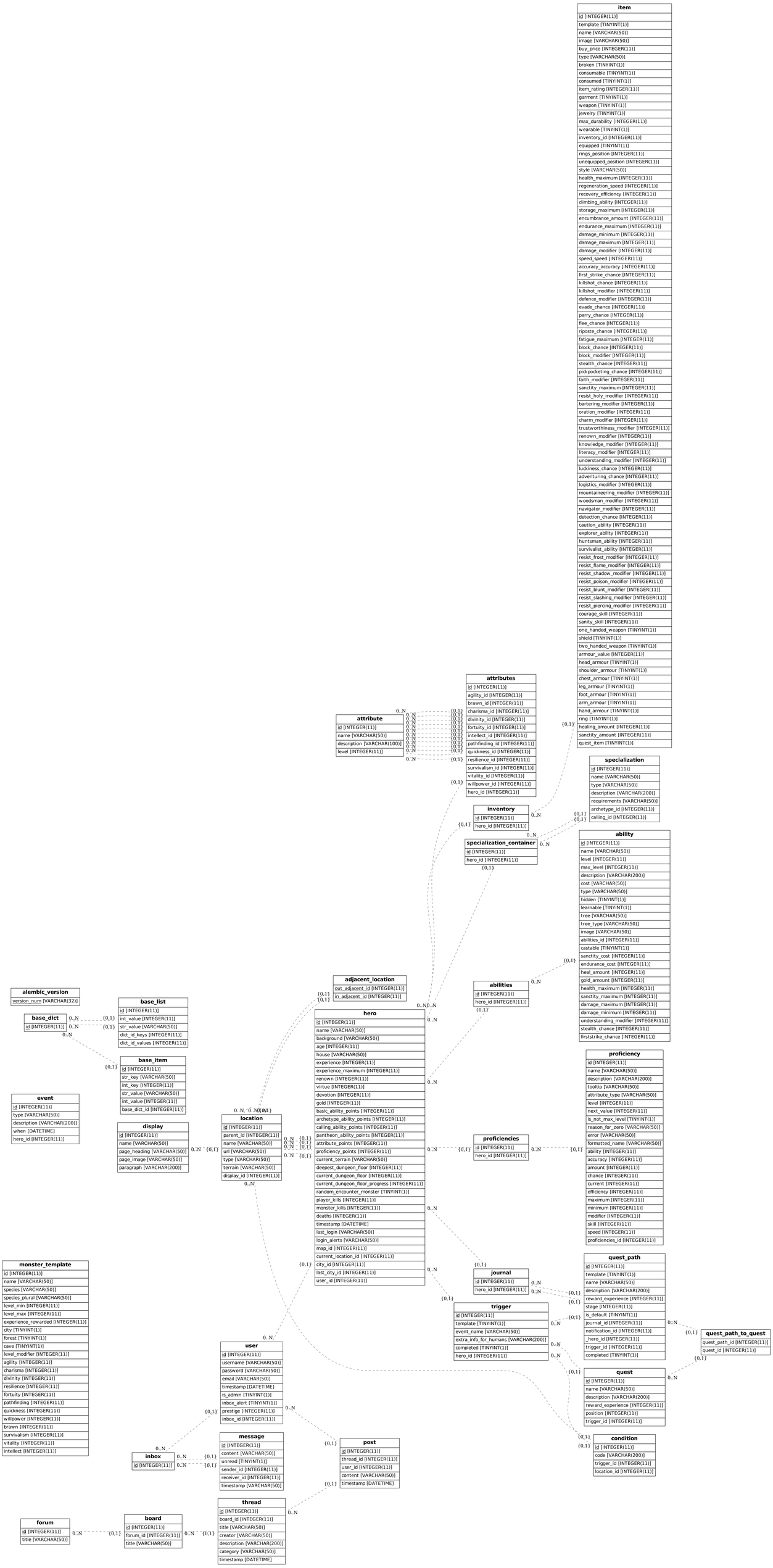
item
id [INTEGER(11)]
template [TINYINT(1)]
name [VARCHAR(50)]
image [VARCHAR(50)]
buy_price [INTEGER(11)]
type [VARCHAR(50)]
broken [TINYINT(1)]
consumable [TINYINT(1)]
consumed [TINYINT(1)]
item_rating [INTEGER(11)]
garment [TINYINT(1)]
weapon [TINYINT(1)]
jewelry [TINYINT(1)]
max_durability [INTEGER(11)]
wearable [TINYINT(1)]
inventory_id [INTEGER(11)]
equipped [TINYINT(1)]
rings_position [INTEGER(11)]
unequipped_position [INTEGER(11)]
style [VARCHAR(50)]
health_maximum [INTEGER(11)]
regeneration_speed [INTEGER(11)]
recovery_efficiency [INTEGER(11)]
climbing_ability [INTEGER(11)]
storage_maximum [INTEGER(11)]
encumbrance_amount [INTEGER(11)]
endurance_maximum [INTEGER(11)]
damage_minimum [INTEGER(11)]
damage_maximum [INTEGER(11)]
damage_modifier [INTEGER(11)]
speed_speed [INTEGER(11)]
accuracy_accuracy [INTEGER(11)]
first_strike_chance [INTEGER(11)]
killshot_chance [INTEGER(11)]
killshot_modifier [INTEGER(11)]
defence_modifier [INTEGER(11)]
evade_chance [INTEGER(11)]
parry_chance [INTEGER(11)]
flee_chance [INTEGER(11)]
riposte_chance [INTEGER(11)]
fatigue_maximum [INTEGER(11)]
block_chance [INTEGER(11)]
block_modifier [INTEGER(11)]
stealth_chance [INTEGER(11)]
pickpocketing_chance [INTEGER(11)]
faith_modifier [INTEGER(11)]
sanctity_maximum [INTEGER(11)]
resist_holy_modifier [INTEGER(11)]
bartering_modifier [INTEGER(11)]
oration_modifier [INTEGER(11)]
charm_modifier [INTEGER(11)]
trustworthiness_modifier [INTEGER(11)]
renown_modifier [INTEGER(11)]
knowledge_modifier [INTEGER(11)]
literacy_modifier [INTEGER(11)]
understanding_modifier [INTEGER(11)]
luckiness_chance [INTEGER(11)]
adventuring_chance [INTEGER(11)]
logistics_modifier [INTEGER(11)]
mountaineering_modifier [INTEGER(11)]
woodsman_modifier [INTEGER(11)]
navigator_modifier [INTEGER(11)]
detection_chance [INTEGER(11)]
caution_ability [INTEGER(11)]
explorer_ability [INTEGER(11)]
huntsman_ability [INTEGER(11)]
survivalist_ability [INTEGER(11)]
resist_frost_modifier [INTEGER(11)]
resist_flame_modifier [INTEGER(11)]
resist_shadow_modifier [INTEGER(11)]
resist_poison_modifier [INTEGER(11)]
resist_blunt_modifier [INTEGER(11)]
resist_slashing_modifier [INTEGER(11)]
resist_piercing_modifier [INTEGER(11)]
courage_skill [INTEGER(11)]
sanity_skill [INTEGER(11)]
one_handed_weapon [TINYINT(1)]
shield [TINYINT(1)]
two_handed_weapon [TINYINT(1)]
armour_value [INTEGER(11)]
head_armour [TINYINT(1)]
shoulder_armour [TINYINT(1)]
chest_armour [TINYINT(1)]
leg_armour [TINYINT(1)]
foot_armour [TINYINT(1)]
arm_armour [TINYINT(1)]
hand_armour [TINYINT(1)]
ring [TINYINT(1)]
healing_amount [INTEGER(11)]
sanctity_amount [INTEGER(11)]
quest_item [TINYINT(1)]
attributes
id [INTEGER(11)]
agility_id [INTEGER(11)]
brawn_id [INTEGER(11)]
charisma_id [INTEGER(11)]
divinity_id [INTEGER(11)]
fortuity_id [INTEGER(11)]
intellect_id [INTEGER(11)]
pathfinding_id [INTEGER(11)]
quickness_id [INTEGER(11)]
resilience_id [INTEGER(11)]
survivalism_id [INTEGER(11)]
vitality_id [INTEGER(11)]
willpower_id [INTEGER(11)]
hero_id [INTEGER(11)]
attribute
id [INTEGER(11)]
name [VARCHAR(50)]
description [VARCHAR(100)]
level [INTEGER(11)]
specialization
id [INTEGER(11)]
name [VARCHAR(50)]
type [VARCHAR(50)]
description [VARCHAR(200)]
requirements [VARCHAR(50)]
archetype_id [INTEGER(11)]
calling_id [INTEGER(11)]
inventory
id [INTEGER(11)]
hero_id [INTEGER(11)]
specialization_container
id [INTEGER(11)]
hero_id [INTEGER(11)]
ability
id [INTEGER(11)]
name [VARCHAR(50)]
level [INTEGER(11)]
max_level [INTEGER(11)]
description [VARCHAR(200)]
cost [VARCHAR(50)]
type [VARCHAR(50)]
hidden [TINYINT(1)]
learnable [TINYINT(1)]
tree [VARCHAR(50)]
tree_type [VARCHAR(50)]
image [VARCHAR(50)]
abilities_id [INTEGER(11)]
castable [TINYINT(1)]
sanctity_cost [INTEGER(11)]
endurance_cost [INTEGER(11)]
heal_amount [INTEGER(11)]
gold_amount [INTEGER(11)]
health_maximum [INTEGER(11)]
sanctity_maximum [INTEGER(11)]
damage_maximum [INTEGER(11)]
damage_minimum [INTEGER(11)]
understanding_modifier [INTEGER(11)]
stealth_chance [INTEGER(11)]
firststrike_chance [INTEGER(11)]
alembic_version
version_num [VARCHAR(32)]
base_dict
id [INTEGER(11)]
base_list
id [INTEGER(11)]
int_value [INTEGER(11)]
str_value [VARCHAR(50)]
dict_id_keys [INTEGER(11)]
dict_id_values [INTEGER(11)]
base_item
id [INTEGER(11)]
str_key [VARCHAR(50)]
int_key [INTEGER(11)]
str_value [VARCHAR(50)]
int_value [INTEGER(11)]
base_dict_id [INTEGER(11)]
event
id [INTEGER(11)]
type [VARCHAR(50)]
description [VARCHAR(200)]
when [DATETIME]
hero_id [INTEGER(11)]
display
id [INTEGER(11)]
name [VARCHAR(50)]
page_heading [VARCHAR(50)]
page_image [VARCHAR(50)]
paragraph [VARCHAR(200)]
adjacent_location
out_adjacent_id [INTEGER(11)]
in_adjacent_id [INTEGER(11)]
location
id [INTEGER(11)]
parent_id [INTEGER(11)]
name [VARCHAR(50)]
url [VARCHAR(50)]
type [VARCHAR(50)]
terrain [VARCHAR(50)]
display_id [INTEGER(11)]
hero
id [INTEGER(11)]
name [VARCHAR(50)]
background [VARCHAR(50)]
age [INTEGER(11)]
house [VARCHAR(50)]
experience [INTEGER(11)]
experience_maximum [INTEGER(11)]
renown [INTEGER(11)]
virtue [INTEGER(11)]
devotion [INTEGER(11)]
gold [INTEGER(11)]
basic_ability_points [INTEGER(11)]
archetype_ability_points [INTEGER(11)]
calling_ability_points [INTEGER(11)]
pantheon_ability_points [INTEGER(11)]
attribute_points [INTEGER(11)]
proficiency_points [INTEGER(11)]
current_terrain [VARCHAR(50)]
deepest_dungeon_floor [INTEGER(11)]
current_dungeon_floor [INTEGER(11)]
current_dungeon_floor_progress [INTEGER(11)]
random_encounter_monster [TINYINT(1)]
player_kills [INTEGER(11)]
monster_kills [INTEGER(11)]
deaths [INTEGER(11)]
timestamp [DATETIME]
last_login [VARCHAR(50)]
login_alerts [VARCHAR(50)]
map_id [INTEGER(11)]
current_location_id [INTEGER(11)]
city_id [INTEGER(11)]
last_city_id [INTEGER(11)]
user_id [INTEGER(11)]
abilities
id [INTEGER(11)]
hero_id [INTEGER(11)]
proficiencies
id [INTEGER(11)]
hero_id [INTEGER(11)]
proficiency
id [INTEGER(11)]
name [VARCHAR(50)]
description [VARCHAR(200)]
tooltip [VARCHAR(50)]
attribute_type [VARCHAR(50)]
level [INTEGER(11)]
next_value [INTEGER(11)]
is_not_max_level [TINYINT(1)]
reason_for_zero [VARCHAR(50)]
error [VARCHAR(50)]
formatted_name [VARCHAR(50)]
ability [INTEGER(11)]
accuracy [INTEGER(11)]
amount [INTEGER(11)]
chance [INTEGER(11)]
current [INTEGER(11)]
efficiency [INTEGER(11)]
maximum [INTEGER(11)]
minimum [INTEGER(11)]
modifier [INTEGER(11)]
skill [INTEGER(11)]
speed [INTEGER(11)]
proficiencies_id [INTEGER(11)]
monster_template
id [INTEGER(11)]
name [VARCHAR(50)]
species [VARCHAR(50)]
species_plural [VARCHAR(50)]
level_min [INTEGER(11)]
level_max [INTEGER(11)]
experience_rewarded [INTEGER(11)]
city [TINYINT(1)]
forest [TINYINT(1)]
cave [TINYINT(1)]
level_modifier [INTEGER(11)]
agility [INTEGER(11)]
charisma [INTEGER(11)]
divinity [INTEGER(11)]
resilience [INTEGER(11)]
fortuity [INTEGER(11)]
pathfinding [INTEGER(11)]
quickness [INTEGER(11)]
willpower [INTEGER(11)]
brawn [INTEGER(11)]
survivalism [INTEGER(11)]
vitality [INTEGER(11)]
intellect [INTEGER(11)]
journal
id [INTEGER(11)]
hero_id [INTEGER(11)]
quest_path
id [INTEGER(11)]
template [TINYINT(1)]
name [VARCHAR(50)]
description [VARCHAR(200)]
reward_experience [INTEGER(11)]
stage [INTEGER(11)]
is_default [TINYINT(1)]
journal_id [INTEGER(11)]
notification_id [INTEGER(11)]
_hero_id [INTEGER(11)]
trigger_id [INTEGER(11)]
completed [TINYINT(1)]
quest_path_to_quest
quest_path_id [INTEGER(11)]
quest_id [INTEGER(11)]
trigger
id [INTEGER(11)]
template [TINYINT(1)]
event_name [VARCHAR(50)]
extra_info_for_humans [VARCHAR(200)]
completed [TINYINT(1)]
hero_id [INTEGER(11)]
quest
id [INTEGER(11)]
name [VARCHAR(50)]
description [VARCHAR(200)]
reward_experience [INTEGER(11)]
position [INTEGER(11)]
trigger_id [INTEGER(11)]
condition
id [INTEGER(11)]
code [VARCHAR(200)]
trigger_id [INTEGER(11)]
location_id [INTEGER(11)]
user
id [INTEGER(11)]
username [VARCHAR(50)]
password [VARCHAR(50)]
email [VARCHAR(50)]
timestamp [DATETIME]
is_admin [TINYINT(1)]
inbox_alert [TINYINT(1)]
prestige [INTEGER(11)]
inbox_id [INTEGER(11)]
inbox
id [INTEGER(11)]
message
id [INTEGER(11)]
content [VARCHAR(50)]
unread [TINYINT(1)]
sender_id [INTEGER(11)]
receiver_id [INTEGER(11)]
timestamp [VARCHAR(50)]
post
id [INTEGER(11)]
thread_id [INTEGER(11)]
user_id [INTEGER(11)]
content [VARCHAR(50)]
timestamp [DATETIME]
thread
id [INTEGER(11)]
board_id [INTEGER(11)]
title [VARCHAR(50)]
creator [VARCHAR(50)]
description [VARCHAR(200)]
category [VARCHAR(50)]
timestamp [DATETIME]
board
id [INTEGER(11)]
forum_id [INTEGER(11)]
title [VARCHAR(50)]
forum
id [INTEGER(11)]
title [VARCHAR(50)]
0..N
{0,1}