

SuperPerson

SuperID, Alias, TrueFName, TrueSName, Universe, Disposition, *HideoutID*, *NemesisID*



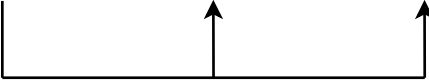
Sidekick

SidekickID, SidekickName, *MentorID*



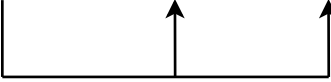
Hideout

HideoutID, HideoutName, AddressCity



OriginStory

StoryID, StoryDesc, *SuperID*



Equipment

SerialNum, EquipmentName, Cost, *OwnerID*



Disaster

EventID, DamageCost, NumCivCasualties, EventDate



HeroDisaster

EventID, HeroID

VillianDisaster

EventID, VillianID