User (**id**, **username**, **email**, password, pfp, status)

Character (**id**, user id, name, naition id, path id, level, *stats id*, *skills id*, *equipment id*, *inventory id*)

Stats (**id**, *character id*, str, dex, end, int, cha, wil)

Skills (**id**, name, descripton)

CharacterSkills (**id**, *character id*, id, id, id, …)

Equipment (**id**, *character id*, left hand, right hand, armour)

Inventory (**id**, *character id*, *item x id (10)*)

Nation (**id**, name, description, picture)

PathGroups (**id**, name, description)

Paths (**id**, group\_id, name, description)

Weapons (**id**, name, dice, description, **properties**)

Armour (**id**, name, armour value, description, dex\_mod)

Items (**id**, name, description)