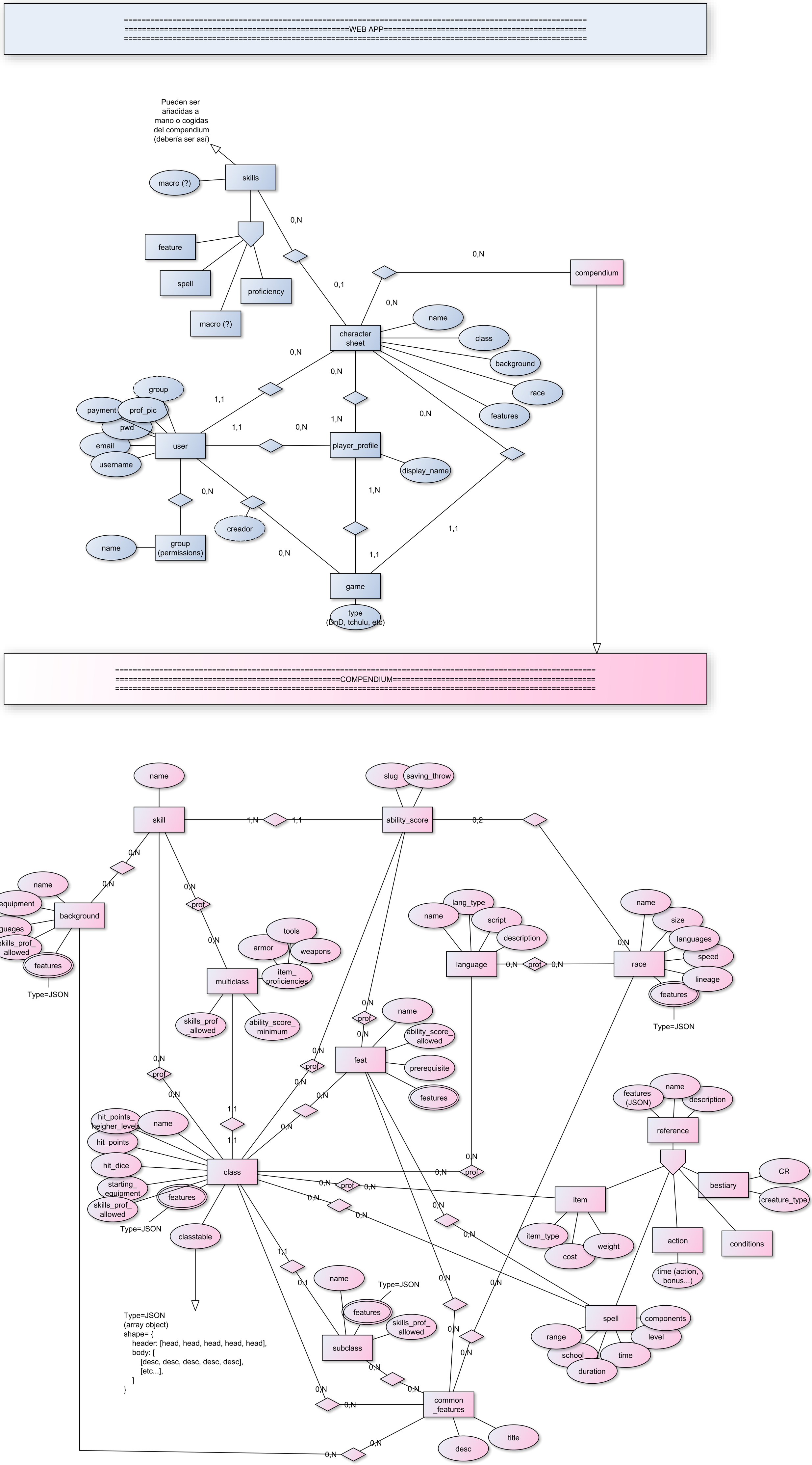
==========WEB APP==========
Pueden ser añadidas a mano o cogidas del compendium (debería ser así)
skills
macro (?)
feature
spell
proficiency
macro (?)
0,N
0,1
0,N
compendium
character sheet
name
class
background
race
features
0,N
0,N
1,1
1,1
0,N
1,N
0,N
group
payment
prof_pic
pwd
email
username
user
player_profile
display_name
0,N
1,N
creador
1,1
name
group (permissions)
0,N
1,1
game
type (DnD, tchulu, etc)
==========COMPENDIUM==========
name
skill
1,N
1,1
slug
saving_throw
ability_score
0,2
0,N
0,N
name
equipment
background
languages
skills_prof_ allowed
features
Type=JSON
0,N
prof
0,N
tools
armor
weapons
item_ proficiencies
multiclass
skills_prof _allowed
ability_score_ minimum
lang_type
name
script
description
language
0,N
prof
0,N
name
size
languages
speed
lineage
features
Type=JSON
0,N
prof
0,N
name
ability_score_ allowed
prerequisite
features
feat
0,N
prof
0,N
0,N
0,N
1 1
1 1
hit_points_ heigher_levels
name
hit_points
hit_dice
starting_ equipment
skills_prof_ allowed
features
Type=JSON
class
classtable
0,N
prof
0,N
0,N
prof
0,N
0,N
0,N
features (JSON)
name
description
reference
bestiary
CR
creature_type
item
item_type
cost
weight
action
time (action, bonus...)
conditions
1,1
0,1
name
Type=JSON
features
skills_prof_ allowed
subclass
0,N
0,N
0,N
0,N
spell
components
range
level
school
time
duration
0,N
0,N
common _features
0,N
0,N
0,N
desc
title
Type=JSON
(array object)
shape= {
header: [head, head, head, head, head],
body: [
[desc, desc, desc, desc, desc],
[etc...],
]
}