



Strength- Integer, not null, default 1, min 1, max 30
Strength modifier- $(\text{strength}-10)/2$
Dexterity- Integer, not null, default 1, min 1, max 30
Dexterity modifier- $(\text{strength}-10)/2$
Constitution- Integer, not null, default 1, min 1, max 30
Constitution modifier- $(\text{strength}-10)/2$
Intelligence- Integer, not null, default 1, min 1, max 30
Intelligence modifier- $(\text{strength}-10)/2$
Wisdom- Integer, not null, default 1, min 1, max 30
Wisdom modifier- $(\text{strength}-10)/2$
Charisma- Integer, not null, default 1, min 1, max 30
Charisma modifier- $(\text{strength}-10)/2$