Charac

name	String
job	String
server	Server

Equipment

CharacName	String
tier	Integer
honingLevel	Integer
equipType	EquipType

HoningMat

tier	Integer
level	Integer
equipType	EquipType
shardType	ShardType
fusionMaterialName1	String
fusionMaterialNum1	Integer
fusionMaterialName2	String
fusionMaterialNum2	Integer
fusionMaterialName3	String
fusionMaterialNum3	Integer

ShardType

EquipType	EquipType
ShardType	ShardType

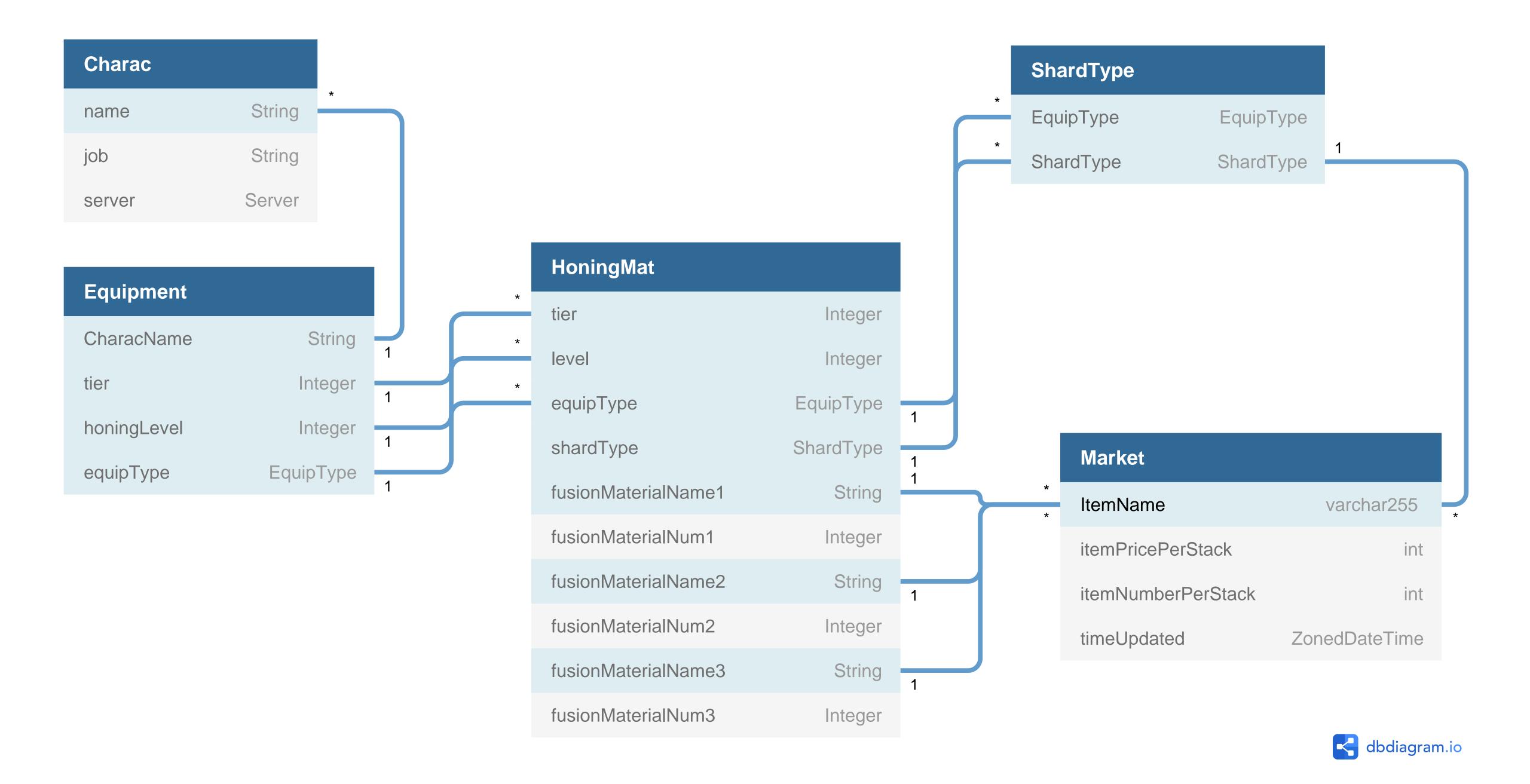## Market

ItemName	varchar255
itemPricePerStack	int
itemNumberPerStack	int
timeUpdated	ZonedDateTime

```
Enum EquipType {
  Armor
  Weapon
}


Enum ShardType {
  Guardian
  Destruction
}
```

```
Enum Server {
  Azena
  Avesta
  Ladon
  Una
  Galatur
  Kharmine
  Regulus
  Karta
  Elzowin
  Sasha
  Adrinne
  Aldebaran
  Zosma
  Vykas
  Danube
}
```