



Strength- Integer, not null, default 1, min 1, max 30

Initiative - Integer, not null, default 0

Speed - Integer, not null, default 0

Maximum_hit_points - Integer, not null, default 1

Current_hit_points - Integer, not null, default maximum_hit_points, min 0, max maximum_hit_points

Temporary_hit_points - Integer, not null, default 0

Hit_dice_total - Integer, not null, default 1

Hit_dice – varchar(3)

Death_save_success – integer default 0, max 3, min 0

Death_save_failure – integer default 0, max 3, min 0