write html code for players page which will display the player name, an image of them, their class, job, and a space for a bio. All DND stats such as skills, hp, inventory, equipment, that can be edited by the user. These stats that are changed by the user should be remembered even after the page is closed and reopened.

32 bit pixel art of a gothic fantasy Half elf with short brown hair wearing a leather outfit, equipped with a short sword on his hip and a rifle on his back, full body view from the front, video game sprite art, on a dirt path, video game art, no background, detailed --ar 3:4

32 bit pixel art of a gothic fantasy Half elf with short brown hair wearing a leather outfit, equipped with a short sword on his hip and a rifle on his back, full body view from the front, video game sprite art, on a dirt path, video game art, no background, detailed --ar 3:4

**32 bit pixel art of a gothic fantasy Half elf with short brown hair wearing a leather outfit, equipped with a short sword, rifle on his back, full body view from the front, video game sprite art, on a dirt path, video game art, no background, detailed --ar 3:4**

32 bit pixel art of a gothic fantasy INSERT DESCRIPTION, full body view from the front, video game sprite art, on a dirt path, video game art, no background, detailed --ar 3:4

32 bit pixel art of a gothic DnD human priest wearing a suit and an overcoat carrying his holy text and surrounded in a faint holy glow, full body view from the front, video game sprite art, on a dirt path, video game art, no background, detailed --ar 3:4

32 bit pixel art of a gothic fantasy Bugbear with a longbow and steel armor, full body view from the front, video game sprite art, on a dirt path, video game art, no background, detailed --ar 3:4

Avaria is a continent brimming with natural wonders, inhabited by dozens of species found nowhere else in the world. Its vast and diverse landscape ranges from rolling plains to dense forests, scorching deserts to towering mountains, and two great lakes and numerous rivers that provide crucial resources to its inhabitants.

Despite being a relatively young country, Avaria has a rich and complex history. It was initially home to the Kaltok people, who had a deep connection to the land and its natural inhabitants. However, as settlers arrived and expanded westward, conflicts arose, leading to an uneasy and sometimes violent relationship between the two groups.

The most common language spoken in Avaria is Common, but there are also many regional dialects and languages spoken by the indigenous species. Religion plays an important role in the lives of many Avarians, with the most popular being the Garthen religion. This monotheistic faith centers around Garth, a god who embodies the natural world and its cycles. Its followers believe in living in harmony with nature and respecting the delicate balance of the ecosystem.

Avaria is also home to many legendary creatures, some of which have only been glimpsed by a lucky few. These elusive and mysterious creatures have become the stuff of legend and continue to fascinate and inspire the people of Avaria. Despite its challenges and conflicts, Avaria is a land of untold beauty and untapped potential, with a rich history and a bright future.

The economy of Avaria is heavily dependent on the mining of valuable metals, stones, and gems found in the mountains. These precious resources are in high demand and can be traded for goods and services across the continent. In addition to mining, agriculture and animal husbandry also play an important role in the economy, as the vast plains and fertile soils are ideal for farming and raising livestock. Some towns and cities also engage in trade and commerce, importing goods from other regions or even other continents.

The barter system is also commonly used on Avaria, particularly in smaller communities or rural areas. This system involves the exchange of goods or services without the use of currency. Instead, items such as livestock, crops, and handmade goods are traded for other necessary goods and services.

Socially, Avaria is a relatively egalitarian society, with men and women considered equal. However, this does not mean that gender roles are completely fluid, as certain professions and responsibilities may still be gender-specific. Additionally, there is no national government on Avaria, with local governments and laws varying from town to town. This can lead to some confusion and disagreements, but it also allows for a degree of autonomy and self-governance at the local level. The majority of the population on Avaria worships the god Garth from the Garthen religion, a monotheistic faith that emphasizes the importance of nature and living in harmony with the environment.

Stamina and Health: The maximum value for both Stamina and Health is 8.

When Health hits zero: You must make Death Saving Throws. At the start of each day, roll a d10. If the result is 4 or less, you die. Otherwise, you lose 1 point from both your max Stamina and Health. For every day that passes, the minimum value required for the Death effect to occur increases by 1. To end this effect, you must regain at least 1 HP.

When Stamina hits zero: You become Exhausted. All food ration requirements increase by 2. At the start of each day, roll a d10. If the result is 5 or less, you lose 1 point from your max Stamina. For every day that passes, the minimum value required for the effect to occur increases by 1. To remove this effect, you must rest for 3 consecutive days.

Skills: The maximum bonus for skill rolls is +5. If your roll is eligible, you can replace the lowest dice with a +5 instead. If a skill is at zero, replace the highest roll with 2.

Most skill rolls: Roll 3 d5 and add up the results. The maximum score for a critical success is 15. A score of 9 or more is considered a success, while a score between 6-8 is a failure. A score of 5 or less is a critical failure. If you score 9 or more, roll a d10 and multiply that number by your original roll. If the product is 75 or more, your skill increases by +1.

Food Rations:

* No Food: You lose 1 point of Stamina per day. After 3 full days, you lose 1 point from your max Health and 2 points from your max Stamina per day.
* Little Food: You consume 2 Rations per person per day and lose 1 point from your Stamina per day.
* Normal Food: You consume 4 Rations per person per day and experience no net change.
* Extra Food: You consume 6 Rations per person per day and gain 1 point of Stamina per day.

Walk Speeds:

* Slow: You can move 1 tile every 3 days and lose 0 points of Stamina.
* Moderate: You can move 1 tile every 2 days and lose 1 point of Stamina.
* Fast: You can move 1 tile every day and lose 2 points of Stamina.

Rest Days: Every full rest day, you gain 2 points of Stamina. Every comfortable rest day, you gain 4 points of Stamina.

Random Events: Roll a d20-40 for each biome. The number corresponds to an event, which can be good, bad, or normal. Some events may reappear in multiple biomes.

Player Skills:

* Hunting and Trapping
* Fishing
* First Aid
* Navigation
* Botany: Knowledge of plants
* Tracking
* Stealth
* Animal Handling
* Repair Skills
* Diplomacy
* Perception: The ability to detect danger or hidden objects in the environment
* Combat
* Acrobatics
* Intimidation
* Magic
* Religion

Wagon Skills:

* Carrying Capacity: Each wagon can hold a certain amount of weight. If it becomes overstuffed, then its condition is reduced by 5 every day.
* Sturdiness: Maximum value of 50. This represents the wagon's ability to sustain damage. When a wagon is faced with condition damage, roll a d(sturdiness) and see if the roll passes the damage check, which varies based on the event. For example, a bumpy road may require a roll of 5 or more to pass,