User(id, username, password)

PaymentDetails(user_id, creditcard_no, email)

    FK: (user_id) ⊆ User(id)

Player(user_id)

    FK: (user_id) ⊆ User(id)

Administrator(user_id)

    FK: (user_id) ⊆ User(id)

Permission(permission_name)

AdmisitratorsPermissions(user_id, permission_name)

    FK: (user_id) ⊆ User(id)

    FK: (permission_name) ⊆ Permission(permission_name)

Character(id, name)

CharacterSkill(skill)

CharactersSkills(sklil, character_id)

    FK: (character_id) ⊆ Character(id)

    FK: (skill) ⊆ Skill(skill)

Fight(id, place, date_time)

CharacterInFight(character_id, fight_id)

    FK: (character_id) ⊆ Character(id)

    FK: (fight_id) ⊆ Fight(id)

Weapon(name, character_id)

    FK: (character_id) ⊆ Character(id)

Guild(id, name, guild_master, estate_worth)

    FK: (guild_master) ⊆ Character(id)

CharacterGuildMembership(guild_id, character_id)

    FK: (character_id) ⊆ Character(id)

    FK: (guild_id) ⊆ Guild(id)

GuildEnemy(enemy_of, enemy_to)

    FK: (enemy_to) ⊆ Guild(id)

    FK: (enemy_of) ⊆ Guild(id)