max_my_collection_record

my_collection_record_id 🔗	int
my_collection_id	int
item_id	int
registered_at	timestamp
created_at	timestamp
updated_at	timestamp

max_collection_require

my_collection_require_id 🔗	int
collection_id	int
item_id	int
item_value	int

max_my_collection

my_collection_id 🔗	int
charaction_key	int
ms_collection_id	int
is_completed	bool
created_at	timestamp
updated_at	timestamp

max_ms_collection

ms_collection_id 🔗	int
title	varchar(256)
collection_type_id	int
collection_previous	int
created_by	string
created_at	timestamp
updated_at	timestamp

max_collection_reward

max_collection_reward_id 🔗	int
ms_collection_id	int
buff_collection_id	int
collection_type	int
item_id	int
item_value	int
created_at	timestamp
updated_at	timestamp

max_ms_collection_buff

ms_collection_buff_id 🔗	int
buff_title_enum	varchar
character_stat_ATK_STR	INT NN
character_stat_ATK_GRA	INT NN
character_stat_DEF_STR	INT NN
character_stat_DEF_GRA	INT NN
character_stat_CRI	INT NN
character_stat_HP	INT NN
character_stat_SP	INT NN
character_stat_TEAM_ATTACK	INT NN
character_stat_TEAM_DEFENCE	INT NN
character_stat_DOUBLE_ATTACK	INT NN
character_stat_DOUBLE_DEFENCE	INT NN
character_stat_SPECIAL_ATTACK	INT NN
character_stat_SPECIAL_DEFENCE	INT NN
character_stat_CRITICAL_DAMAGE	INT NN
created_at	timestamp
updated_at	timestamp