Character Creator Schema

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user_character_list

- user_id: text
- char_id: text
  PRIMARY KEY
- char_name: text
- char_lvl: int
- race_id: text
- class_id: text
- background_id: text
- alignment: text
- prof_bonus: int
- AC: int
- initiative: int
- speed: int
- max_hp: int
- hit_die_type: text
- num_hit_die: int

char_stat_block

- char_id: text
- strength: int
- dexterity: int
- constitution: int
- intelligence: int
- wisdom: int
- charisma: int

char_traits

- char_id: text
- personality_traits: text
- bonds: text
- flaws: text

char_feats

- char_id: text
- feat_id: text

char_descriptors

- char_id: text
- age: text
- height: text
- weight: text
- eyes: text
- skin: text
- hair: text

char_proficiencies

- char_id: text
- armor_prof: text
- weapon_prof: text
- shield_prof: text
- tool_prof: text
- languages: text

char_skill_list

- char_id: text
- acrobatics: int
- animal_handling: int
- arcana: int
- athletics: int
- deception: int
- history: int
- insight: int
- intimidation: int
- investigation: int
- medicine: int
- nature: int
- perception: int
- performance: int
- persuasion: int
- religion: int
- sleight_of_hand: int
- stealth: int
- survivial: int

char_saving_throws

- char_id: text
- str_saving: int
- dex_saving: int
- con_saving: int
- int_saving: int
- wis_saving: int
- cha_saving: int

char_inventory

- char_id: text
- item_id: text
- item_quantity: text

char_currency

- char_id: text
- cp: int
- sp: int
- ep: int
- gp: int
- pp: int