`id` INT(11) NOT NULL AUTO\_INCREMENT,

`level` TINYINT(2) UNSIGNED NOT NULL DEFAULT '0',

`race` SMALLINT(5) UNSIGNED NOT NULL DEFAULT '0',

`class` TINYINT(2) UNSIGNED NOT NULL DEFAULT '0',

`bodytype` INT(11) NOT NULL DEFAULT '1',

`hp` INT(11) NOT NULL DEFAULT '0',

`mana` INT(11) NOT NULL DEFAULT '0',

`gender` TINYINT(2) UNSIGNED NOT NULL DEFAULT '0',

`texture` TINYINT(2) UNSIGNED NOT NULL DEFAULT '0',

`helmtexture` TINYINT(2) UNSIGNED NOT NULL DEFAULT '0',

`herosforgemodel` INT(11) NULL DEFAULT '0',

`size` FLOAT NOT NULL DEFAULT '0',

`hp\_regen\_rate` INT(11) UNSIGNED NOT NULL DEFAULT '0',

`mana\_regen\_rate` INT(11) UNSIGNED NOT NULL DEFAULT '0',

`loottable\_id` INT(11) UNSIGNED NOT NULL DEFAULT '0',

`merchant\_id` INT(11) UNSIGNED NOT NULL DEFAULT '0',

`alt\_currency\_id` INT(11) UNSIGNED NOT NULL DEFAULT '0',

`npc\_spells\_id` INT(11) UNSIGNED NOT NULL DEFAULT '0',

`npc\_spells\_effects\_id` INT(11) UNSIGNED NOT NULL DEFAULT '0',

`npc\_faction\_id` INT(11) NOT NULL DEFAULT '0',

`adventure\_template\_id` INT(10)

`trap\_template` INT(10) UNSIGNED NULL DEFAULT '0',

`mindmg` INT(10) UNSIGNED NOT NULL DEFAULT '0',

`maxdmg` INT(10) UNSIGNED NOT NULL DEFAULT '0',

`attack\_count` SMALLINT(6) NOT NULL DEFAULT '-1',

`aggroradius` INT(10) UNSIGNED NOT NULL DEFAULT '0',

`assistradius` INT(10) UNSIGNED NOT NULL DEFAULT '0',

`face` INT(10) UNSIGNED NOT NULL DEFAULT '1',

`luclin\_hairstyle` INT(10) UNSIGNED NOT NULL DEFAULT '1',

`luclin\_haircolor` INT(10) UNSIGNED NOT NULL DEFAULT '1',

`luclin\_eyecolor` INT(10) UNSIGNED NOT NULL DEFAULT '1',

`luclin\_eyecolor2` INT(10) UNSIGNED NOT NULL DEFAULT '1',

`luclin\_beardcolor` INT(10) UNSIGNED NOT NULL DEFAULT '1',

`luclin\_beard` INT(10) UNSIGNED NOT NULL DEFAULT '0',

`drakkin\_heritage` INT(10) NOT NULL DEFAULT '0',

`drakkin\_tattoo` INT(10) NOT NULL DEFAULT '0',

`drakkin\_details` INT(10) NOT NULL DEFAULT '0',

`armortint\_id` INT(10) UNSIGNED NOT NULL DEFAULT '0',

`armortint\_red` TINYINT(3) UNSIGNED NOT NULL DEFAULT '0',

`armortint\_green` TINYINT(3) UNSIGNED NOT NULL DEFAULT '0',

`armortint\_blue` TINYINT(3) UNSIGNED NOT NULL DEFAULT '0',

`d\_melee\_texture1` INT(11) NOT NULL DEFAULT '0',

`d\_melee\_texture2` INT(11) NOT NULL DEFAULT '0',

`prim\_melee\_type` TINYINT(4)

`sec\_melee\_type` TINYINT(4) UNSIGNED NOT NULL DEFAULT '28',

`ranged\_type` TINYINT(4) UNSIGNED NOT NULL DEFAULT '7',

`runspeed` FLOAT NOT NULL DEFAULT '0',

`MR` SMALLINT(5) NOT NULL DEFAULT '0',

`CR` SMALLINT(5) NOT NULL DEFAULT '0',

`DR` SMALLINT(5) NOT NULL DEFAULT '0',

`FR` SMALLINT(5) NOT NULL DEFAULT '0',

`PR` SMALLINT(5) NOT NULL DEFAULT '0',

`Corrup` SMALLINT(5) NOT NULL DEFAULT '0',

`PhR` SMALLINT(5) UNSIGNED NOT NULL DEFAULT '0',

`see\_invis` SMALLINT(4) NOT NULL DEFAULT '0',

`see\_invis\_undead` SMALLINT(4) NOT NULL DEFAULT '0',

`qglobal` INT(2) UNSIGNED NOT NULL DEFAULT '0',

`AC` SMALLINT(5) NOT NULL DEFAULT '0',

`npc\_aggro` TINYINT(4) NOT NULL DEFAULT '0',

`spawn\_limit` TINYINT(4) NOT NULL DEFAULT '0',

`attack\_speed` FLOAT NOT NULL DEFAULT '0',

`attack\_delay` TINYINT(3) UNSIGNED NOT NULL DEFAULT '30',

`findable` TINYINT(4) NOT NULL DEFAULT '0',

`STR` MEDIUMINT(8) UNSIGNED NOT NULL DEFAULT '75',

`STA` MEDIUMINT(8) UNSIGNED NOT NULL DEFAULT '75',

`DEX` MEDIUMINT(8) UNSIGNED NOT NULL DEFAULT '75',

`AGI` MEDIUMINT(8) UNSIGNED NOT NULL DEFAULT '75',

`\_INT` MEDIUMINT(8) UNSIGNED NOT NULL DEFAULT '80',

`WIS` MEDIUMINT(8) UNSIGNED NOT NULL DEFAULT '75',

`CHA` MEDIUMINT(8) UNSIGNED NOT NULL DEFAULT '75',

`see\_hide` TINYINT(4) NOT NULL DEFAULT '0',

`see\_improved\_hide` TINYINT(4) NOT NULL DEFAULT '0',

`trackable` TINYINT(4) NOT NULL DEFAULT '1',

`isbot` TINYINT(4) NOT NULL DEFAULT '0',

`exclude` TINYINT(4) NOT NULL DEFAULT '1',

`ATK` MEDIUMINT(9) NOT NULL DEFAULT '0',

`Accuracy` MEDIUMINT(9) NOT NULL DEFAULT '0',

`Avoidance` MEDIUMINT(9) UNSIGNED NOT NULL DEFAULT '0',

`slow\_mitigation` SMALLINT(4) NOT NULL DEFAULT '0',

`version` SMALLINT(5) UNSIGNED NOT NULL DEFAULT '0',

`maxlevel` TINYINT(3) NOT NULL DEFAULT '0',

`scalerate` INT(11) NOT NULL DEFAULT '100',

`private\_corpse` TINYINT(3) UNSIGNED NOT NULL DEFAULT '0',

`unique\_spawn\_by\_name` TINYINT(3)

`underwater` TINYINT(3) UNSIGNED NOT NULL DEFAULT '0',

`isquest` TINYINT(3) NOT NULL DEFAULT '0',

`emoteid` INT(10) UNSIGNED NOT NULL DEFAULT '0',

`spellscale` FLOAT NOT NULL DEFAULT '100',

`healscale` FLOAT NOT NULL DEFAULT '100',

`no\_target\_hotkey` TINYINT(1) UNSIGNED NOT NULL DEFAULT '0',

`raid\_target` TINYINT(1) UNSIGNED NOT NULL DEFAULT '0',

`armtexture` TINYINT(2) NOT NULL DEFAULT '0',

`bracertexture` TINYINT(2) NOT NULL DEFAULT '0',

`handtexture` TINYINT(2) NOT NULL DEFAULT '0',

`legtexture` TINYINT(2) NOT NULL DEFAULT '0',

`feettexture` TINYINT(2) NOT NULL DEFAULT '0',

`light` TINYINT(2) NOT NULL DEFAULT '0',

`walkspeed` TINYINT(2) NOT NULL DEFAULT '0',

`peqid` INT(11) NOT NULL DEFAULT '0',

`unique\_` TINYINT(2) NOT NULL DEFAULT '0',

`fixed` TINYINT(2) NOT NULL DEFAULT '0',

`ignore\_despawn` TINYINT(2) NOT NULL DEFAULT '0'