ponies

id 🔑	INTEGER	NN
name	TEXT	NN
health	NUMERIC	NN
max_health	NUMERIC	NN
min_damage	NUMERIC	NN
max_damage	NUMERIC	NN
attack_speed	NUMERIC	NN
armor	NUMERIC	NN
health_regeneration	NUMERIC	NN

ponies_genes

pony_id	INTEGER	NN
gene_id	INTEGER	NN

genes

id 🔑	INTEGER	NN
category_id	INTEGER	NN
type	INTEGER	NN

gene_categories

id 🔑	INTEGER	NN
recessive_max_health	NUMERIC	NN
recessive_min_damage	NUMERIC	NN
recessive_max_damage	NUMERIC	NN
recessive_attack_speed	NUMERIC	NN
recessive_armor	NUMERIC	NN
recessive_health_regeneration	NUMERIC	NN
dominant_max_health	NUMERIC	NN
dominant_min_damage	NUMERIC	NN
dominant_max_damage	NUMERIC	NN
dominant_attack_speed	NUMERIC	NN
dominant_armor	NUMERIC	NN
dominant_health_regeneration	NUMERIC	NN

ponies

Column	Type	
id 🔑	INTEGER	NN
name	TEXT	NN
health	NUMERIC	NN
max_health	NUMERIC	NN
min_damage	NUMERIC	NN
max_damage	NUMERIC	NN
attack_speed	NUMERIC	NN
armor	NUMERIC	NN
health_regeneration	NUMERIC	NN

ponies_genes

Column	Type	
pony_id	INTEGER	NN
gene_id	INTEGER	NN

genes

Column	Type	
id 🔑	INTEGER	NN
category_id	INTEGER	NN
type	INTEGER	NN

gene_categories

Column	Type	
id 🔑	INTEGER	NN
recessive_max_health	NUMERIC	NN
recessive_min_damage	NUMERIC	NN
recessive_max_damage	NUMERIC	NN
recessive_attack_speed	NUMERIC	NN
recessive_armor	NUMERIC	NN
recessive_health_regeneration	NUMERIC	NN
dominant_max_health	NUMERIC	NN
dominant_min_damage	NUMERIC	NN
dominant_max_damage	NUMERIC	NN
dominant_attack_speed	NUMERIC	NN
dominant_armor	NUMERIC	NN
dominant_health_regeneration	NUMERIC	NN

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