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 PΚ <u>itemID</u> itemName maxStackSize (vendorPrice) Weapon ConsumableItem Gear MiscellaneousItem PΚ <u>itemID</u> PΚ PK <u>itemID</u> PK <u>itemID</u> <u>itemID</u> ItemLevel ItemLevel ItemLevel description FΚ gearSlotID requiredLevel description damageDone requiredLevel ConsumableItemEffect defenseRating autoAttack PK,FK1 <u>itemID</u> magicDefenseRating attackDelay PK,FK2 <u>attributeID</u> Attribute effect PercentagePK <u>attributeID</u> maxEffectValue CustomizedGear CustomizedWeapon attributesName WeaponBonus PΚ PΚ <u>itemID</u> <u>itemID</u> PK,FK1 <u>itemID</u> FΚ itemQuality itemQuality FΚ PK,FK2 <u>attributeID</u> condition condition Inventory bonusValue (dyeColor) PK, FK1 (dyeColor) characterID GearBonus (maker) inventorySlotNumber (maker) PΚ PK,FK1 <u>itemID</u> quantity PK,FK2 attributeID FK2 itemID Quality bonusValue PΚ **itemQuality** CharacterEquipped Player PK,FK1 PΚ characterID <u>playerID</u> GearSlot PK,FK2 <u>gearSlotID</u> name PΚ <u>gearSlotID</u> FK3 itemID email gearSlotName password GearJob WeaponJob CharacterJob Character PK,FK1 PK,FK1 PΚ PK,FK1 <u>itemID</u> <u>itemID</u> characterID characterID U PK,FK2 <u>jobID</u> PK,FK2 <u>jobID</u> PK,FK2 <u>jobID</u> firstName level lastName experiencePoints playerID FΚ Job weaponID isCurrentJob FΚ PK <u>jobID</u> isCurrentJob jobName availability CharacterAttribute Currency CharacterCurrency PK,FK1 PK,FK1 <u>attributeID</u> PΚ <u>currencyID</u> <u>characterID</u> currencyName PK,FK2 <u>currencyID</u> PK,FK2 characterID (weeklyAmount) atrributeValue maximumAmount (weeklyCap) totalAmount availability