User(Username, Login, Password)

Player(Login)

FK: Login ⊆ User(Login)

Developer(Login, Special access)

FK: Login ⊆ User(Login)

Character(Name, Creation date, Username, Login)

FK: Username ⊆ User(Username)

FK: Login ⊆ User(Login)

Skills(Name, Skills)

FK: Name ⊆ Character(Name)

Stats(Name, Vigor, Endurance, Mind, Strength, Dexterity)

FK: Name ⊆ Character(Name)

Developer—Character(Login, Name)

FK: Login ⊆ Developer(Login)

FK: Name ⊆ Character(Name)

Developer—Covenant(Login, Name)

FK: Login ⊆ Developer(Login)

FK: Name ⊆ Covenant(Name)

Developer—Item(Login, Item name)

FK: Login ⊆ Developer(Login)

FK: Item name ⊆ Item(Item name)

Covenant(Covenant name, Location, Banner, Name, Username, Login)

FK: Name ⊆ Character(Name)

FK: Username ⊆ Developer(Username)

FK: Login ⊆ Developer(Login)

Hostile\_to(Name, Hostile)

FK: Name ⊆ Covenant(Name)

FK: Hostile ⊆ Covenant(Name)

Has\_Hostile(Name, Hostile)

FK: Name ⊆ Covenant(Name)

FK: Hostile ⊆ Covenant(Name)

Item(Item name, Name, Username)

FK: Name ⊆ Character(Name)

FK: Username ⊆ Developer(Username)

FK: Login ⊆ Developer(Login)

Weapon(Item name, Name, Type, Damage)

FK: Item name ⊆ Item(Item name)

FK: Name ⊆ Item(Name)

Armor(Item name, Name, Type, Defense, Passive skill)

FK: Item name ⊆ Item(Item name)

FK: Name ⊆ Item(Name)

Fight(Enemy, Place, Time, Name)

FK: FK: Name ⊆ Character(Name)