

## Tables:

- **characters**

- **id (INT)**: Primary key, auto-increments
- **id\_sub\_race\_id (INT)**: Foreign key referencing sub\_races.id
- **id\_sub\_classes\_id (INT)**: Foreign key referencing sub\_classes.id
- **id\_users\_id (INT)**: Foreign key referencing user.id (user who created the character)
- **id\_level\_id (INT)**: Foreign key referencing levels.id
- **name (VARCHAR(50))**: Name of the character
- **strength (INT)**: Character's strength stat
- **dexterity (INT)**: Character's dexterity stat
- **constitution (INT)**: Character's constitution stat
- **intelligence (INT)**: Character's intelligence stat
- **wisdom (INT)**: Character's wisdom stat
- **charisma (INT)**: Character's charisma stat
- **ability\_score\_bonus1 (VARCHAR(20))**: Character's first ability score bonus
- **ability\_score\_bonus2 (VARCHAR(20))**: Character's second ability score bonus
- **is\_public (TINYINT(1))**: Whether the character is publicly viewable (1) or not (0)
- **is\_flagged (TINYINT(1))**: Whether the character is flagged for moderation (1) or not (0)

- **classes**

- **id (INT)**: Primary key, auto-increments
- **subclass\_unlock\_id (INT)**: Foreign key referencing levels.id (level required to unlock subclass)
- **name (VARCHAR(20))**: Name of the class
- **starting\_hp (INT)**: Starting hit points for the class
- **on\_level\_up\_hp (INT)**: Hit points gained per level for the class
- **saving\_throw\_proficiency1 (VARCHAR(50))**: First saving throw proficiency for the class

- **saving\_throw\_proficiency2 (VARCHAR(50))**: Second saving throw proficiency for the class
- **classes\_spells**
  - **id (INT)**: Primary key, auto-increments
  - **id\_sub\_classes\_id (INT)**: Foreign key referencing sub\_classes.id
  - **id\_spell\_id (INT)**: Foreign key referencing spells.id
  - **id\_level\_id (INT)**: Foreign key referencing levels.id (level at which the spell is learned)
- **commentaries**
  - **id (INT)**: Primary key, auto-increments
  - **author\_id (INT)**: Foreign key referencing user.id (user who wrote the comment)
  - **build\_id (INT)**: Foreign key referencing characters.id (character the comment is about)
  - **response\_id (INT)**: Foreign key referencing commentaries.id (parent comment for replies)
  - **text (VARCHAR(255))**: Content of the comment
  - **created\_at (DATETIME)**: Date and time the comment was created
  - **modified\_at (DATETIME)**: Date and time the comment was last modified
  - **is\_flagged (TINYINT(1))**: Whether the comment is flagged for moderation (1) or not (0)
- **levels**
  - **id (INT)**: Primary key, auto-increments
  - **level (INT)**: The level number
- **races**
  - **id (INT)**: Primary key, auto-increments
  - **name (VARCHAR(20))**: Name of the race
- **races\_spells**
  - **id (INT)**: Primary key, auto-increments
  - **id\_level\_id (INT)**: Foreign key referencing levels.id (level at which the spell is learned)
  - **id\_sub\_race\_id (INT)**: Foreign key referencing sub\_races.id

- **id\_spell\_id (INT)**: Foreign key referencing spells.id
  - **reset\_password\_request**
    - **id (INT)**: Primary key, auto-increments
    - **user\_id (INT)**: Foreign key referencing user.id (user requesting password reset)
    - **selector (VARCHAR(20))**
    - **hashed\_token (VARCHAR(100))**
    - **requested\_at (DATETIME)**: Date and time the password reset was requested
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