Starting Equipment
- \# ID: int
- \+ Class Name: string
- \# Amount: int
- \+ Description: string

Users
- \+ User Name: String
- \+ Password: String
- \+ method(type): type

Character
- \+ Character ID: int
- \+ Username: string
- \+ Name: string
- \+ Class: string
- \+ Race: string
- \+ Subrace: string
- \+ Level: int
- \+ Alignment: dasf
- \+ Ability List: string[]
- * character_sheet
- \+ Gold: int
- \+ Silver: int
- \+ Copper: int
- \+ AC: int
- \+ Initiative: int
- \+ Speed: int
- \+ Max HP: int
- \+ Temp HP: int
- \+ Proficiencies: string[]
- \+ Stats: int[]
- \+ Weapon: Weapon
- \+ method(type): type

CharacterClass
- \+ Class Name: string
- \+ Description: string
- \# Hit Die: int
- \# of Skill Proficiency: int
- \# of Skill Proficiency: int

Feat Rankings
- \# Ranking: int
- \+ Feat Name: string
- \+ Class Name: string
- \# Level: int
- \# Ranking: int

Feats
- \+ Name: string
- \# +str: int
- \# +dex: int
- \# +con: int
- \# +int: int
- \# +wis: int
- \# +chr: int
- \+ Description: string
- \+ Stat Boosts: int[]
- \+ Alterations to other data: void*

Weapon
- \+ Name: string
- \# Price: int
- \# Damage: int
- \+ Damage Type: string
- \# Range: int
- \# Range: int
- \# Weight: int

Subrace
- \+ Subrace Name: string
- \+ Race Name: string
- \+ Description: string
- \+ Modifiers: int[]
- \+ Modifiers: int[]

Races
- \+ Name: string
- \# Speed: int
- \+ Description: string
- \+ Modifiers: int[]
- \+ Features: Race Features[]
- \+ Size: string

Spell List
- \# ID: int
- \+ Spell ID: int
- \+ Class Name: string
- \# Level Req.: int
- \# Ranking: int

Subclass
- \+ Name: string
- \+ Class Name: string
- \+ Description: string
- \# Level: int
- \# Ranking: int

Class Features
- \# ID: int
- \# Class: string
- \# Level req.: int
- \+ Name: string
- \+ Description: string

Subrace Features
- \# ID: int
- \+ Subrace Name: string
- \# Level: int
- \+ Name: string
- \+ Description: string

Race Features
- \# ID: int
- \+ Race: string
- \+ Name: string
- \+ Description: string
- \# Level: int

Spells
- \# Spell ID: int
- \+ Spell Name: string
- \+ Cast Time: double
- \# Damage: int
- \+ Range: int
- \+ AOE bool
- \+ Materials: string[]
- \+ Component 1: string
- \+ Component 2: string
- \+ School: string

Spell List
- \# ID: int
- \+ Spell ID: int
- \+ Subclass: Subclass
- \# Level req.: int
- \# Ranking: int

Armor
- \+ Name: string
- \# AC: int
- \# Max Dex: int
- \+ Stealth: bool
- \# Weight: int
- \+ Materials: string
- \# Price: int
- \# Str Req: int

Properties
- \+ Name: string
- \+ Weapon: string
- \+ Description: string

Subclass Feature
- \# ID: int
- \+ Subclass Name: string
- \# Level: int
- \+ Name: string
- \+ Description: string

Equipment
- \+ Name: String
- \# Price: int
- \# Weight: int
- \+ Description: string