CharacterItem
PK,FK	characterID
PK	slotID
FK	itemID
	quantity

Item
PK	itemID
	name
	maxStackSize
	price
	itemLevel

gearAllowedJob
| PK,FK1 | jobID |
| PK,FK2 | gearID |

CharacterJob
PK,FK	characterID
PK,FK	jobID
	level

JobCatalog
PK	jobID
	name
	description

weaponAllowedJob
| PK,FK1 | jobID |
| PK,FK2 | weaponID |

gear
PK	itemID
	defenseRating
	magicDefenseRating
FK	requiredBodySlot
	requiredLevel

Player
PK	playerID
U1	username
U2	emailAddress

Character
PK	characterID
FK	playerID
U1	firstName
U1	lastName
FK	mainHandWeapon

EquipedEquipment
PK,FK	characterID
PK,FK	bodySlot
FK	itemID

bodySlotCatalog
| PK | bodySlot |

weapon
PK	itemID
	physicalDamage
	magicDamage
	auto-attack
	attackDelay
	requiredLevel

CurrencyCatalog
PK	currencyID
	name
	description
	cap
	(weeklyCap)

CharacterCurrency
PK,FK	characterID
PK,FK	currencyID
	ownedAmount
	weeklyOwnedAmount

gearBonus
PK,FK1	gearID
PK,FK2	attribute
	bonus

Consumable
| PK | itemID |
| | description |

CharacterAttribute
PK,FK	characterID
PK,FK	attribte
	value

AttributeCatalog
| PK | attribute |

weapnBonus
PK,FK1	weaponID
PK,FK2	attribute
	bonus

comsumableAttributeBounus
PK,FK1	itemID
PK,FK2	attribute
	bonus
	cap

ItemCatalog

PK	**ItemID**
	description
	maxStackSize
	itemType

Inventory

PK,FK1	**inventroyID**
PK,FK2	**characterID**
	itemID
	Row 4

Character

PK	**characterID**
FK	accountID
	strength
	intelligence
	dexterity
	mind
	vitality
	critical_hit
	determination
	direct_hit_rate
	defense
	magic_defence
	attack_power
	skil_speed
	attack_magic_potency
	healing_magic_protency
	spell_speed
	average_item_level
	tenacity
	piety
	inventory
U1	firstName
U1	lastName
	body
	hands
	legs
	feet
	off-hand
	earring
	wrist
	ring

Character

PK	**lastName**
PK	**firstName**
	accountID
	job
	power1
	power2
	inventory
	weapon
	armor
	money
	inventory

Job

PK	**jobID**
	characterID
	jobName
	level
	experience_point