

user_daily_stats
date [DATE] NOT NULL
user_id [VARCHAR(255)] NOT NULL
created_at [TIMESTAMP]
daily_turn_count [INTEGER]
updated_at [TIMESTAMP]
xp_earned [INTEGER]

chat_sessions
chat_id [VARCHAR(255)] NOT NULL
created_at [TIMESTAMP]
current_turn_count [INTEGER]
updated_at [TIMESTAMP]

cron_logs
id [INTEGER] NOT NULL
created_at [TIMESTAMP]
description [TEXT]
duration_ms [INTEGER] NOT NULL
error_count [INTEGER] NOT NULL
error_message [TEXT]
executed_at [TIMESTAMP]
job_type [VARCHAR(50)] NOT NULL
metadata [JSONB]
success_count [INTEGER] NOT NULL

migration_meta
key [TEXT] NOT NULL
applied_at [TIMESTAMP]
value [TEXT]

game_events
id [VARCHAR(255)] NOT NULL
category [VARCHAR(50)] NOT NULL
created_at [TIMESTAMP]
description [TEXT] NOT NULL
importance [INTEGER]
metadata [JSONB]
primary_character_id [VARCHAR(255)] NOT NULL
secondary_character_ids [ARRAY]
severity [VARCHAR(20)]
source [VARCHAR(100)] NOT NULL
tags [ARRAY]
timestamp [TIMESTAMP] NOT NULL
type [VARCHAR(100)] NOT NULL

session_state
sid [TEXT] NOT NULL
character_id [TEXT] NOT NULL
digest_id [TEXT]
last_user_intent [TEXT] NOT NULL
payload [JSONB] NOT NULL
schema_version [SMALLINT]
session_flags [JSONB] NOT NULL
short_context [TEXT] NOT NULL
short_tool_result [JSONB] NOT NULL
slots [JSONB] NOT NULL
ts_updated [TIMESTAMP] NOT NULL
user_id [TEXT]

scene_triggers
id [INTEGER] NOT NULL
created_at [TIMESTAMP]
domain [VARCHAR(20)]
hq_tier [VARCHAR(20)]
scene_type [VARCHAR(20)]
trigger_text [TEXT] NOT NULL
weight [INTEGER]

memory_entries
id [UUID] NOT NULL
character_id [TEXT] NOT NULL
created_at [TIMESTAMP] NOT NULL
key [TEXT] NOT NULL
session_id [TEXT] NOT NULL
value [TEXT] NOT NULL

tmp_user_characters_backup
acquired_at [TIMESTAMP]
agent_key [VARCHAR(50)]
battle_focus [INTEGER]
bond_level [INTEGER]
character_id [TEXT]
coach_trust_level [INTEGER]
conversation_memory [TEXT]
current_ego [INTEGER]
current_health [INTEGER]
current_mental_health [INTEGER]
current_team_player [INTEGER]
current_training [INTEGER]
death_count [INTEGER]
death_timestamp [TIMESTAMP]
enhancements [TEXT]
equipment [TEXT]
experience [INTEGER]
fatigue_level [INTEGER]
financial_stress [INTEGER]
gameplan_adherence_level [INTEGER]
id [TEXT]
injury_severity [TEXT]
is_dead [BOOLEAN]
is_injured [BOOLEAN]
last_battle_at [TIMESTAMP]
level [INTEGER]
level_bonus_attack [INTEGER]
level_bonus_defense [INTEGER]
level_bonus_max_health [INTEGER]
level_bonus_special [INTEGER]
level_bonus_speed [INTEGER]
max_health [INTEGER] NOT NULL
max_level [INTEGER]
max_participants [INTEGER]
mechanics [JSONB]
name [VARCHAR(100)] NOT NULL
pack_type [VARCHAR(50)] NOT NULL
possible_contents [JSONB]
rarity_weights [JSONB]
requires_level [INTEGER]
total_cards [INTEGER]
total_wins [INTEGER]
user_id [TEXT]
wallet [INTEGER]

card_packs
id [UUID] NOT NULL
available_from [TIMESTAMP]
available_until [TIMESTAMP]
cost_credits [INTEGER]
cost_real_money [NUMERIC(10, 2)]
created_at [TIMESTAMP]
description [TEXT]
guaranteed_contents [JSONB]
is_purchasable [BOOLEAN]
max_purchases_per_user [INTEGER]
name [VARCHAR(100)] NOT NULL
pack_type [VARCHAR(50)] NOT NULL
possible_contents [JSONB]
rarity_weights [JSONB]
requires_level [INTEGER]
total_cards [INTEGER]
total_wins [INTEGER]
updated_at [TIMESTAMP]

state_digest
session_id [TEXT] NOT NULL
text [TEXT] NOT NULL
token_count [INTEGER] NOT NULL
updated_at [TIMESTAMP]
version [TEXT] NOT NULL

facts
id [BIGINT] NOT NULL
expires_at [TIMESTAMP]
key [TEXT] NOT NULL
session_id [TEXT] NOT NULL
updated_at [TIMESTAMP]
version [TEXT] NOT NULL

events
id [BIGINT] NOT NULL
actor [TEXT]
payload [JSONB]
session_id [TEXT] NOT NULL
target [TEXT]
ts [TIMESTAMP]
type [TEXT] NOT NULL
updated_at [TIMESTAMP]

migration_log
date [DATE] NOT NULL
abilities [TEXT]
archetype [TEXT]
artwork_url [TEXT]
avatar_emotj [TEXT]
backstory [TEXT]
base_attack [INTEGER] NOT NULL
base_defense [INTEGER] NOT NULL
base_health [INTEGER] NOT NULL
base_mood [INTEGER] NOT NULL
base_special [INTEGER] NOT NULL
base_speed [INTEGER] NOT NULL
battle_focus [INTEGER]
battle_focus_id [TEXT]
bond_level [INTEGER]
character_id [TEXT] NOT NULL
coach_trust_level [INTEGER]
conversation_memory [TEXT]
current_ego [INTEGER]
current_health [INTEGER] NOT NULL
current_mental_health [INTEGER]
current_team_player [INTEGER]
current_training [INTEGER]
death_count [INTEGER]
death_timestamp [TIMESTAMP]
debt [INTEGER] NOT NULL
enhancements [TEXT]
equipment [TEXT]
experience [INTEGER]
fatigue_level [INTEGER]
financial_stress [INTEGER]
gameplan_adherence_level [INTEGER]
id [TEXT]
injury_severity [TEXT]
is_dead [BOOLEAN]
is_injured [BOOLEAN]
last_battle_at [TIMESTAMP]
level [INTEGER]
level_bonus_attack [INTEGER]
level_bonus_defense [INTEGER]
level_bonus_max_health [INTEGER]
level_bonus_special [INTEGER]
level_bonus_speed [INTEGER]
max_health [INTEGER] NOT NULL
max_level [INTEGER]
max_participants [INTEGER]
mechanics [JSONB]
name [VARCHAR(100)] NOT NULL
pack_type [VARCHAR(50)] NOT NULL
possible_contents [JSONB]
rarity_weights [JSONB]
requires_level [INTEGER]
total_cards [INTEGER]
total_wins [INTEGER]
updated_at [TIMESTAMP]

users
id [TEXT] NOT NULL
character_slot_capacity [INTEGER]
created_at [TIMESTAMP]
daily_battle_count [INTEGER]
daily_battle_reset_date [TEXT]
daily_training_count [INTEGER]
daily_training_reset_date [TEXT]
email [TEXT] NOT NULL
experience [INTEGER]
level [INTEGER]
lifetime_turn_count [INTEGER]
password_hash [TEXT]
rating [INTEGER]
subscription_expires_at [TIMESTAMP]
subscription_tier [TEXT]
total_battles [INTEGER]
total_wins [INTEGER]
updated_at [TIMESTAMP]
username [TEXT] NOT NULL

pro_ref_items
id [TEXT] NOT NULL
consumable [BOOLEAN]
cooldowns_junks [INTEGER]
created_at [TIMESTAMP]
description [TEXT]
effects [TEXT] NOT NULL
flavor_text [TEXT]
icon [TEXT]
item_type [TEXT] NOT NULL
max_stack [INTEGER]
name [TEXT] NOT NULL
rarity [TEXT] NOT NULL
shop_price [INTEGER]
stackable [BOOLEAN]
sub_type [TEXT]
updated_at [TIMESTAMP]
usage_context [TEXT]
vendor_sell_price [INTEGER]

characters
id [TEXT] NOT NULL
abilities [TEXT]
archetype [TEXT]
artwork_url [TEXT]
avatar_emotj [TEXT]
backstory [TEXT]
base_attack [INTEGER] NOT NULL
base_defense [INTEGER] NOT NULL
base_health [INTEGER] NOT NULL
base_mood [INTEGER] NOT NULL
base_special [INTEGER] NOT NULL
base_speed [INTEGER] NOT NULL
battle_focus [INTEGER]
battle_focus_id [TEXT]
bond_level [INTEGER]
character_id [TEXT] NOT NULL
coach_trust_level [INTEGER]
conversation_memory [TEXT]
current_ego [INTEGER]
current_health [INTEGER] NOT NULL
current_mental_health [INTEGER]