

SuperPerson

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

Sidekick

SidekickID, SidekickName, *MentorID*

Powers

SuperID, Power

Hideout

HideoutID, HideoutName, AddressCity

OriginStory

StoryID, StoryDesc, *SuperID*

Equipment

SerialNum, EquipmentName, Cost, *OwnerID*

Disaster

EventID, DamageCost, NumCivCasualties, EventDate

HeroDisaster

EventID, HeroID

VillianDisaster

EventID, VillianID