

firststrike\_chance [INTEGER(11)]

proficiency id [INTEGER(11)] name [VARCHAR(50) COLLATE utf8mb4\_unicode\_ci] description [VARCHAR(200) COLLATE utf8mb4\_unicode\_ci] tooltip [VARCHAR(50) COLLATE utf8mb4\_unicode\_ci] attribute\_type [VARCHAR(50) COLLATE utf8mb4\_unicode\_ci] level [INTEGER(11)] next\_value [INTEGER(11)] is\_not\_max\_level [TINYINT(1)] reason\_for\_zero [VARCHAR(50) COLLATE utf8mb4\_unicode\_ci] error [VARCHAR(50) COLLATE utf8mb4\_unicode\_ci] formatted\_name [VARCHAR(50) COLLATE utf8mb4\_unicode\_ci]  $0.\overline{N}^{----} \{0,1\}$  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)]

proficiency\_container\_id [INTEGER(11)]