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

PK	**itemID**
	itemName
	maxStackSize
	(vendorPrice)

Gear

PK	**itemID**
	ItemLevel
FK	gearSlotID
	requiredLevel
	defenseRating
	magicDefenseRating

Weapon

PK	**itemID**
	ItemLevel
	requiredLevel
	damageDone
	autoAttack
	attackDelay

ConsumableItem

PK	**itemID**
	ItemLevel
	description

MiscellaneousItem

PK	**itemID**
	description

ConsumableItemEffect

PK,FK1	**itemID**
PK,FK2	**attributeID**
	effectPercentage
	maxEffectValue

Attribute

PK	**attributeID**
	attributesName

CustomizedGear

PK	**itemID**
FK	itemQuality
	condition
	(dyeColor)
	(maker)

CustomizedWeapon

PK	**itemID**
FK	itemQuality
	condition
	(dyeColor)
	(maker)

WeaponBonus

PK,FK1	**itemID**
PK,FK2	**attributeID**
	bonusValue

GearBonus

PK,FK1	**itemID**
PK,FK2	**attributeID**
	bonusValue

Inventory

PK, FK1	**characterID**
PK	**inventorySlotNumber**
	quantity
FK2	itemID

Quality

PK	**itemQuality**

CharacterEquipped

PK,FK1	**characterID**
PK,FK2	**gearSlotID**
FK3	itemID

Player

PK	**playerID**
	name
	email
	password

GearSlot

PK	**gearSlotID**
	gearSlotName

GearJob

PK,FK1	**itemID**
PK,FK2	**jobID**

WeaponJob

PK,FK1	**itemID**
PK,FK2	**jobID**

CharacterJob

PK,FK1	**characterID**
PK,FK2	**jobID**
	level
	experiencePoints
	isCurrentJob
	isCurrentJob

Character

PK	**characterID**
U	firstName
U	lastName
FK	playerID
FK	weaponID

Job

PK	**jobID**
	jobName
	availability

Currency

PK	**currencyID**
	currencyName
	maximumAmount
	(weeklyCap)
	availability

CharacterCurrency

PK,FK1	**characterID**
PK,FK2	**currencyID**
	(weeklyAmount)
	totalAmount

CharacterAttribute

PK,FK1	**attributeID**
PK,FK2	**characterID**
	atributeValue