**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)