PlayerMatch	
Match	int
Godld	int
Activeld1	int
ActiveId2	int
Active_1	str
Active_2	str
Assists	int
Creeps	int
Damage	int
Damage_Bot	int
Damage_Done_In_Hand	int
Damage_Mitigated	int
Damage_Structure	int
Damage_Taken	int
Damage_Taken_Magical	int
Damage_Taken_Physical	
Deaths	int
Distance_Traveled	int
God	str
Gold	int ·
Healing	int
Healing_Bot	int
Healing_Player_Self	int
ItemId1	int
ItemId2 ItemId3	int int
Itemid3	int
Itemid4	int
Itemid6	int
Item_1	str
Item_2	str
Item_3	str
Item_4	str
Item_5	str
Item_6	str
_ Killing_Spree	int
Kills	int
Level	int
Map_Game	str
Match_Time	str
Minutes	int
Multi_kill_Max	int
Objective_Assists	int
Queue	str
Region	str
Skin	str
SkinId	int
Surrendered	int
TaskForce	int
Team1Score	int
Team2Score	int
Time_In_Match_Seconds	int
Wards_Placed	int
Win_Status	str
Winning_TaskForce	int
playerName	str
items	Item
player	Player

Avatar_URL str Created_Datetime str Leaves int
Avatar_URL str Created_Datetime str Leaves int
Created_Datetime str Leaves int
<b>Leaves</b> int
<b>_evel</b> int
<b>Losses</b> int
<b>MasterLevel</b> int
L <b>ast_Login_Datetime</b> str
Personal_Status_Message str
<b>Region</b> str
<b>Feamld</b> int
<b>Feam_Name</b> str
Total_Achievements int
Total_Worshippers int
<b>Wins</b> int
<b>olayer_matchs</b> PlayerMatch
olayer_gods PlayerGod

int

str

str

str

**ItemDescription** 

PlayerMatch

ItemTier

RootItemId

ShortDesc

itemIcon\_URL

player\_matchs

item\_descriptions

**SecondaryDescription** *str* 

Description

Price

Type





