 0 = Static 1 = Mission 2 = Arena 3 = Base
	MapID	int4	The unique id for the map. Map number for static and mission maps, event id for arenas, and supergroup id for bases
	PosX	float4	Last location of the character on the map.
	PosY	float4	Last location of the character on the map.
	PosZ	float4	Last location of the character on the map.
	OrientP	float4	Orientation of the character the last time they were on the map.
	OrientY	float4	Orientation of the character the last time they were on the map.
	OrientR	float4	Orientation of the character the last time they were on the map.
InvBaseDetail	table		TODO: A brief description of this table. Include if this is a 1:1 or 1:n mapping to the ents table. See stat_line_desc below for an example.
	name	attribute	TODO
	amount	int4	TODO

CombatMonitorStat	table		The Combat Monitor Stats table is a list of unique keys OF attributes the player is currently monitoring Each row represents a key/index pair character will likely have multiple entires in the table.
	iKey	int4	Key to the attribute description
	iOrder	int4	Order in the list
RecentBadge	table		The most recent 50 badges awarded to the player Each row gives the badge index and time awarded Characters can have 0 to 50 of these.
	Idx	int4	Index of the badge
	TimeAwarded	int4	When the badge was earned
BadgeMonitor	table		The badge monitor info is a list of pairs of badge indices and positionin the display list for that badge's progress bar Characters can have 0 to 10 of these.
	iIdx	int4	Index of the badge
	iOrder	int4	Order in the list
Ignore	table		The Ignore table is a list of player ids the character is ignoring. Each row is a single person ignored. Every character can ignore multiple players.
	authid	int4	The auth id of an ignored player
GmailClaims	table		This table stores the state of characters gmail claims. There can be 1 for every gmail in flight. The three states are none, trying to claim, claimed (waiting for ack).
	MailId	int4	Mail id - The mail ID of the gmail
	GmailClaimState	int1	Saves the gmail claim state. (none->trying to claim->claimed and waiting for chat ack->none)
GmailPending	table		This table stores the state of pending gmail transactions. There can only be one in process at any time (waiting for ack).
	MailId	int4	Mail id - The mail ID of the gmail
	XactID	int4	Transaction ID of the pending transaction
	GmailXactState	int4	Current state of the pending transaction
	Influence	int4	Influence being sent
	RequestTime	int4	Time stamp when this request was made
	Subject	unicodestring[320]	Subject of message being sent
	Attachment	unicodestring[510]	Attachment of message being sent (if any)
	Recipient	unicodestring[64]	Recipient of message being sent
	Inventory	unicodestring[510]	Pending inventory to be given to character (if any)
	BankedInfluence	int4	Influence that was attempted to be rewarded, but couldn't be for some reason
	Body	unicodestring(max)	Body of message being sent
QueuedRewardTables	table		This table stores the queued rewards tables.
	Name	unicodestring[256]	Subject of message being sent
	Vgroup	int4	Villain group of the reward

	Level	int4		Reward level
MARTYTracks	table		This table stores the state of the MARTY throttle data. There can be multiple tracks for each type of experience gain we are tracking.	
	MARTYPerMinuteAccum	int4	Current Exp accumulated this minute	
	MARTYRingBuffer	ansistring[960]	All Ring Buffer Data	
	MARTYCurrentMinute	int4	Current Minute	
	MARTYRingBufferLoc	int4	Ring Buffer Location	
	MARTY5MinSum	int4	5 Minute Sum	
	MARTY15MinSum	int4	15 Minute Sum	
	MARTY30MinSum	int4	30 Minute Sum	
	MARTY60MinSum	int4	60 Minute Sum	
	MARTY120MinSum	int4	120 Minute Sum	
	MARTYThrottled	int4	Amount of time left throttling	
CertificationHistory	table		This table holds a character history of interactions with certifications	
	claimed	int4	Number of items claimed by character	
	deleted	int4	Number of deleted items, not actually deleted, just hidden on UI	
	Name	ansistring(max)	Unique description for this item	
CompletedOrders	table		The CompleteOrder table specifies the list of orders that AccountServer can resolve as fully completed.	
	OrderId0		int4	order id
	OrderId1		int4	order id
	OrderId2		int4	order id
	OrderId3		int4	order id
PendingOrders	table		The PendingOrder table specifies the list of orders that the map has rewarded, but the AccountServer cannot yet resolve as fully completed.	
	OrderId0		int4	order id
	OrderId1		int4	order id
	OrderId2		int4	order id
	OrderId3		int4	order id

Powers	table	Each power a character owns has a row in the Powers table. Therefore, there will likely be multiple rows in the table for each character.	
	PowerID	int4	An ID used to relate boosts (enhancements) to this power. All boosts which specify this power ID are slotted into this power.
	CategoryName	attribute	The power is identified by the CategoryName, the PowerSetName within the category, and the PowerName within the power set.
	PowerSetName	attribute	The power is identified by the CategoryName, the PowerSetName within the category, and the PowerName within the power set.
	PowerName	attribute	The power is identified by the CategoryName, the PowerSetName within the category, and the PowerName within the power set.
	PowerLevelBought	int4	The 0-based character level at which the power was selected.
	PowerNumBoostsBought	int4	The number of extra boost (enhancement) slots the character has assigned to this power.
	PowerSetLevelBought	int4	The 0-based character level at which the power set was bought.

NumCharges	int4	If the power has a limited number of charges, the number remaining before it is removed.	
UsageTime	float4	If the power has limited time usage, how much time remains before it is removed.	
CreationTime	int4	SecsSince2000 - The time when the power was granted or selected	
RechargedAt	int4	SecsSince2000 - The time when the power will be recharged	
Active	int1	Bitfield = Specifies if the power is active and if it is the default power 1 = Active 2 = Default	
Var0	float4	Unused - (Invention system)	
Var1	float4	Unused - (Invention system)	
Var2	float4	Unused - (Invention system)	
Var3	float4	Unused - (Invention system)	
SlottedPowerupsMask	int4	Unused - (Invention system)	
PowerupSlotType0	int4	Unused - (Invention system)	
PowerupSlotId0	int4	Unused - (Invention system)	
PowerupSlotType1	int4	Unused - (Invention system)	
PowerupSlotId1	int4	Unused - (Invention system)	
PowerupSlotType2	int4	Unused - (Invention system)	
PowerupSlotId2	int4	Unused - (Invention system)	
PowerupSlotType3	int4	Unused - (Invention system)	
PowerupSlotId3	int4	Unused - (Invention system)	
PowerupSlotType4	int4	Unused - (Invention system)	
PowerupSlotId4	int4	Unused - (Invention system)	
PowerupSlotType5	int4	Unused - (Invention system)	
PowerupSlotId5	int4	Unused - (Invention system)	
PowerupSlotType6	int4	Unused - (Invention system)	
PowerupSlotId6	int4	Unused - (Invention system)	
PowerupSlotType7	int4	Unused - (Invention system)	
PowerupSlotId7	int4	Unused - (Invention system)	
PowerupSlotType8	int4	Unused - (Invention system)	
PowerupSlotId8	int4	Unused - (Invention system)	
PowerupSlotType9	int4	Unused - (Invention system)	
PowerupSlotId9	int4	Unused - (Invention system)	
AvailableTime	float4	If the power has in-game limited time usage, how much time it has been available to the player.	
BuildNum	int4	Zero based build number this lives in	
Disabled	int1	If this is true, the power is grayed out and unusable. Added for Universal Enhancements.	
InstanceBought	int4	Instance this power was bought in	
UniqueID	int4	Identifier for this power, unique per Character.	
Boosts	table	Each boost (enhancement) a character owns has a row in the Boosts table. Therefore, there will likely be multiple rows in the table for each character.	
PowerID	int4	The ID of the power in the Powers table specifying where this boost is slotted.	
Idx	int4	The index of the slot where this boost is slotted, or -1 if the boost is in the character's inventory.	

CategoryName		attribute	The boost is identified by the CategoryName, the PowerSetName within the category, and the BoostName within the power set.
PowerSetName		attribute	The boost is identified by the CategoryName, the PowerSetName within the category, and the BoostName within the power set.
BoostName		attribute	The boost is identified by the CategoryName, the PowerSetName within the category, and the BoostName within the power set.
Level		int4	The 0-based level of the boost
NumCombines		int4	The number of times the boost has been combined with another.
Var0		float4	Unused - (Invention system)
Var1		float4	Unused - (Invention system)
Var2		float4	Unused - (Invention system)
Var3		float4	Unused - (Invention system)
SlottedPowerupsMask		int4	Unused - (Invention system)
PowerupSlotType0		int4	Unused - (Invention system)
PowerupSlotId0		int4	Unused - (Invention system)
PowerupSlotType1		int4	Unused - (Invention system)
PowerupSlotId1		int4	Unused - (Invention system)
PowerupSlotType2		int4	Unused - (Invention system)
PowerupSlotId2		int4	Unused - (Invention system)
PowerupSlotType3		int4	Unused - (Invention system)
PowerupSlotId3		int4	Unused - (Invention system)
PowerupSlotType4		int4	Unused - (Invention system)
PowerupSlotId4		int4	Unused - (Invention system)
PowerupSlotType5		int4	Unused - (Invention system)
PowerupSlotId5		int4	Unused - (Invention system)
PowerupSlotType6		int4	Unused - (Invention system)
PowerupSlotId6		int4	Unused - (Invention system)
PowerupSlotType7		int4	Unused - (Invention system)
PowerupSlotId7		int4	Unused - (Invention system)
PowerupSlotType8		int4	Unused - (Invention system)
PowerupSlotId8		int4	Unused - (Invention system)
PowerupSlotType9		int4	Unused - (Invention system)
PowerupSlotId9		int4	Unused - (Invention system)
Inspirations		table	Each inspiration a character owns has a row in the Inspirations table. Therefore, there will likely be multiple rows in the table for each character.
	Col	int4	The column the inspiration is at in the inspiration window.
	Row	int4	The row the inspiration is at in the inspiration window.
	CategoryName	attribute	The inspiration is identified by the CategoryName, the PowerSetName within the category, and the PowerName within the power set.
	PowerSetName	attribute	The inspiration is identified by the CategoryName, the PowerSetName within the category, and the PowerName within the power set.
	PowerName	attribute	The inspiration is identified by the CategoryName, the PowerSetName within the category, and the PowerName within the power set.
AttribMods		table	Every power which is currently affecting a character will put one or more AttribMods on them. Therefore, there will likely be multiple rows in the table for each character.
	Idx	int4	Specifies which part of the power this AttribMod is from.
	IdxAttrib	int4	Specifies which attribute in the template this AttribMod was created

		from.
CategoryName	attribute	The power is identified by the CategoryName, the PowerSetName within the category, and the PowerName within the power set.
PowerSetName	attribute	The power is identified by the CategoryName, the PowerSetName within the category, and the PowerName within the power set.
PowerName	attribute	The power is identified by the CategoryName, the PowerSetName within the category, and the PowerName within the power set.
Duration	float4	Seconds - how long the AttribMod affects the character overall
Magnitude	float4	How stringly the AttribMod affects the character.
Timer	float4	Seconds - how much longer the AttribMod will affect the character.
TickChance	float4	Percent - how likely it is that the attribmod will be applied each tick.
UiD	int4	Unique ID
PetFlags	int4	Unique ID
CustomFXToken	attribute	Custom FX Token to launch the effect when it zones.
PrimaryTint	int4	Primary Tint Color
SecondaryTint	int4	Secondary Tint Color
SuppressedByStacking	int1	Is this mod suppressed by something that has kStackType_Suppress?

Stats	table	The Stats table keeps records of various statistics which roll over and expire periodically. These are the statistics which are used to show the Top Ten lists on the kiosks.

Each row in the table records all the periodic information for all aspects of a given statistic. There will likely be several rows for each character.
Periods:
Today = The value for the last calendar day the character was logged in.
Yesterday = The value for the day before the last calendar day the character was logged in.
This_Month = The cumulative value for all the days in the month that the character was last logged in.
Last_Month = The cumulative value for all the days in the previous month that the character was last logged in.
Aspects:
General = General and overall value
Kills = Number of kills
Deaths = Number of deaths
Time = Time spent
XP = Experience earned
Influence = Influence earned
Wisdom = Wisdom earned

Name	attribute	The name of the statistic
General_Today	int4	The value of the statistic for a given aspect and period.
General_Yesterday	int4	The value of the statistic for a given aspect and period.
General_ThisMonth	int4	The value of the statistic for a given aspect and period.
General_LastMonth	int4	The value of the statistic for a given aspect and period.
Kills_Today	int4	The value of the statistic for a given aspect and period.
Kills_Yesterday	int4	The value of the statistic for a given aspect and period.
Kills_ThisMonth	int4	The value of the statistic for a given aspect and period.
Kills_LastMonth	int4	The value of the statistic for a given aspect and period.
Deaths_Today	int4	The value of the statistic for a given aspect and period.
Deaths_Yesterday	int4	The value of the statistic for a given aspect and period.
Deaths_ThisMonth	int4	The value of the statistic for a given aspect and period.
Deaths_LastMonth	int4	The value of the statistic for a given aspect and period.
Time_Today	int4	The value of the statistic for a given aspect and period.
Time_Yesterday	int4	The value of the statistic for a given aspect and period.

	Time_ThisMonth	int4	The value of the statistic for a given aspect and period.
	Time_LastMonth	int4	The value of the statistic for a given aspect and period.
	XP_Today	int4	The value of the statistic for a given aspect and period.
	XP_Yesterday	int4	The value of the statistic for a given aspect and period.
	XP_ThisMonth	int4	The value of the statistic for a given aspect and period.
	XP_LastMonth	int4	The value of the statistic for a given aspect and period.
	Influence_Today	int4	The value of the statistic for a given aspect and period.
	Influence_Yesterday	int4	The value of the statistic for a given aspect and period.
	Influence_ThisMonth	int4	The value of the statistic for a given aspect and period.
	Influence_LastMonth	int4	The value of the statistic for a given aspect and period.
	Wisdom_Today	int4	The value of the statistic for a given aspect and period.
	Wisdom_Yesterday	int4	The value of the statistic for a given aspect and period.
	Wisdom_ThisMonth	int4	The value of the statistic for a given aspect and period.
	Wisdom_LastMonth	int4	The value of the statistic for a given aspect and period.
	Architect_XP_Today	int4	The value of the statistic for a given aspect and period.
	Architect_XP_Yesterday	int4	The value of the statistic for a given aspect and period.
	Architect_XP_ThisMonth	int4	The value of the statistic for a given aspect and period.
	Architect_XP_LastMonth	int4	The value of the statistic for a given aspect and period.
	Architect_Influence_Today	int4	The value of the statistic for a given aspect and period.
	Architect_Influence_Yesterday	int4	The value of the statistic for a given aspect and period.
	Architect_Influence_ThisMonth	int4	The value of the statistic for a given aspect and period.
	Architect_Influence_LastMonth	int4	The value of the statistic for a given aspect and period.

CostumeParts table The CostumeParts table specifies the costumes for all the characters.
Each costume a character owns is represented with multiple rows in the table.

	Name	attribute	Name of the bone this piece is attached to.
	Geom	attribute	Name of the geometry to attach to the bone
	Tex1	attribute	Name of the primary texture to apply to this piece.
	Tex2	attribute	Name of the secondary texture to apply to this piece.
	DisplayName	attribute	The displayable name of the piece
	Region	attribute	Which region of the body this is used in. (e.g. head, chest)
	BodySet	attribute	TODO
	Color1	int4	Color - the primary color to apply to this piece
	Color2	int4	Color - the secondary color to apply to this piece
	CostumeNum	int4	The index of the costume that this piece belongs to
	FxName	attribute	The FX name to apply to this piece.
	Color3	int4	Color - the tertiary color to apply to this piece
	Color4	int4	Color - the quaternary color to apply to this piece

Appearance table The Appearance table specifies the basic structure for each character's avatar.
Each character has a single row in the Appearance table.

	BodyType	int4	Specifies the body type (skeleton) used by the character 0 = Male 1 = Female 4 = Huge
	ColorSkin	int4	The color of the character's skin.
	BodyScale	float4	The basic scales of the various overall body parts
	BoneScale	float4	The basic scales of the various overall body parts

HeadScale	float4	The basic scales of the various overall body parts
ShoulderScale	float4	The basic scales of the various overall body parts
ChestScale	float4	The basic scales of the various overall body parts
WaistScale	float4	The basic scales of the various overall body parts
HipScale	float4	The basic scales of the various overall body parts
LegScale	float4	The basic scales of the various overall body parts
ConvertedScale	int4	Chacters made before body scaling had to be converted to new system. If this is set, that conversion has happened.
HeadScales	int4	The scales for the head shape. These are vec3's compressed into integer format.
BrowScales	int4	The scales for the head shape. These are vec3's compressed into integer format.
CheekScales	int4	The scales for the head shape. These are vec3's compressed into integer format.
ChinScales	int4	The scales for the head shape. These are vec3's compressed into integer format.
CraniumScales	int4	The scales for the head shape. These are vec3's compressed into integer format.
JawScales	int4	The scales for the head shape. These are vec3's compressed into integer format.
NoseScales	int4	The scales for the head shape. These are vec3's compressed into integer format.
SuperPrimary	int4	Bitfield - For the Supergroup costume, determines if primary color is original or one of the supergroup colors
SuperSecondary	int4	Bitfield - For the Supergroup costume, determines if secondary color is original or one of the supergroup colors
SuperPrimary2	int4	Bitfield - For the Supergroup costume, SuperPrimary was not large enough for all parts
SuperSecondary2	int4	Bitfield - For the Supergroup costume, SuperSecondary was not large enough for all parts
SuperTertiary	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperQuaternary	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperPrimaryAux1	int4	Bitfield - For the Supergroup costume, determines if primary color is original or one of the supergroup colors
SuperSecondaryAux1	int4	Bitfield - For the Supergroup costume, determines if secondary color is original or one of the supergroup colors
SuperPrimary2Aux1	int4	Bitfield - For the Supergroup costume, SuperPrimary was not large enough for all parts
SuperSecondary2Aux1	int4	Bitfield - For the Supergroup costume, SuperSecondary was not large enough for all parts
SuperTertiaryAux1	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperQuaternaryAux1	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
PowerColorPrimary1	int4	Unused - Power customization prototyping
PowerColorPrimary2	int4	Unused - Power customization prototyping
PowerColorSecondary1	int4	Unused - Power customization prototyping
PowerColorSecondary2	int4	Unused - Power customization prototyping

SuperPrimaryAux2	int4	Bitfield - For the Supergroup costume, determines if primary color is original or one of the supergroup colors
SuperSecondaryAux2	int4	Bitfield - For the Supergroup costume, determines if secondary color is original or one of the supergroup colors
SuperPrimary2Aux2	int4	Bitfield - For the Supergroup costume, SuperPrimary was not large enough for all parts
SuperSecondary2Aux2	int4	Bitfield - For the Supergroup costume, SuperSecondary was not large enough for all parts
SuperTertiaryAux2	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperQuaternaryAux2	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperPrimaryAux3	int4	Bitfield - For the Supergroup costume, determines if primary color is original or one of the supergroup colors
SuperSecondaryAux3	int4	Bitfield - For the Supergroup costume, determines if secondary color is original or one of the supergroup colors
SuperPrimary2Aux3	int4	Bitfield - For the Supergroup costume, SuperPrimary was not large enough for all parts
SuperSecondary2Aux3	int4	Bitfield - For the Supergroup costume, SuperSecondary was not large enough for all parts
SuperTertiaryAux3	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperQuaternaryAux3	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperPrimaryAux4	int4	Bitfield - For the Supergroup costume, determines if primary color is original or one of the supergroup colors
SuperSecondaryAux4	int4	Bitfield - For the Supergroup costume, determines if secondary color is original or one of the supergroup colors
SuperPrimary2Aux4	int4	Bitfield - For the Supergroup costume, SuperPrimary was not large enough for all parts
SuperSecondary2Aux4	int4	Bitfield - For the Supergroup costume, SuperSecondary was not large enough for all parts
SuperTertiaryAux4	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperQuaternaryAux4	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperPrimaryAux5	int4	Bitfield - For the Supergroup costume, determines if primary color is original or one of the supergroup colors
SuperSecondaryAux5	int4	Bitfield - For the Supergroup costume, determines if secondary color is original or one of the supergroup colors
SuperPrimary2Aux5	int4	Bitfield - For the Supergroup costume, SuperPrimary was not large enough for all parts
SuperSecondary2Aux5	int4	Bitfield - For the Supergroup costume, SuperSecondary was not large enough for all parts
SuperTertiaryAux5	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
SuperQuaternaryAux5	int4	Bitfield - For the Supergroup costume, some parts have 4 colors, determines which color is used for supergorup mode
PrimaryPowerToken	attribute	Unused - Power customization prototyping
SecondaryPowerToken	attribute	Unused - Power customization prototyping
SuperColorSet	int4	Currently selected super group color set

PowerCustomizations table The powerCustomization table specifies the custom powers for all the characters.
Each costume a character owns is represented with multiple rows in the table.

PowerCatName	attribute	Power Category Name - Category of the power
PowerSetName	attribute	Power Set Name - Set of the power
PowerName	attribute	Power Name - Name of the power
Color1	int4	Color - the primary color to apply to this power
Color2	int4	Color - the primary color to apply to this power
Token	attribute	Token
SlotId	int4	SlotId of this customization