FD1: {Name} -> {HP, HPPLUS, HPREGEN, HPREGENPLUS, MANA, MANAPLUS, MANAREGEN, MANAREGENPLUS, AD, ADPLUS, ASN, ASNPLUS, ARMOR, ARMORPLUS, MR, MRPLUS, MS, RANGEN}

∴Name is a candidate key For CHAMPIONSTATS as it is needed to identity all the other attributes.

Proof: Since FD1 has the determinant as a candidate key, this relation is in BCNF

FD2: {ITEM_NAME} -> {ITEM_GRADE, COST, HEALTH, MANA, HEALTH_REGENERATION, MANA_REGENERATION, ABILITY_HASTE, ATTACK_DAMAGE, ATTACK_SPEED, CRITICAL_CHANCE, LIFE_STEAL, OMNIVAMP, LETAHLITY, ARMOR_PENETRATION, ABILITY_POWER, MAGIC_PENETRATION, ARMOR, MAGIC_RESIST, MOVEMENT_SPEED}

∴ ITEM_NAME is a candidate key for item_stats as it is needed to identity all the other attributes.

Proof: Since FD2 has the determinant as a candidate key, this relation is in BCNF