Table 1

User

Field	Type	Options
_id	ObjectId	
username	String	{ required : true }
password	String	{ required : true }
party	ObjectId	{ ref : Players }
enemies	ObjectId	{ ref: Monsters }
savedEncounters	ObjectId	{ ref: Encounters }

Player

Field	Type	Options
_id	ObjectId	
charname	String	{ required : true }
class	String	{ required : true }
hp	Number	{ required : true }
ac	Number	{ required : true }
level	Number	{ required : true }

Monster

Field	Type	Options
_id	ObjectId	
name	String	{ required : true }
cr	Number	{ required : true }
xp	Number	{ required : true }
hp	Number	{ required : true }

Encounter

Field	Type	Options
_id	ObjectId	
name	String	{ required : true }
difficulty	Number	
enemies	ObjectId	{ ref : Monster}
party	ObjectId	{ ref : Player }