individual keys use different sign compound key uses the same name (i.e. if a and b is an individual unique key, then U1 for a, U2 for b; if a and b is compound key,then U for both of them ) Item <u>itemID</u> PΚ itemName maxStackSize (vendorPrice) ConsumableItem MiscellaneousItem Gear Weapon PΚ <u>itemID</u> PΚ <u>itemID</u> PK <u>itemID</u> PΚ <u>itemID</u> ItemLevel ItemLevel ItemLevel description FΚ gearSlotID requiredLevel description requiredLevel damageDone defenseRating autoAttack magicDefenseRating attackDelay (customizedID) FΚ (customizedID) FΚ ConsumableItemEffect Attribute PK,FK1 PK attributeID <u>itemID</u> PK,FK2 <u>attributeID</u> attributesName effectPercentage GearWeaponCustomization maxEffectValue PΚ customizedID Inventory PK, FK1 itemQuality characterID GearWeaponBonus inventorySlotNumber condition PΚ PK,FK1 <u>itemID</u> (dyeColor) quantity PK,FK2 attributeID itemID FK2 (maker) bonusValue GearSlot CharacterEquipped Player PΚ PK,FK1 PΚ <u>gearSlotID</u> characterID <u>playerID</u> PK,FK2 <u>gearSlotID</u> gearSlotName name FK3 itemID email password GearWeaponJob CharacterJob Character PK,FK1 PΚ PK,FK1 <u>itemID</u> <u>characterID</u> characterID U PK,FK2 <u>jobID</u> PK,FK2 <u>jobID</u> firstName level lastName experiencePoints playerID FΚ Job is Current JobFΚ weaponID PK <u>jobID</u> jobName availability CharacterAttribute Currency CharacterCurrency PΚ PK,FK1 PK,FK1 <u>characterID</u> <u>attributeID</u> <u>currencyID</u> currencyName PK,FK2 <u>currencyID</u> PK,FK2 characterID (weeklyAmount) atrributeValue maximumAmount (weeklyCap) totalAmount availability