City	
id_City	(PK) int
name_City	varchar (x)
id_Country	(FK) int
value_City	int
status_allied	boolean
koord_x	int
koord y	int
description_City	varchar (x)

<u>Trade_Good</u>	
id_Trade_Good	(PK) int
name_Trade_Good	varchar (x)
id_Type_Trade_Good	(FK) int
price_Trade_Good	int
price_RTG_Trade_Good	int
description_Trade_Good	varchar (x)

<u>Aide</u>	
Id_Aide	(PK) int
name_Aide	varchar (x)
description_Aide	varchar (x)

UWO Ac	count
id_UWO_Account	(PK) int
id_Account_Main	(FK) int
name_UWO_Account	varchar (x)

<u>Food</u>	
id_Food	(PK) int
name_Food	varchar (x)
value_vigor	int
value_Fatigue	int
name_Food value_vigor value_Fatigue description_Aide	varchar (x)

<u>Type_Item</u>	
id_Type_Item	(PK) int
name_Type_Item	varchar (x)
description_Type_Items	varchar (x)

Type Trade Good	
id_Type_Trade_Good name_Type_Trade_Good description_Type_Trade_Good	(PK) int
name_Type_Trade_Good	varchar (x)
description_Type_Trade_Good	varchar (x)

<u>Skill</u>	
id_Skill	(PK) int
name_Skill class	varchar (x)
class	varchar (x)
description_Skill	varchar (x)

Sea_Region	
id_Sea	(PK) int
name_Sea	varchar (x)
description_Sea_Region	varchar (x)

<u>ltems</u>	
id_Item	(PK) int
name_Item	varchar (x)
id_Type_Item	(FK) int
price_Item	int
effect	varchar (x)
description_Items	varchar (x)

<u>Jobs</u>	
id_Job	(PK) int
name_Job	varchar (x)
class	varchar (x)
description_Jobs	varchar (x)

<u>Char</u>	
id_Char	(PK) int
id_UWO_Account	(FK) int
position_Char	int
nick_char	varchar (x)
value_Char_Adventure	int
value_Char_Trade	int
value_Char_Battle	int

<u>Country</u>		
id_Country	(PK) int	
name_Country	varchar (x)	
description_Country	varchar (x)	

Aide Status	
id_Char	(PK FK) int
Id_Aide	(PK FK) int
status_Aide	int
release_Aide	boolean
value_Aide_Adventure	int
value_Aide_Trade	int

<u>SI</u>	<u>rill Status</u>
id_Char	(PK FK) int
id_Skill	(PK FK) int
value_Level_Skill	int
value_XP_Skill	int
favoured_Skill	boolean
expert_Skill	boolean

Country	<u>Status</u>
id_Char	(PK FK) int
id_Country	(PK FK) int
start_Country	boolean
release_Country	boolean

Inves	<u>st Status</u>
id_Char	(PK FK) int
id_City	(PK FK) int
value_Invest	int

	<u>Trade</u>	Good	Status	
id_City				(PK FK) int
id_Trade_Good				(PK FK) int
Invest				boolean

<u>Jo</u>	<u>b_Status</u>
id_Char	(PK FK) int
id_Job	(PK FK) int
aktive_Job	boolean
release_Job	boolean

<u>Po</u>	rt Status
id_City	(PK FK) int
id_Trade_Good	(PK FK) int
percentage	int

Pet_Status		
id_Char	(PK FK) int	
id_Pet	(PK FK) int	
status_Pet	boolean	
release Pet	boolean	
Level_Pet	int	