users	
user_id	int
username	VARCHAR(30)
email	TEXT
password	TEXT

character	
character_id	int
character_user	INT
character_name	VARCHAR(30)
class	VARCHAR(30)
level	INT
background	VARCHAR(30)
race	VARCHAR(30)
alignment	VARCHAR(30)
experience_points	INT
inspiriation	INT
proficiency_bonus	INT
perception	INT
strength	INT
dexterity	INT
constitution	INT
intelligence	INT
wisdom	INT
charisma	INT
saving_strength	INT
saving_dexterity	INT
saving_constitution	INT
saving_intelligence	INT
saving_wisdom	INT
saving_charisma	INT
skills_acrobatics	INT
skills_animal_handling	INT
skills_arcana	INT
skills_athletics	INT
skills_deception	INT
skills_history	INT
skills_insight	INT
skills_intimidation	INT
skills_investigataion	INT
skills_medicine	INT
skills_nature	INT
skills_perception	INT
skills_performance	INT
skills_persuasion	INT
skills_religion	INT
skills_sleight_of_hand	INT
skills_stealth	INT
skills_survival	INT
stats_armor_class	INT
stats_initiative	INT
stats_speed	INT
stats_hit_point_max	INT
·	INT
stats_hit_point_current	
stats_hit_point_temporary	INT
stats_total_dice_left	INT
stats_hit_dice	VARCHAR(3)
stats_death_save_success	
stats_death_save_failures	INT
personality_box	VARCHAR(250)
ideals_box	VARCHAR(250)
bonds_box	VARCHAR(250)
flaws_box	VARCHAR(250)
att_spell_box	VARCHAR(250)
features_box	VARCHAR(250)
equipment_box	VARCHAR(250)
other_box	VARCHAR(250)



users		
user_id	int	1
username	VARCHAR(30)	_
email	TEXT	
password	TEXT	

character character\_id int character\_user INT VARCHAR(30) character\_name VARCHAR(30) class level INT background VARCHAR(30) VARCHAR(30) race alignment VARCHAR(30) INT experience\_points inspiriation INT proficiency\_bonus INT perception INT INT strength INT dexterity constitution INT intelligence INT wisdom INT charisma INT INT saving\_strength saving\_dexterity INT saving\_constitution INT saving\_intelligence INT saving\_wisdom INT saving\_charisma INT skills\_acrobatics INT skills\_animal\_handling INT skills\_arcana INT skills\_athletics INT INT skills\_deception skills\_history INT INT skills\_insight skills\_intimidation INT INT skills\_investigataion INT skills\_medicine INT skills\_nature INT skills\_perception skills\_performance INT INT skills\_persuasion INT skills\_religion skills\_sleight\_of\_hand INT INT skills\_stealth skills\_survival INT stats\_armor\_class INT INT stats\_initiative INT stats\_speed stats\_hit\_point\_max INT INT stats\_hit\_point\_current stats\_hit\_point\_temporary INT stats\_total\_dice\_left INT stats\_hit\_dice VARCHAR(3) INT stats\_death\_save\_successes stats\_death\_save\_failures INT personality\_box VARCHAR(250) ideals\_box VARCHAR(250) bonds\_box VARCHAR(250) VARCHAR(250) flaws\_box att\_spell\_box VARCHAR(250) VARCHAR(250) features\_box VARCHAR(250) equipment\_box other\_box VARCHAR(250)

