

FK stands for “Foreign Key” and REF is shorthand for “References”

## **BCNF**

**Occupations**(OccupationName, Role, LogName, questID) FK Role REF Roles, FK LogName REF OccupationLogs, FK questID REF Quests

- OccupationName → Role, LogName, questID

**Roles**(Role, BaseDiscipline)

- Role → BaseDiscipline

**Jobs**(jobID, JobName, classID, SoulStone) FK JobName REF Occupations, FK classID REF Classes

- jobID → JobName, classID, Soul Stone

**Classes**(classID, ClassName, StartingCity) FK ClassName REF Occupations

- classID → ClassName, StartingCity

**OccupationLogs**(logID, LogName)

- logID → LogName

**Actions**(ActionName, Type, Cast, Recast, Level, questID) FK questID REF Quests

- ActionName → Type, Cast, Recast, Level, questID

**Players**(playerID, FirstName, LastName, Race, Clan, CityState, Guardian, GrandCompany, worldID) FK worldID REF Worlds

- PlayerID → FirstName, LastName, Race, Clan, CityState, Guardian, GrandCompany, worldID

**Adventures**(adventureID, AdventureName, LevelRequirement)

- adventureID → AdventureName, LevelRequirement

**Quests**(questID, adventureID, Type, Level, QuestGiver) FK adventureID REF Adventures

- questID → adventureID, Type, Level, ActionName

**Duties**(dutyID, adventureID, DutyType, NumberOfPlayers, SynchedLevel, SynchedItemLevel, MinimumItemLevel, questID) FK adventureID REF Adventures, FK questID REF Quests

- dutyID → adventureID, DutyType, NumberOfPlayers, SynchedLevel, SynchedItemLevel, MinimumItemLevel, questID

**OrchestrionRolls**(rollID, Name, OSTRelease, Patch, Theme, Acquisition)

- rollID → Name, OSTRelease, Patch, Theme, Acquisition

**Companions**(CompanionName, Acquisition)

- CompanionName → Acquisition

**Mounts**(mountID, CompanionName, Seats) FK CompanionName REF Companions

- mountID → CompanionName, Seats

**MVEffects**(mountID, Special Effects) FK mountID REF Mounts

**Minions**(minionID, CompanionName, AcquisitionType, Level) FK CompanionName REF Companions

- minionID → CompanionName, Level

**Worlds**(worldID, worldName, DataCenter) FK DataCenter REF DataCenters

- worldID → worldName, DataCenter

**DataCenters**(DataCenter, Region)

- DataCenter → Region

**perform**(OccupationName, ActionName) FK OccupationName REF Occupations, FK ActionName References Actions

**have**(playerID, OccupationName) FK PlayerID REF Player, FK OccupationName REF Occupations

**rewardedBy**(rollID, adventureID) FK rollID REF Orchestrion, FK adventureID REF Adventures

**earnedThrough**(CompanionName, adventureID) FK CompanionName REF Companions, FK  
adventureID REF Adventures