CSU34041
"Information Management II"

SQL Project
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A Database on Final Fantasy X

[retrieved from ocremix.org]

Final Fantasy X is a Japanese role-playing game (JRPG) produced by Square Co., Ltd in 2001, and has been my favourite game for quite a few years. I decided to model the main components of the game's data for this project, as it has a wealth of information and I have yet to find a single common source of data on the internet or otherwise which compiles the most important data.

The data included in this database includes the characters, locations (including secret locations in a separate relation), fiends (enemies one fights throughout the game), and aeons (summonable creatures). Characters and aeons can use a variety of white magic, black magic, skills, and special moves. Blue magic, the final relation modelled, is usable only by Kimahri, due to his special nature in the game.

Each relation is provided with a multitude of information, and are related to other relations in many ways - some, such as characters, are related to nearly every other relation, with others, such as secret locations, being related to just one. A plethora of linking tables exists: relating fiends to locations, magic to characters and aeons, and blue magic to fiends to name but a few. This ties in naturally with the integrative nature of games: all parts exist for a reason, and are intertwined with others - such is why a game database is so important. This project could go on ad infinitum, but I had to restrict myself in order to create something worth reading!

In the same vein of restriction, included in the SQL code are two other relations, weapon ability and armour ability to describe the various weapons and armour, and their associated abilities, in the game. These are nominal in nature as I found it exceptionally difficult to find a way to relate them to the characters who make use of them, and thus ultimately didn't include them in the final product's entity diagrams. Other decisions made for the modelling of the database include: not including magic and skills relations to fiends, as this would be truly tens of thousand of lines, including only playable characters as

non-playable characters would have little information to provide, the self-input of IDs for all tables as there is a finite amount in the game (assuming an expansion doesn't arrive!), and the inclusion of specific identification codes for locations, as detailed below.

IDs for everything except locations are in a 1 to n format, but the construction of informative IDs for locations adds another layer of depth to them: they were essentially 4 digit, or a half-byte size Spiran postcodes (Spira being the world in which Final Fantasy X is set):

ID for *Macalania Woods - North*

1	6	1	3
Region Code		**Region Location**	**Specific Location**

This greatly aided in the designing and modelling the database, as locations and their secret versions are central to the working of characters, fiends, and blue magic, and thus the game.
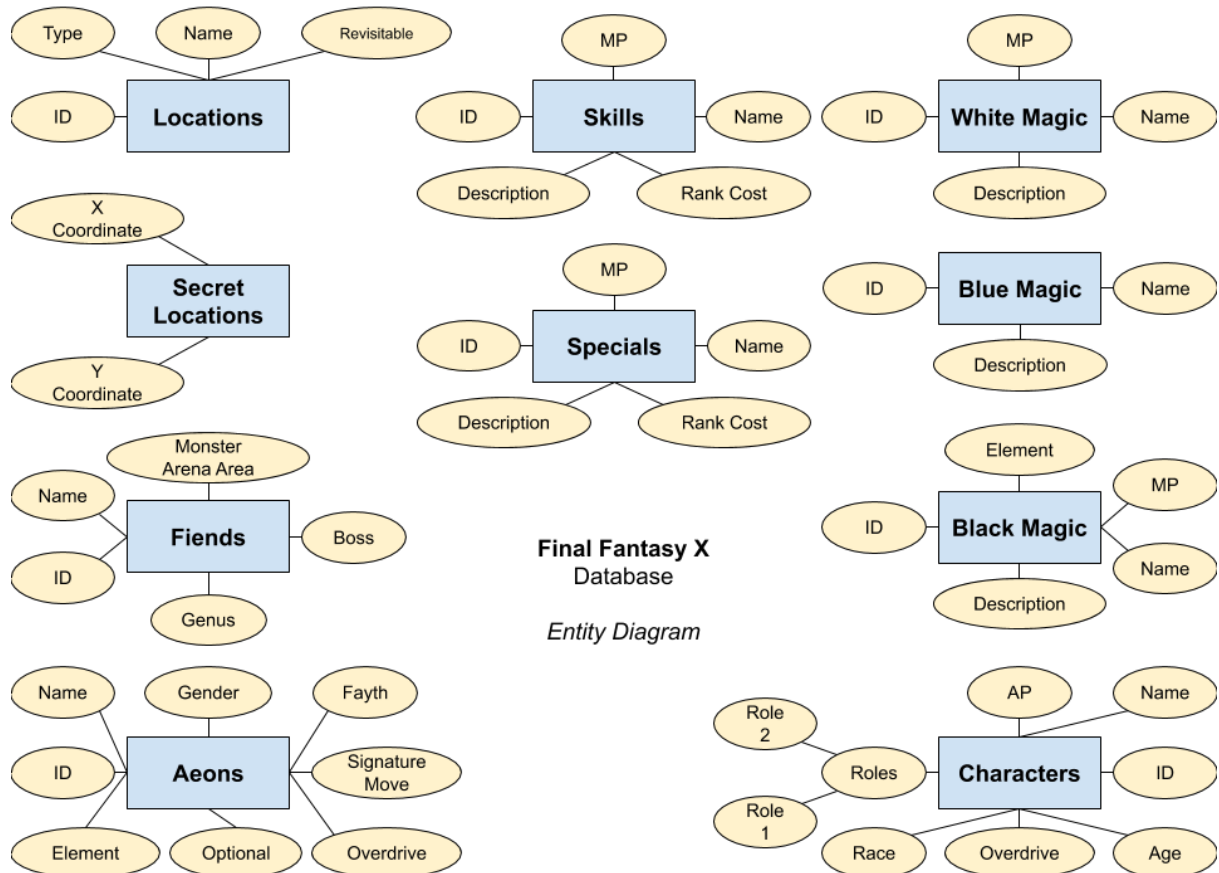
As far as attributes go for each table, they all possess an ID and a name (be it a character name, magic spell name, etc.). After that, most contain a general description, magic, skills and special moves contain an MP field which stands for magic points (i.e. how many magic points it costs to cast that spell). In more detail, however, the following more puzzling attributes are explained below:

- **Locations:**
  - *Revisitable*: during the course of the game, some locations are no longer available to be visited, thus those marked with a 0 are no longer available for the characters after having visited them the first time.

- **Secret Locations**:
  - *Coordinates:* the coordinates you must enter on the airship, once obtained, to discover the secret locations.

- **Skills/Specials**:
  - *Rank Cost:* battles are turn-based in Final Fantasy X, and each move contains a rank cost for which the character is "pushed down the queue" in the battle, and must wait the required rank cost in turns until they can move again.

- **Fiends:**
  - *Genus*: the genus to which each fiend belongs. This is useful for grouping similar species of enemies together.
  - *Boss:* whether the fiend is a boss battle or not in the game.

- **Aeons:**
  - *Overdrive:* a game mechanic in Final Fantasy X: each aeon and character possesses one of these special types of move
  - *Fayth*: Aeons are the reincarnation of someone who has died in the form of pyreflies, and their Fayth is the person from whom the aeon has reincarnated
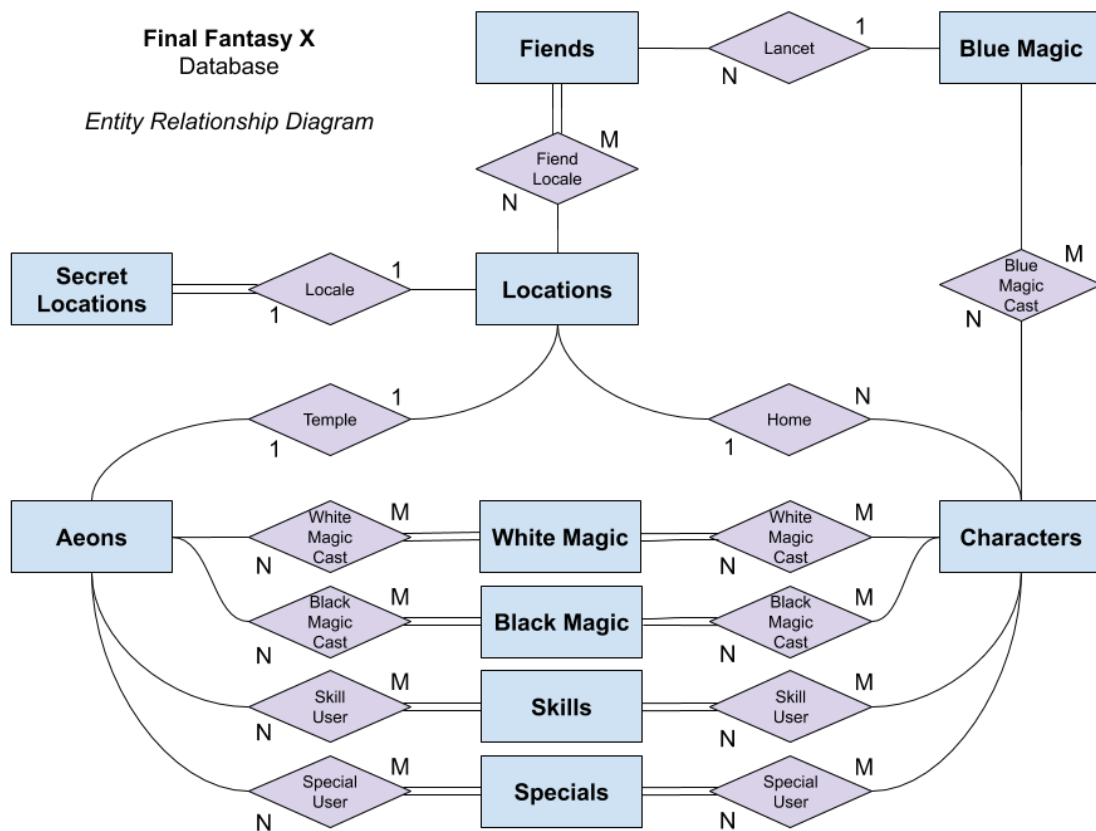
- ○ *Optional*: a simple boolean field for stating whether it is an optional Aeon to obtain (as opposed to being obtained during the main storyline)

- ● **Characters**:
  - ○ *Race*: although all characters in Spira are humanoid in features, like the extinct Neanderthals before us, there are different sub-categories of human in Spira, known in-game as race
  - ○ *AP*: ability points used in-game during battles to obtain new spells
  - ○ *Roles*: the battle roles the character assumes, such as Warrior or Black Mage

      With the game hopefully explained well, let us dive into the diagrams provided for this game, alongside the constraints and various features included in the database to make it useful:
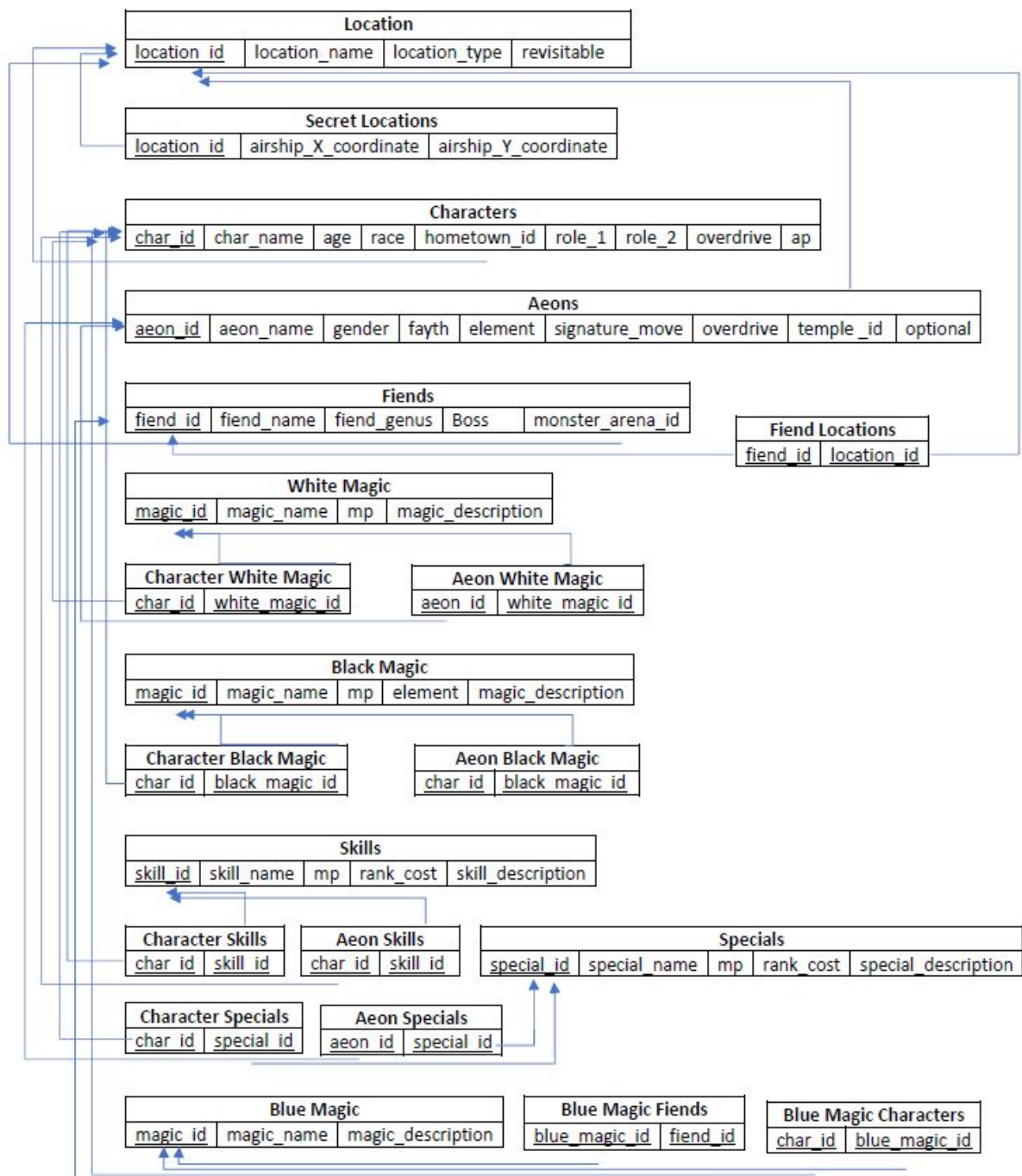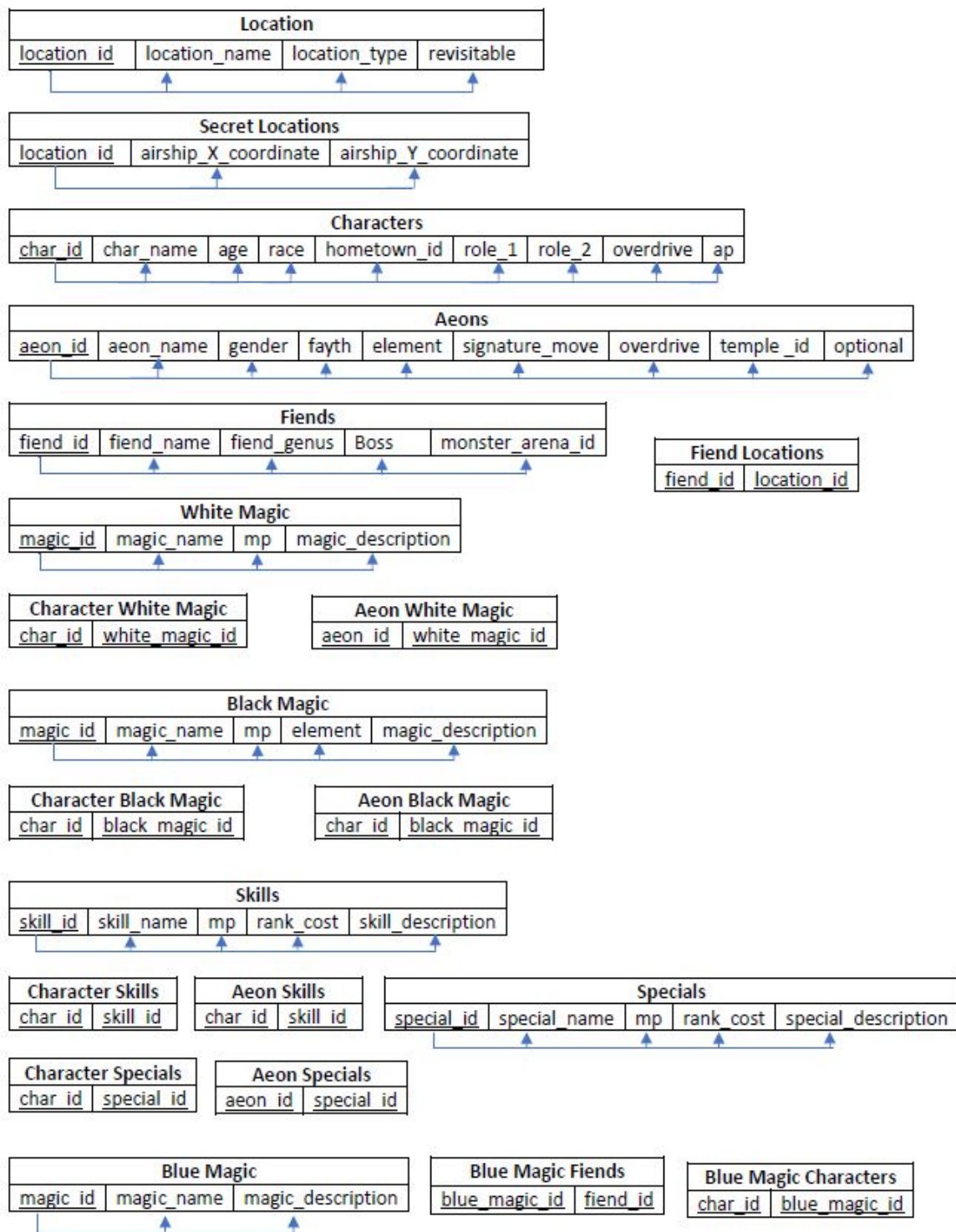
Entity Diagram

Entity relationship diagram

Final Fantasy X
Database

Entity Relationship Diagram

Fiends — Lancet — **Blue Magic**
1
N

Fiends — Fiend Locale — M
N

Secret Locations — Locale — 1 — **Locations**
1

Blue Magic Cast — M
N

Temple — 1
1

Home — N
1

Aeons — White Magic Cast — M — **White Magic** — White Magic Cast — M — **Characters**
N   N

Black Magic Cast — M — **Black Magic** — Black Magic Cast — M
N   N

Skill User — M — **Skills** — Skill User — M
N   N

Special User — M — **Specials** — Special User — M
N   N

Relational Schema

Location

location_id	location_name	location_type	revisitable

Secret Locations

location_id	airship_X_coordinate	airship_Y_coordinate

Characters

char_id	char_name	age	race	hometown_id	role_1	role_2	overdrive	ap

Aeons

aeon_id	aeon_name	gender	fayth	element	signature_move	overdrive	temple _id	optional

Fiends

fiend_id	fiend_name	fiend_genus	Boss	monster_arena_id

Fiend Locations

fiend_id	location_id

White Magic

magic_id	magic_name	mp	magic_description

Character White Magic

char_id	white_magic_id

Aeon White Magic

aeon_id	white_magic_id

Black Magic

magic_id	magic_name	mp	element	magic_description

Character Black Magic

char_id	black_magic_id

Aeon Black Magic

char_id	black_magic_id

Skills

skill_id	skill_name	mp	rank_cost	skill_description

Character Skills

char_id	skill_id

Aeon Skills

char_id	skill_id

Specials

special_id	special_name	mp	rank_cost	special_description

Character Specials

char_id	special_id

Aeon Specials

aeon_id	special_id

Blue Magic

magic_id	magic_name	magic_description

Blue Magic Fiends

blue_magic_id	fiend_id

Blue Magic Characters

char_id	blue_magic_id

Functional Dependency Diagram

Location

location_id	location_name	location_type	revisitable

Secret Locations

location_id	airship_X_coordinate	airship_Y_coordinate

Characters

char_id	char_name	age	race	hometown_id	role_1	role_2	overdrive	ap

Aeons

aeon_id	aeon_name	gender	fayth	element	signature_move	overdrive	temple_id	optional

Fiends

fiend_id	fiend_name	fiend_genus	Boss	monster_arena_id

Fiend Locations

fiend_id	location_id

White Magic

magic_id	magic_name	mp	magic_description

Character White Magic

char_id	white_magic_id

Aeon White Magic

aeon_id	white_magic_id

Black Magic

magic_id	magic_name	mp	element	magic_description

Character Black Magic

char_id	black_magic_id

Aeon Black Magic

char_id	black_magic_id

Skills

skill_id	skill_name	mp	rank_cost	skill_description

Character Skills

char_id	skill_id

Aeon Skills

char_id	skill_id

Specials

special_id	special_name	mp	rank_cost	special_description

Character Specials

char_id	special_id

Aeon Specials

aeon_id	special_id

Blue Magic

magic_id	magic_name	magic_description

Blue Magic Fiends

blue_magic_id	fiend_id

Blue Magic Characters

char_id	blue_magic_id

Semantic Constraints

This project made use of several semantic constraints: notably the avoidance of NULL values for PRIMARY KEYs (and indeed FOREIGN KEYs) for entity integrity constraints and referential integrity constraints, and the use of several keywords in the creation of tables, such as UNIQUE to ensure uniqueness in PRIMARY KEYS, NOT NULL to ensure that some attributes always possessed a value, and some CHECK statements to solidify the nature of the data in each attribute, notably the following key statements below and their associated tables:

CHECK (location_id <= 3000) in the **location** relation to ensure it followed the previously described "postcode" like system I implemented for the game,

CHECK (airship_X_coordinate >= 10 AND airship_X_coordinate <= 80),
CHECK (airship_Y_coordinate >= 30 AND airship_Y_coordinate <= 80),
in order to follow the specifications for coordinates in-game for the airship, therefore finding itself in the **secret locations** relation,

CHECK (race IN ('Human','Al Bhed','Guado','Ronso','Human/Al Bhed','Human/Guado','Guado/Al Bhed')) in the **characters** relation, to ensure that the race categories, described above, are limited to those possible in the game itself.

Security Constraints

Seeing as this is all public knowledge, and therefore security is not particularly an issue, security constraints were not implemented as such in the code. However, if one were to allow, say, the leader of the party to update the spells which the other characters in the team could cost, we could utilise code such as the following to allow that, taking Tidus as the team leader:

CREATE ROLE Tidus;
GRANT UPDATE ON white_magic TO Tidus;

In this way, we could have Tidus essentially "grant" the white magic to the others.

View Creations

Views were an essential part of this project, in order to truly see the benefit of the entries in the table. Views were created to see who, at that moment of time, could cast certain spells. Let's take the Aeon Black Magic view for example:

CREATE VIEW Black_Magic_for_Aeons AS
SELECT aeons.aeon_name, black_magic.magic_name
FROM aeons
INNER JOIN aeon_black_magic ON aeons.aeon_id = aeon_black_magic.aeon_id
INNER JOIN black_magic ON black_magic.magic_id = aeon_black_magic.black_magic_id;

This same logic could apply, for example, in finding the names of the locations in which each fiend is found:

CREATE VIEW Fiend_Name_And_Locations AS
SELECT fiends.fiend_name, location.location_name
FROM fiends
INNER JOIN fiend_locations ON fiends.fiend_id = fiend_locations.fiend_id
INNER JOIN location ON location.location_id = fiend_locations.location_id;

The possibilities as regards views are truly endless, depending on what the user of the database deems important, or indeed the database designers. The code in the appendix provides plenty more views, with their Inner Joins to the appropriate tables, to provide what I thought was the most pertinent information to the game with the selected modelled data.

Triggers

Triggers are important for keeping consistency in the code: I believe the most pertinent example is keeping the location ID's "postcode" structure consistent, amongst numerous other possibilities. If a location were to explode into smithereens (as they do in Final Fantasy X, such is the need for the revisitable attribute in locations), we would need to allow for consistency in the rest of the tables:

```
CREATE OR REPLACE TRIGGER Update_Location_Postcode
AFTER DELETE ON locations
FOR EACH ROW
WHEN (OLD.location_id IS NOT NULL)
DECLARE
  del_location_postcode number;
BEGIN
  del_location_postcode := OLD.location_id;
  UPDATE fiend_locations
  SET location_id = NULL
  WHERE location_id = del_location_postcode;
  UPDATE secret_locations
  SET location_id = NULL
  WHERE location_id = del_location_postcode;
  UPDATE characters
  SET hometown_id = NULL
  UPDATE hometown_id = del_location_postcode;
END Update_Location_Postcode
.
RUN;
```

Once again, however, that would be a fictitious scenario, as the locations live on in the game regardless as it is a dream world (spoilers!). The triggers are endless, once again, however, and could be applied to many sections in the game, including the updating of AP points for example in the character section. This would require many more tables however, for which I have no time.

Code

```sql
DROP DATABASE IF EXISTS final_fantasy_x;
CREATE DATABASE final_fantasy_x;
USE final_fantasy_x;

-- LOCATIONS --
CREATE TABLE IF NOT EXISTS location(
 location_id          int         UNIQUE,
 location_name        varchar(40)  NOT NULL,
 location_type        varchar(20)  NOT NULL,
 revisitable          bit(1)       NOT NULL,
 PRIMARY KEY(location_id),
 CHECK (location_id <= 3000)
);
INSERT INTO location(location_id,location_name,location_type,revisitable) VALUES
(0100,'Dream Zanarkand','City',0)
,(0200,'Baaj Temple','Temple',1)
,(0300,'Salvage Ship','Ship',0)
,(0310,'Salvage Ship - Surface','Ship',0)
,(0320,'Salvage Ship - Underwater','Underwater',0)
,(0400,'Underwater Ruins','Ruins',0)
,(0500,'Besaid','Island',1)
,(0510,'Besaid Beach','Beach',1)
,(0520,'Besaid Lake','Lake',1)
,(0530,'Besaid Village','Village',1)
,(0531,'Houses','House',1)
,(0532,'Besaid Village Shop','Shop',1)
,(0533,'Crusader"s Lodge','House',1)
,(0534,'Village Slope','Road',1)
,(0540,'Besaid Temple','Temple',1)
,(0550,'Besaid Falls','Waterfall',1)
,(0560,'Besaid Cave','Cave',1)
,(0570,'Besaid Valley','Valley',0)
,(0580,'Besaid - Ancient Road','Road',1)
,(0600,'S.S. Liki','Ship',1)
,(0601,'S.S. Liki - Deck','Ship',1)
,(0602,'S.S. Liki - Underwater','Underwater',0)
,(0700,'Kilika','Island',1)
,(0710,'Kilika Port','Town',1)
,(0720,'Kilika Woods','Forest',1)
,(0730,'Kilika Temple','Temple',1)
,(0800,'S.S. Winno','Ship',1)
,(0900,'Luca','City',1)
,(0901,'Luca Blitzball Stadium','Stadium',1)
,(0902,'Luca Café and Bar','Shop',1)
,(0903,'Luca Streets','Street',1)
,(0904,'Luca Theatre','Theatre',1)
,(0905,'Luca Harbour','Port',1)
,(1000,'Mi"hen Highroad','Road',1)
,(1001,'Highroad North End','Road',1)
,(1002,'Highroad South End','Road',1)
,(1003,'Highroad South and Central','Road',1)
,(1004,'Newroad','Road',1)
,(1005,'Oldroad','Road',1)
,(1010,'Mi"hen Highroad Travel Agency','Travel Agency',1)
,(1020,'Mi"hen Ruins','Ruins',1)
,(1100,'Mushroom Rock Road','Road',1)
```

```
,(1110,'Mushroom Rock','Road',1)
,(1111,'Valley','Road',1)
,(1112,'Valley Bottom','Road',1)
,(1113,'Precipice','Road',1)
,(1114,'Plateau','Road',1)
,(1115,'Ridge','Road',0)
,(1120,'Beach','Beach',0)
,(1121,'Battle Site','Road',1)
,(1122,'Aftermath','Beach',0)
,(1130,'Lord Mi"hen"s Statue','Road',1)
,(1131,'Youth League Headquarters','Road',1)
,(1200,'Djose','Region',1)
,(1210,'Djose Highroad','Road',1)
,(1211,'Djose Highroad - Left','Road',1)
,(1212,'Djose Highroad - Right','Road',1)
,(1220,'Djose Temple','Temple',1)
,(1300,'Moonflow','River',1)
,(1310,'South Bank Road','Road',1)
,(1311,'South Bank','Road',1)
,(1312,'South Wharf','Port',1)
,(1320,'North Wharf','Port',1)
,(1321,'North Bank','Road',1)
,(1322,'North Bank Road','Road',1)
,(1400,'Guadosalam','City',1)
,(1401,'Seymour"s Mansion','Fortress',1)
,(1402,'Tobli Productions','Shop',1)
,(1410,'Farplane','Farplane',1)
,(1500,'Thunder Planes','Region',1)
,(1501,'Thunder Plains - South','Road',1)
,(1502,'Thunder Plains - North','Road',1)
,(1510,'Thunder Plains Travel Agency','Travel Agency',1)
,(1600,'Macalania','Region',1)
,(1610,'Macalania Woods','Forest',1)
,(1611,'Macalania Woods - South','Forest',1)
,(1612,'Macalania Woods - Central','Forest',1)
,(1613,'Macalania Woods - North','Forest',1)
,(1614,'Shimmering Path','Forest',1)
,(1615,'Calm Lands Road','Road',1)
,(1616,'Macalania Spring','Forest',1)
,(1620,'Macalania Lake','Lake',0)
,(1621,'Agency Front','Shop',0)
,(1622,'Crevasse','Road',0)
,(1630,'Macalania Temple','Temple',1)
,(1631,'Temple Road','Road',1)
,(1632,'Antechamber','Dungeon',1)
,(1700,'Bikanel','Island',1)
,(1710,'Bikanel Desert','Desert',1)
,(1711,'Oasis','Desert',1)
,(1712,'Desert East','Desert',1)
,(1713,'Desert Central','Desert',1)
,(1714,'Desert West','Desert',1)
,(1720,'Home','Fortress',0)
,(1730,'Cactuar Nation','Village',1)
,(1740,'Sanubia Sands','Desert',1)
,(1800,'Fahrenheit','Airship',1)
,(1801,'Fahrenheit Corridors','Airship',1)
,(1802,'Fahrenheit Deck','Airship',1)
,(1900,'Bevelle','City',0)
```

```
,(1910,'Bevelle Palace','Fortress',0)
,(1920,'Highbridge','Road',1)
,(1930,'Bevelle Temple','Temple',0)
,(1940,'Via Purifico','Road',0)
,(1941,'Via Purifico - Land','Dungeon',0)
,(1942,'Via Purifico - Underwater','Dungeon',0)
,(2000,'Calm Lands','Region',1)
,(2001,'Calm Lands - Entrance','Grassland',1)
,(2002,'Calm Lands - South-East','Grassland',1)
,(2003,'Calm Lands - South-West','Grassland',1)
,(2004,'Calm Lands - Central-East','Grassland',1)
,(2005,'Calm Lands - Central','Grassland',1)
,(2006,'Calm Lands - Central-West','Grassland',1)
,(2007,'Calm Lands - North-East','Grassland',1)
,(2008,'Calm Lands - North-West','Grassland',1)
,(2009,'Calm Lands - Near Bridge','Grassland',1)
,(2010,'Calm Lands - Gorge Bottom','Grassland',1)
,(2011,'Calm Lands Shop','Shop',1)
,(2020,'Cavern of the Stolen Fayth','Temple',1)
,(2021,'Cavern of the Stolen Fayth - White Areas','Dungeon',1)
,(2022,'Cavern of the Stolen Fayth - Green Areas','Dungeon',1)
,(2030,'Monster Arena','Monster Arena',1)
,(2040,'Remiem Temple','Temple',1)
,(2100,'Mt. Gagazet','Region',1)
,(2110,'Mountain Path','Road',1)
,(2111,'Mountain Gate','Road',1)
,(2112,'Mountain Trail','Road',1)
,(2113,'Prominence','Road',1)
,(2120,'Mountain Cave','Cave',1)
,(2121,'Submerged Passage','Cave',1)
,(2130,'Gagazet Summit','Road',1)
,(2140,'Fayth Scar','Road',1)
,(2200,'Zanarkand','City',1)
,(2210,'Camp Site','Road',1)
,(2220,'Road to Zanarkand','Road',1)
,(2230,'Zanarkand Dome','Stadium',1)
,(2231,'Zanarkand Dome - Interior','Stadium',1)
,(2232,'Zanarkand Dome - Trials','Stadium',1)
,(2233,'Zanarkand Dome - The Beyond','Stadium',1)
,(2300,'Sin','Region',0)
,(2301,'Sea of Sorrow','Dungeon',0)
,(2302,'Garden of Pain','Dungeon',0)
,(2303,'City of Dying Dreams','Dungeon',0)
,(2304,'Tower of the Dead','Dungeon',0)
,(2305,'The Nucleus','Dungeon',0)
,(2306,'Dream"s End','Dungeon',0)
,(2307,'Unknown','Dungeon',0)
,(2400,'Omega Ruins','Dungeon',1)
,(2401,'Omega Dungeon','Dungeon',1)
,(2402,'Omega Dungeon - Lower','Dungeon',1)
,(2403,'Omega Dungeon - Upper','Dungeon',1);
```

```sql
-- SECRET LOCATIONS --
CREATE TABLE IF NOT EXISTS secret_locations(
 location_id          int UNIQUE,
 airship_X_coordinate  int NOT NULL,
 airship_Y_coordinate  int NOT NULL,
 PRIMARY KEY(location_id),
 FOREIGN KEY(location_id) REFERENCES location(location_id),
 CHECK (airship_X_coordinate >= 10 AND airship_X_coordinate <= 80),
 CHECK (airship_Y_coordinate >= 30 AND airship_Y_coordinate <= 80)
);
INSERT INTO secret_locations(location_id,airship_X_coordinate,airship_Y_coordinate) VALUES
(0200,13,60)
,(0550,30,75)
,(1020,35,57)
,(1121,41,58)
,(1730,14,43)
,(2400,72,35);

-- WEAPONS AND WEAPON ABILITIES (NOT UTILISED) --
CREATE TABLE IF NOT EXISTS weapon_ability(
 ability_id          int          UNIQUE,
 ability_requirement varchar(100) NOT NULL,
 sword              varchar(20),
 rod                varchar(20),
 katana             varchar(20),
 blitzball          varchar(20),
 spear              varchar(20),
 doll               varchar(20),
 claw               varchar(20),
 PRIMARY KEY(ability_id)
);
INSERT INTO
weapon_ability(ability_id,ability_requirement,sword,rod,katana,blitzball,spear,doll,claw)
VALUES
(1,'One ability slot','Longsword','Staff','Blade','Official Ball','Spear','Moogle','Claw')
,(2,'Piercing','Slasher','Spiked Rod','Katana','Center Forward','Harpoon','Stinger Mog','Barbed Knuckles')
,(3,'Strength +3%','Warrior"s Sword','Rod of Beating','Knight Blade','Power Ball','Heavy Spear','Attack Mog','Buster Glove')
,(4,'Strength +5%','Fencing Saber','Rod of Striking','War Blade','Hyper Ball','Striking Spear','Buster Mog','Buster Claw')
,(5,'Magic +3%','Enchanted Sword','Enchanted Rod','Magic Blade','Magic Ball','Enchanted Lance','Magical Mog','Magic Glove')
,(6,'Magic +5%','Rune Steel','Rune Rod','Rune Blade','Rune Ball','Rune Lance','Rune Mog','Magic Claw')
,(7,'Strength +10% OR Strength +20%','Soldier"s Saber','Full Metal Rod','Nodachi','Striker','Full Metal Spear','Moomba Warrior','Buster Knuckles')
,(8,'Magic +10% OR Magic +20%','Sorcery Sword','Sorcery Rod','Spiritual Blade','Trickster','Magic Lance','Moomba Mage','Magic Knuckles')
,(9,'2 or 3 slot weapon with no abilities','Baroque Sword','Ductile Rod','Shimmering Blade','Switch Hitter','Halberd','Variable Mog','Devastator')
,(10,'Magic +X% AND Strength +X%','Force Saber','Force Rod','Basara Blade','Ovation','Force Lance','Moomba Force','Force Knuckles')
,(11,'4-slot weapon with no abilities','Variable Steel','Malleable Staff','Shiranui','All-Rounder','Shapeshifter','Morphing Mog','Flexible Arm')
,(12,'Distil Ability','A-Steel','A-Staff','A-Blade','A-Ball','A-Lance','A-Mog','A-Claw')
,(13,'Distil Speed','S-Steel','S-Staff','S-Blade','S-Ball','S-Lance','S-Mog','S-Claw')
```

,(14,'Distil Mana','M-Steel','M-Staff','M-Blade','M-Ball','M-Lance','M-Mog','M-Claw')
,(15,'Distil Power','P-Steel','P-Staff','P-Blade','P-Ball','P-Lance','P-Mog','P-Claw')
,(16,'Waterstrike','Liquid Steel','Rod of Water','Water Blade','Water Ball','Tidal Spear','Water Moomba','Tidal Knuckles')
,(17,'Lightningstrike','Lightning Steel','Rod of Lightning','Thunder Blade','Thunder Ball','Thunder Spear','Thunder Moomba','Shocking Fist')
,(18,'Icestrike','Ice Brand','Rod of Ice','Frost Blade','Ice Ball','Ice Lance','Ice Moomba','Ice Claw')
,(19,'Firestrike','Flametongue','Rod of Fire','Fire Blade','Fire Ball','Heat Lance','Fire Moomba','Hot Knuckles')
,(20,'Sensor','Hunter"s Sword','Rod of Wisdom','Hunter"s Blade','Scout','Hunter"s Spear','Cactuar Scope','Hawkeye')
,(21,'Darktouch','Twilight Steel','Rod of Darkness','Blurry Moon','Blind Pass','Dusk Lance','Blinding Cait Sith','Eye Poker')
,(22,'Silencetouch','Muted Steel','Rod of Silence','Soundless Scream','Noisebreaker','Silent Spear','Quiet Cait Sith','Tongue Holder')
,(23,'Sleeptouch','Lullaby Steel','Lullaby Rod','Peaceful Slumber','Dream Team','Dream Lance','Sleepy Cait Sith','Daydreamer')
,(24,'Poisontouch','Poison Steel','Belladonna Wand','Spider"s Kiss','Rulebreaker','Snakehead','Noxious Cait Sith','Poison Claw')
,(25,'Stonetouch','Basilisk Steel','Break Rod','Gorgon Gaze','T.K.O.','Break Lance','Fossil Cait Sith','Break Knuckles')
,(26,'Slowtouch','Stunning Steel','Entangling Rod','Stunner','Delay of Game','Web Lance','Late Cait Sith','Clock Hand')
,(27,'Deathtouch','Deathbringer','Death Wand','Critical Blade','Rough Play','Matador Spear','Fatal Cait Sith','Ninja Claw')
,(28,'Any two status "Touches"','Razzmatazz','Ominous Rod','Chaos Blade','Double Penalty','Calamity Spear','Ominous Cait Sith','Hurricane Claw')
,(29,'Any two elemental "Strikes"','Double-Edge','Dual Rod','Dual Blade','Double Header','Twin Lance','Moomba Duo','Dual Claw')
,(30,'Any three "Magic +X%"','Wizard Sword','Mage"s Staff','Djinn Blade','Virtuoso','Wizard Lance','Magician Mog','The Ogre')
,(31,'Any three "Strength +X%"','Knight Sword','Monk Staff','Ogre Blade','Power Play','Knight Lance','Power Mog','Iron Claw')
,(32,'Darkstrike','Nightbringer','Darkness Staff','Dark Blade','Blackout','Darkbringer','Dark Cait Sith','Jammer')
,(33,'Silencestrike','Mage Masher','Reticent Staff','Tacit Blade','Muffler','Mage Hunter','Mute Cait Sith','Mage Husher')
,(34,'Sleepstrike','Nightmare','Staff of Thorns','Dozing Blade','Sleeper','Hypnos Spear','Dreamy Cait Sith','Lights Out')
,(35,'Poisonstrike','Sidewinder','Bizarre Staff','Venomous Blade','Violation','Venom Spike','Toxic Cait Sith','Manticore Claw')
,(36,'Stonestrike','Gravestone','Calcite Staff','Stillblade','Stone Cold','Rock Buster','Stone Cait Sith','Colossus')
,(37,'Slowstrike','Largamente','Impasse','Blockade','Timeout','Net Spear','Chronos Cait Sith','Clockwork')
,(38,'Deathstrike','Dance Macabre','Punisher','Assassin Blade','Sudden Death','Thanatos Lance','Wicked Cait Sith','Executioner')
,(39,'Initiative','Vigilante','Conductor','Sentry','First Goal','Detector','Cactuar Spy','Sonar')
,(40,'First Strike','Sonic Steel','Wind Rod','Sonic Blade','Breakaway','Sonic Lance','Swift Cactuar','Vanguard')
,(41,'Alchemy','Lifesaver','Healing Rod','Lifegiver','Comeback','Healer Spear','Medical Mog','Survivor')
,(42,'Magic Booster','Mirage Sword','Mirage Rod','Mirage Blade','Mirage Ball','Mirage Lance','Booster Cactuar','Mirage Claw')
,(43,'Magic Counter','Prism Steel','Prism Rod','Prism Blade','Prism Ball','Prism Spear','Prism Cactuar','Prism Claw')
,(44,'Counter-Attack OR Evade & Counter','Avenger','Defender','Kotetsu','Rematch','Rebel Lance','Raging Cactuar','Tit-for-Tat')

,(45,'Magic Counter AND Counter-Attack, OR Evade & Counter','Vendetta','Nemesis Rod','Ashura','Turnover','Dragoon Lance','Vengeful Cactuar','Untouchable')
,(46,'Any three status "Strikes"','Helter-Skelter','Wicked Wand','Corrupter','Triple Penalty','Vicious Lance','Abaddon Cait Sith','Typhoon Claw')
,(47,'Any three elemental "Strikes"','Tri-Steel','Tri-Rod','Ichimonji','Tricolor','Trident','Moomba Trio','Rising Sun')
,(48,'Gillionaire','Gilventure','El Dorado','Gilmonger','Free Agent','Prospector','Space Bandit','Stickyfingers')
,(49,'Half MP Cost','Arc Sword','Magistral Rod','Inducer','Halftime','Shamanic Spear','Cactuar Wizard','Magical Rave')
,(50,'Magic Booster AND any three "Magic +X%"','Warlock','Faerie Staff','Matoya''s Blade','Over the Top','Eldritch Lance','Mana Mog','Valkyrie')
,(51,'All four "Magic +X%"','Runemaster','Shining Staff','Master Djinn','Ace Wizard','Titan Lance','Space Mage','Brunhilde')
,(52,'All four "Strength +X%"','Master Sword','Power Staff','Master Ogre','Ace Striker','Giant Spear','Space Warrior','Spartan')
,(53,'Any four status "Strikes"','Apocalypse','Chaos Rod','Riot Blade','Penalty Master','Chaos Lance','Chaotic Cait Sith','Tempest Claw')
,(54,'One MP Cost','Astral Sword','Astral Rod','Murasame','Overtime','Astral Spear','Magical Cactuar','Infinity')
,(55,'SOS Overdrive','Hrunting','Laevatein','Ogrekiller','Buzzerbeater','Kain''s Lance','Space Power','Battle Freak')
,(56,'Overdrive ? AP','Ambitious','Wonder Wand','The Nameless','Rookie Star','Transmuter','Lord Cactuar','Ironside')
,(57,'Double AP','Ascalon','Wing Wand','Divider','Double Score','Chariot','Star Cactuar','Golden Hand')
,(58,'Triple AP','Durandal','Wonder Wing','Painkiller','Triple Score','Horn of the Ronso','Comet Cactuar','Golden Arm')
,(59,'Double Overdrive','Lionheart','Nimbus Rod','Dragonkiller','Scoring Spree','Berserker','Space Energy','Override')
,(60,'Triple Overdrive','Heartbreaker','Rod of Roses','Genji Blade','Winning Streak','Highwind','Space Force','Overload')
,(61,'Double Overdrive AND Double AP','Save The Queen','Seraphim Rod','Peacemaker','Tie Breaker','Venus Gospel','Space King','Warmonger')
,(62,'Triple Overdrive AND Overdrive ? AP','Balmung','Judgement','Alkaid','Rout','Gae Balg','Space Master','Unlimited')
,(63,'Triple Overdrive AND Triple AP AND Overdrive ? AP','Ragnarok','Heavenly Axis','Muramasa','Blowout','Luin','Space Soul','Victorix')
,(64,'Break Damage Limit','Excalibur','Abraxas','Heaven''s Cloud','Grand Slam','Gungnir','Soul of Mog','Kaiser Knuckles')
,(65,'All four elemental "Strikes"','Crystal Sword','Arc Arcana','Conqueror','Four-on-One','Quadforce','Moomba Quartet','Deus Ex Machina')
,(66,'Capture','Taming Sword','Herding Staff','Beastmaster','Catcher','Taming Spear','Trapper Mog','Iron Grip')
,(67,'Special weapon, with Strength +5%, then later on Strength +10%, Sensor AND Waterstrike','Brotherhood',NULL,NULL,NULL,NULL,NULL,NULL)
,(68,'Celestial weapon','Caladbolg','Nirvana','Masamume','World Champion','Spirit Lance','Onion Knight','Godhand');

-- ARMOUR AND ARMOUR ABILITIES (NOT UTILISED) --

```sql
CREATE TABLE IF NOT EXISTS armour_ability(
 ability_id          int        UNIQUE,
 ability_requirement varchar(100)  NOT NULL,
 shield             varchar(20),
 ring               varchar(20),
 bracer             varchar(20),
 armlet             varchar(20),
 armguard           varchar(20),
 bangle             varchar(20),
 targe              varchar(20),
 PRIMARY KEY(ability_id)
);
INSERT INTO
armour_ability(ability_id,ability_requirement,shield,ring,bracer,armlet,armguard,bangle,targe)
VALUES
(1,'One ability slot','Buckler','Ring','Bracer','Armlet','Armguard','Bangle','Targe')
,(2,'Two slot armour with no abilities','Shield','Wide Ring','Guardian Bracer','Guardian
Armlet','Guardian Armguard','Guardian Bangle','Wide Targe')
,(3,'HP +5% OR HP +10%','Seeker"s Shield','Seeker"s Ring','Seeker"s Bracer','Seeker"s
Armlet','Seeker"s Armguard','Seeker"s Bangle','Seeker"s Targe')
,(4,'MP +5% OR MP +10%','Magic Shield','Magic Ring','Magic Bracer','Magic Armlet','Magic
Armguard','Magic Bangle','Magic Targe')
,(5,'Magic Defense +3% OR Magic Defense +5%','Pearl Shield','Pearl Ring','Pearl Bracer','Pearl
Armlet','Pearl Armguard','Pearl Bangle','Pearl Targe')
,(6,'Defense +3% OR Defense +5%','Metal Shield','Metal Ring','Metal Bracer','Metal
Armlet','Metal Armguard','Metal Bangle','Metal Targe')
,(7,'Three slot armour with no abilities','Glorious Shield','Glorious Ring','Glorious
Bracer','Glorious Armlet','Glorious Armguard','Glorious Bangle','Glorious Targe')
,(8,'HP +20% OR HP +30%','Warrior"s Shield','Tough Ring','Warrior"s Bracer','Warrior"s
Armlet','Tough Armguard','Tough Bangle','Tough Targe')
,(9,'MP +20% OR MP +30%','Sorcery Shield','Sorcery Ring','Sorcery Bracer','Sorcery
Armlet','Sorcery Armguard','Sorcery Bangle','Sorcery Targe')
,(10,'Magic Defense +10% OR Magic Defense +20%','Onyx Shield','Onyx Ring','Onyx
Bracer','Onyx Armlet','Onyx Armguard','Onyx Bangle','Onyx Targe')
,(11,'Defense +10% OR Defense +20%','Silver Shield','Silver Ring','Silver Bracer','Silver
Armlet','Silver Armguard','Silver Bangle','Silver Targe')
,(12,'Any two "MP +X%"','Mage"s Shield','Mage"s Ring','Mage"s Bracer','Mage"s
Armlet','Mage"s Armguard','Mage"s Bangle','Mage"s Targe')
,(13,'Any two "HP +X%"','Soldier Shield','Soldier"s Ring','Soldier"s Bracer','Soldier"s
Armlet','Soldier"s Armguard','Vita Bangle','Soldier"s Targe')
,(14,'Any two "Magic Defense +X%"','Emerald Shield','Emerald Ring','Emerald Bracer','Emerald
Armlet','Emerald Armguard','Emerald Bangle','Emerald Targe')
,(15,'Any two "Defense +X%"','Gold Shield','Gold Ring','Gold Bracer','Gold Armlet','Gold
Armguard','Gold Bangle','Gold Targe')
,(16,'Magic Defense +X% AND Defense +X%','Mythril Shield','Mythril Ring','Mythril
Bracer','Mythril Armlet','Mythril Armguard','Mythril Bangle','Mythril Targe')
,(17,'Four slot armour with no abilities','Tetra Shield','Tetra Ring','Tetra Bracer','Tetra
Armlet','Tetra Armguard','Tetra Bangle','Tetra Targe')
,(18,'Any two "HP +X%" AND any two "MP +X%"','Adept"s Shield','Adept"s Ring','Adept"s
Bracer','Adept"s Armlet','Adept"s Armguard','Adept"s Bangle','Adept"s Targe')
,(19,'SOS NulFrost','NulFrost Shield','NulFrost Ring','NulFrost Bracer','NulFrost
Armlet','NulFrost Armguard','NulFrost Bangle','NulFrost Targe')
,(20,'SOS NulShock','NulShock Shield','NulShock Ring','NulShock Bracer','NulShock
Armlet','NulShock Armguard','NulShock Bangle','NulShock Targe')
,(21,'SOS NulBlaze','NulBlaze Shield','NulBlaze Ring','NulBlaze Bracer','NulBlaze
Armlet','NulBlaze Armguard','NulBlaze Bangle','NulBlaze Targe')
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,(22,'SOS NulTide','NulTide Shield','NulTide Ring','NulTide Bracer','NulTide Armlet','NulTide Armguard','NulTide Bangle','NulTide Targe')
,(23,'Water Ward/Proof','Blue Shield','Blue Ring','Blue Bracer','Blue Armlet','Blue Armguard','Blue Bangle','Blue Targe')
,(24,'Lightning Ward/Proof','Yellow Shield','Yellow Ring','Yellow Bracer','Yellow Armlet','Yellow Armguard','Yellow Bangle','Yellow Targe')
,(25,'Ice Ward/Proof','White Shield','White Ring','White Bracer','White Armlet','White Armguard','White Bangle','White Targe')
,(26,'Fire Ward/Proof','Red Shield','Red Ring','Red Bracer','Red Armlet','Red Armguard','Red Bangle','Red Targe')
,(27,'Dark Ward/Proof','Bright Shield','Bright Ring','Bright Bracer','Bright Armlet','Bright Armguard','Bright Bangle','Bright Targe')
,(28,'Silence Ward/Proof','Echo Shield','Echo Ring','Echo Bracer','Echo Armlet','Echo Armguard','Echo Bangle','Echo Targe')
,(29,'Sleep Ward/Proof','Alert Shield','Alert Ring','Alert Bracer','Alert Armlet','Alert Armguard','Alert Bangle','Alert Targe')
,(30,'Poison Ward/Proof','Serum Shield','Serum Ring','Serum Bracer','Serum Armlet','Serum Armguard','Serum Bangle','Serum Targe')
,(31,'Stone Ward/Proof','Soft Shield','Soft Ring','Soft Bracer','Soft Armlet','Soft Armguard','Soft Bangle','Soft Targe')
,(32,'Zombie Ward/Proof','Blessed Shield','Blessed Ring','Blessed Bracer','Blessed Armlet','Blessed Armguard','Blessed Bangle','Blessed Targe')
,(33,'Death Ward/Proof','Soul Shield','Soul Ring','Soul Bracer','Soul Armlet','Soul Armguard','Soul Bangle','Soul Targe')
,(34,'Slow Ward/Proof','Light Shield','Light Ring','Light Bracer','Light Armlet','Light Armguard','Light Bangle','Light Targe')
,(35,'Berserk Ward/Proof','Serene Shield','Serene Ring','Serene Bracer','Serene Armlet','Serene Armguard','Serene Bangle','Dauntless')
,(36,'Confuse Ward/Proof','Lucid Shield','Lucid Ring','Lucid Bracer','Lucid Armlet','Lucid Armguard','Lucid Bangle','Lucid Targe')
,(37,'Curseproof','Medical Shield','Medical Ring','Medical Bracer','Medical Armlet','Medical Armguard','Medical Bangle','Medical Targe')
,(38,'Water Eater','Cerulean Shield','Cerulean Ring','Cerulean Bracer','Cerulean Armlet','Cerulean Armguard','Cerulean Bangle','Cerulean Targe')
,(39,'Lightning Eater','Ochre Shield','Ochre Ring','Ochre Bracer','Ochre Armlet','Ochre Armguard','Ochre Bangle','Ochre Targe')
,(40,'Ice Eater','Snow Shield','Snow Ring','Snow Bracer','Snow Armlet','Snow Armguard','Snow Bangle','Snow Targe')
,(41,'Fire Eater','Crimson Shield','Crimson Ring','Crimson Bracer','Crimson Armlet','Crimson Armguard','Crimson Bangle','Crimson Targe')
,(42,'Any two status "Proof" abilities','Saviour Shield','Defending Ring','Defending Bracer','Defending Armlet','Low Risk','Defending Bangle','Reliant')
,(43,'Any two elemental "Proof" or "Eater" (elements MUST differ)','Elemental Shield','Elemental Ring','Elemental Bracer','Elemental Armlet','Elemental Armguard','Elemental Bangle','Elemental Targe')
,(44,'Any three "MP +X%"','Wizard Shield','Wizard Ring','Wizard Bracer','Wizard Armlet','Energy Armguard','Wizard Bangle','Wizard Targe')
,(45,'Any three "HP +X%"','Knight"s Shield','Power Ring','Warrior"s Bracer','Warrior"s Armlet','Power Armguard','Power Bangle','Knight"s Targe')
,(46,'Any three "Magic Defense +X%"','Sapphire Shield','Sapphire Ring','Sapphire Bracer','Sapphire Armlet','Sapphire Armguard','Sapphire Bangle','Echelon')
,(47,'Any three "Defense +X%"','Platinum Shield','Platinum Ring','Platinum Bracer','Platinum Armlet','Platinum Armguard','Platinum Bangle','Centurion')
,(48,'Auto Protect OR SOS Protect','Protect Shield','Protect Ring','Protect Bracer','Protect Armlet','Protect Armguard','Protect Bangle','Protect Targe')
,(49,'Auto Shell OR SOS Shell','Shell Shield','Shell Ring','Shell Bracer','Shell Armlet','Shell Armguard','Shell Bangle','Shell Targe')

,(50,'Auto Reflect OR SOS Reflect','Reflect Shield','Reflect Ring','Reflect Bracer','Reflect Armlet','Reflect Armguard','Reflect Bangle','Reflect Targe')
,(51,'Auto Haste OR SOS Haste','Haste Shield','Haste Ring','Haste Bracer','Haste Armlet','Fast Break','Haste Bangle','Haste Targe')
,(52,'Auto Regen OR SOS Regen','Regen Shield','Regen Ring','Regen Bracer','Regen Armlet','Second Wind','Regen Bangle','Regen Targe')
,(53,'Any two "SOS X"','Moon Shield','Moon Ring','Moon Bracer','Moon Armlet','Danger Armguard','Moon Bangle','Moon Targe')
,(54,'Any two "Auto X" (from Shell/Protect/Reflect/Regen/Haste)','Marching Shield','Marching Ring','Marching Bracer','Marching Armlet','Auto Armguard','Marching Bangle','Marching Targe')
,(55,'Any three "SOS X" (from Shell/Protect/Reflect/Regen/Haste)','Star Shield','Star Ring','Star Bracer','Star Armlet','Pep Talk','Star Bangle','Star Targe')
,(56,'Any three elemental "Proof" abilities','Barrier Shield','Barrier Ring','Barrier Bracer','Barrier Armlet','Hat Trick','Barrier Bangle','Victorious')
,(57,'Auto Potion','Shaman Shield','Shaman Ring','Shaman Bracer','Shaman Armlet','Shaman Armguard','Shaman Bangle','Shaman Targe')
,(58,'No Encounters','Peaceful Shield','Peaceful Ring','Peaceful Bracer','Peaceful Armlet','Off Season','Peaceful Bangle','Peaceful Targe')
,(59,'Any three status "Proof" abilities','Faerie Shield','Faerie Ring','Faerie Bracer','Faerie Armlet','Triple Guard','Faerie Bangle','Talisman')
,(60,'Any four "SOS X" (from Shell/Protect/Reflect/Regen/Haste)','Shining Shield','Shining Ring','Shining Bracer','Shining Armlet','Last-Ditch','Shining Bangle','Tercio')
,(61,'Four elemental "SOS X" abilities','Rainbow Shield','Rainbow Ring','Rainbow Bracer','Rainbow Armlet','Miracle Save','Rainbow Bangle','Phalanx')
,(62,'Auto Med','Curative Shield','Curative Ring','Curative Bracer','Curative Armlet','Top Shape','Curative Bangle','Curative Targe')
,(63,'Auto Phoenix','Phoenix Shield','Phoenix Ring','Phoenix Bracer','Phoenix Armlet','Miracle Comeback','Phoenix Bangle','Phoenix Targe')
,(64,'MP Stroll','Spirtual Shield','Spirtual Ring','Spirtual Bracer','Spirtual Armlet','Spirtual Armguard','Spirtual Bangle','Spirtual Targe')
,(65,'HP Stroll','Recovery Shield','Recovery Ring','Recovery Bracer','Recovery Armlet','Recovery Armguard','Recovery Bangle','Recovery Targe')
,(66,'Any three elemental "Eater" abilities','Phanton Shield','Phanton Ring','Phanton Bracer','Phanton Armlet','Element Save','Phanton Bangle','Phanton Targe')
,(67,'Any three "Auto X" (from Shell/Protect/Reflect/Regen/Haste)','Assault Shield','Assault Ring','Assault Bracer','Assault Armlet','Triple Guard','Assault Bangle','Assault Targe')
,(68,'HP Stroll AND MP Stroll','Shield of Hope','Ring of Hope','Bracer of Hope','Armlet of Hope','Benchwarmer','Bangle of Hope','Targe of Hope')
,(69,'Pickpocket','Treasure Shield','Treasure Ring','Treasure Bracer','Treasure Armlet','Great Play','Treasure Bangle','Corsair')
,(70,'Master Thief','Collector"s Shield','Collector Ring','Collector Bracer','Collector Armlet','Best Play','Collector Bangle','Buccaneer')
,(71,'All four "MP +X%"','Magister Shield','Magical Ring','Magical Bracer','Magical Armlet','Magic Ace','Magister Bangle','Dominator')
,(72,'All four "HP +X%"','Dynasty Shield','Fortitude Ring','Battle Bracer','Enhanced Armlet','Power Ace','Queen"s Bangle','Warlord')
,(73,'All four "Magic Defense +X%"','Ruby Shield','Ruby Ring','Ruby Bracer','Ruby Armlet','Magic Armguard','Ruby Bangle','Ruby Targe')
,(74,'All four "Defense +X%"','Diamond Shield','Diamond Ring','Diamond Bracer','Diamond Armlet','Power Armguard','Diamond Bangle','Diamond Targe')
,(75,'Any four status "Proof" abilities','Paladin Shield','Forbidding Ring','Undefeated','Ronso Armlet','Keeper','Black Ribbon','Argonaut')
,(76,'Auto Potion AND Auto Med','Rescue Shield','Healing Ring','Healer','Safe Passage','First Aid','Auto Bangle','Goliath')
,(77,'Auto Potion AND Auto Med AND Auto Phoenix','Revive Shield','Saviour Ring','Immortal','Orichalcum','Automatic','Imperial Bangle','Intrepid')

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,(78,'Auto Shell AND Auto Protect AND Auto Reflect AND Auto Regen','Golem Shield','Blessed Ring','Warder','Adamantite','The Guardian','Precious Bangle','Triumph')
,(79,'Four elemental "Proof" abilities','Aegis Shield','Aegis Ring','Resistant','Aegis Armlet','Great Four','Aegis Bangle','Armada')
,(80,'Four elemental "Eater" abilities','Crystal Shield','Sophia Ring','Glutton','Crystal Armlet','Final Four','Draupnir','Invincible')
,(81,'Break MP Limit','Emblem','Mythical Ring','Dragon Lord','Sage"s Armlet','High Spirits','Mythical Bangle','Celestial')
,(82,'Break HP Limit','Genji Shield','Arcane Ring','Genji Vracer','Genji Armlet','Super Goalie','Minerva Bangle','Atlas')
,(83,'Ribbon','Sanctuary','Holy Ring','Solidity','Acropolis','Shutout','Eternity','Impervious')
,(84,'Break HP Limit AND Break HP Limit','Endless Road','Solomon Ring','Overlord','Pride of the Ronso','Indomitable','Samantha Soul','Dreadnought');

CREATE TABLE IF NOT EXISTS characters(
 char_id    int       UNIQUE,
 char_name   varchar(20) NOT NULL,
 age       int      NOT NULL,
 race      varchar(20) NOT NULL,
 hometown_id int       NOT NULL,
 role_1     varchar(20) NOT NULL,
 role_2     varchar(20),
 overdrive   varchar(20) NOT NULL,
 ap       int       DEFAULT 100,
 PRIMARY KEY(char_id),
 FOREIGN KEY(hometown_id) REFERENCES location(location_id),
 CHECK (age > 0),
 CHECK (race IN ('Human','Al Bhed','Guado','Ronso','Human/Al Bhed','Human/Guado','Guado/Al Bhed'))
);
INSERT INTO characters(char_id,char_name,age,race,hometown_id,role_1,role_2,overdrive)
VALUES
(1,'Tidus',   17, 'Human',      0100, 'Warrior',    'Time Mage',   'Swordplay')
,(2,'Yuna',    17, 'Human/Al Bhed',1900,'Summoner',   'White Mage',  'Grand Summon')
,(3,'Auron',   35, 'Human',      1900,'Samurai',    'Monk',       'Bushido')
,(4,'Kimahri',  25, 'Ronso',      2100,'Blue Mage',   'Dragoon',    'Ronso Rage')
,(5,'Wakka',    23, 'Human',      0500, 'Ranger',     'Gambler',    'Slots')
,(6,'Lulu',    22, 'Human',      0500, 'Black Mage',   NULL,       'Fury')
,(7,'Rikku',   15, 'Al Bhed',     1700,'Thief',      'Chemist',    'Mix');
```

-- *AEONS* --
```sql
CREATE TABLE IF NOT EXISTS aeons(
 aeon_id        int          UNIQUE,
 aeon_name       varchar(13)   NOT NULL,
 gender         char(1)     NOT NULL,
 fayth         varchar(30)   NOT NULL,
 element        varchar(13),
 signature_move    varchar(38)   NOT NULL,
```

```sql
  overdrive        varchar(23)   NOT NULL,
  temple_location_id int       NOT NULL,
  optional         bit        NOT NULL,
  PRIMARY KEY(aeon_id),
  FOREIGN KEY(temple_location_id) REFERENCES location(location_id)
);
INSERT INTO
aeons(aeon_id,aeon_name,gender,fayth,element,signature_move,overdrive,temple_location_id
,optional) VALUES
(1,'Valefor','F','Small girl','Non-elemental','Sonic Wings','Energy Ray/Energy Blast',0540,0)
,(2,'Ifrit','M','Crusader','Fire','Meteor Strike','Hellfire',0730,0)
,(3,'Ixion','M','Sea-faring man','Thunder','Aerospark','Thor''s Hammer',1220,0)
,(4,'Shiva','F','Macalanian priestess','Ice','Heavenly Strike','Diamond Dust',1630,0)
,(5,'Bahamut','M','Small boy',NULL,'Impulse','Mega Flare',1930,0)
,(6,'Anima','F','Seymour''s mother',NULL,'Pain','Oblivion',0200,1)
,(7,'Yojimbo','M','Bodyguard',NULL,'Pay
(Daigoro/Kozuka/Wakizashi/Zanmato)','Overdrive',2020,1)
,(8,'Magus Sisters','F','Three sisters of Remiem
Temple',NULL,'Camisade/Razzia/Passado','Delta Attack',2040,1)
,(9,'Cindy','F','First sister',NULL,'Camisade','Delta Attack',2040,1)
,(10,'Sandy','F','Second sister',NULL,'Razzia','Delta Attack',2040,1)
,(11,'Mindy','F','Third sister',NULL,'Passado','Delta Attack',2040,1);

-- FIENDS --
CREATE TABLE IF NOT EXISTS fiends(
 fiend_id         int        UNIQUE,
 fiend_name       varchar(30)  NOT NULL,
 fiend_genus      varchar(20)  NOT NULL,
 boss             bit        NOT NULL,
 monster_arena_area_id int,
 PRIMARY KEY(fiend_id),
 FOREIGN KEY(monster_arena_area_id) REFERENCES location(location_id)
);
INSERT INTO fiends(fiend_id,fiend_name,fiend_genus,monster_arena_area_id,boss) VALUES
(1,'Sinscale','Sinspawn',NULL,0)
,(2,'Sinspawn Ammes','Sinspawn',NULL,1)
,(3,'Tanker','Unspecified',NULL,1)
,(4,'Sahagin','Sahagin',NULL,0)
,(5,'Geosgaeno','Geo',NULL,1)
,(6,'Kilkk','Blade',NULL,1)
,(7,'Piranha (Single)','Unspecified',NULL,0)
,(8,'Piranha (Pair)','Unspecified',NULL,0)
,(9,'Piranha (Trio)','Unspecified',NULL,0)
,(10,'Dingo','Lupine',500,0)
,(11,'Condor','Bird',500,0)
,(12,'Water Flan','Flan',500,0)
,(13,'???','Humanoid',NULL,1)
,(14,'Garuda','Roc',1110,0)
,(15,'Dark Valefor','Aeon',NULL,1)
,(16,'Sin (Fin)','Unspecified',NULL,1)
,(17,'Sinspawn Echuilles','Sinspawn',NULL,1)
,(18,'Ragora','Plant',700,0)
,(19,'Dinonix','Reptile',700,0)
,(20,'Killer Bee','Wasp',700,0)
,(21,'Yellow Element','Elemental',700,0)
,(22,'Lord Ochu','Ochu',NULL,1)
,(23,'Sinspawn Geneaux','Sinspawn',NULL,1)
,(24,'Geneaux''s Tentacle','Sinspawn',NULL,1)
```

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,(25,'Worker','Machina',NULL,1)
,(26,'Oblizerator','Machina',NULL,1)
,(27,'Crane','Unspecified',NULL,1)
,(28,'Sahagin Chief','Sahagin',NULL,1)
,(29,'Vouivre','Drake',1000,0)
,(30,'Raldo','Helm',1000,0)
,(31,'Mi"hen Fang','Lupine',1000,0)
,(32,'White Element','Elemental',1000,0)
,(33,'Floating Eye','Evil Eye',1000,0)
,(34,'Bomb','Bomb',1000,0)
,(35,'Dual Horn','Ruminant',1000,0)
,(36,'Ifrit','Aeon',NULL,1)
,(37,'Chocobo Eater','Eater',NULL,1)
,(38,'Ipiria','Reptile',1000,0)
,(39,'Thunder Flan','Flan',1100,0)
,(40,'Dark Magus Sisters','Aeon',NULL,1)
,(41,'Raptor','Reptile',1100,0)
,(42,'Red Element','Elemental',1100,0)
,(43,'Gandarewa','Imp',1100,0)
,(44,'Funguar','Fungus',1100,0)
,(45,'Lamashtu','Drake',1100,0)
,(46,'Sinspawn Gui','Sinspawn',NULL,1)
,(47,'Sinspawn Gui - Head','Sinspawn',NULL,1)
,(48,'Sinspawn Gui - Arm','Sinspawn',NULL,1)
,(49,'Bite Bug','Wasp',1210,0)
,(50,'Basilisk','Basilisk',1210,0)
,(51,'Snow Flan','Flan',1210,0)
,(52,'Garm','Lupine',1210,0)
,(53,'Bunyip','Helm',1210,0)
,(54,'Simurgh','Bird',1210,0)
,(55,'Ochu','Ochu',1210,0)
,(56,'Ixion','Aeon',NULL,1)
,(57,'Extractor','Machina',NULL,1)
,(58,'???','Unspecified',NULL,0)
,(59,'Gold Element','Elemental',1500,0)
,(60,'Buer','Evil Eye',1500,0)
,(61,'Melusine','Reptile',1500,0)
,(62,'Kusariqqu','Drake',1500,0)
,(63,'Aerouge','Imp',1500,0)
,(64,'Larva','Larva',1500,0)
,(65,'Qactuar','Cactuar',1500,0)
,(66,'Iron Giant','Iron Giant',1500,0)
,(67,'Dark Ixion','Aeon',NULL,1)
,(68,'Iguion','Reptile',1600,0)
,(69,'Murussu','Helm',1600,0)
,(70,'Wasp','Wasp',1600,0)
,(71,'Blue Element','Elemental',1600,0)
,(72,'Xiphos','Blade',1600,0)
,(73,'Chimera','Chimera',1600,0)
,(74,'Spherimorph','Gel',NULL,1)
,(75,'Crawler','Machina',NULL,1)
,(76,'Negator','Unspecified',NULL,1)
,(77,'Wendigo','Ogre',NULL,1)
,(78,'Guado Guardian','Humanoid',NULL,1)
,(79,'Snow Wolf','Lupine',1600,0)
,(80,'Ice Flan','Flan',1600,0)
,(81,'Evil Eye','Evil Eye',1600,0)
,(82,'Mafdet','Helm',1600,0)
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,(83,'Seymour','Humanoid',NULL,1)
,(84,'Anima','Aeon',NULL,1)
,(85,'Dark Shiva','Aeon',NULL,1)
,(86,'Zu','Roc',1700,0)
,(87,'Sand Wolf','Lupine',1700,0)
,(88,'Alcyone','Bird',1700,0)
,(89,'Mushussu','Drake',1700,0)
,(90,'Mech Guard','Machina',NULL,0)
,(91,'Sand Worm','Worm',1700,0)
,(92,'Cactuar','Cactuar',1700,0)
,(93,'Mech Gunner','Machina',NULL,0)
,(94,'Sandragora','Plant',NULL,1)
,(95,'Dark Ifrit','Aeon',NULL,1)
,(96,'Evrae','Unspecified',NULL,1)
,(97,'Sin"s Left Fin','Unspecified',NULL,1)
,(98,'Sin"s Right Fin','Unspecified',NULL,1)
,(99,'Sin"s Head','Unspecified',NULL,1)
,(100,'Warrior Monk (Rifle)','Humanoid',NULL,1)
,(101,'Warrior Monk (Flamethrower)','Humanoid',NULL,1)
,(102,'YKT-63','Mech',NULL,1)
,(103,'YAT-99','Mech',NULL,1)
,(104,'Seymour Natus','Unspecified',NULL,1)
,(105,'Mortibody','Unspecified',NULL,1)
,(106,'Cave Iguion','Reptile',NULL,0)
,(107,'Aqua Flan','Flan',NULL,0)
,(108,'Bat Eye','Evil Eye',NULL,0)
,(109,'Swamp Mafdet','Helm',NULL,0)
,(110,'Maze Larva','Larva',NULL,0)
,(111,'Grothia','Aeon',NULL,1)
,(112,'Pterya','Aeon',NULL,1)
,(113,'Spathi','Aeon',NULL,1)
,(114,'Octopus','Cephalopod',NULL,0)
,(115,'Phlegyas','Haizhe',NULL,0)
,(116,'Remora','Dinofish',NULL,0)
,(117,'Evrae Altana','Unspecified',NULL,1)
,(118,'Mech Scouter','Machina',NULL,0)
,(119,'Flaming Mech Scouter','Machina',NULL,0)
,(120,'Nebiros','Wasp',2000,0)
,(121,'Skoll','Lupine',2000,0)
,(122,'Flame Flan','Flan',2000,0)
,(123,'Shred','Helm',2000,0)
,(124,'Coeurl','Coeurl',2000,0)
,(125,'Anacondaur','Basilisk',2000,0)
,(126,'Chimera Brain','Chimera',2000,0)
,(127,'Ogre','Ogre',2000,0)
,(128,'Malboro','Malboro',2000,0)
,(129,'Shiva','Aeon',NULL,1)
,(130,'Penance','Unspecified',NULL,1)
,(131,'Right Arm of Penance','Unspecified',NULL,1)
,(132,'Left Arm of Penance','Unspecified',NULL,1)
,(133,'Defender X','Defender',NULL,1)
,(134,'Epaaj','Blade',2020,0)
,(135,'Imp','Imp',2020,0)
,(136,'Mech Hunter','Machina',NULL,0)
,(137,'Valaha','Ruminant',2020,0)
,(138,'Yowie','Reptile',2020,0)
,(139,'Thorn','Fungus',2020,0)
,(140,'Nidhogg','Drake',2020,0)
```

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,(141,'Dark Element','Elemental',2020,0)
,(142,'Ghost','Revenant',2020,0)
,(143,'Magic Urn','Unspecified',NULL,0)
,(144,'Defender','Defender',NULL,0)
,(145,'Tonberry','Tonberry',2020,0)
,(146,'Yojimbo','Aeon',NULL,1)
,(147,'Dark Yojimbo','Aeon',NULL,1)
,(148,'Valefor','Aeon',NULL,1)
,(149,'Bahamut','Aeon',NULL,1)
,(150,'Magus Sisters','Aeon',NULL,1)
,(151,'Biran Ronso','Humanoid',NULL,1)
,(152,'Yenke Ronso','Humanoid',NULL,1)
,(153,'Dark Anima','Aeon',NULL,1)
,(154,'Bandersnatch','Lupine',2100,0)
,(155,'Mech Leader','Machina',NULL,0)
,(156,'Mech Defender','Machina',NULL,0)
,(157,'Grenade','Bomb',2100,0)
,(158,'Grat','Plant',2100,0)
,(159,'Bashura','Ogre',2100,0)
,(160,'Seymour Flux','Unspecified',NULL,1)
,(161,'Mortiorchis','Unspecified',NULL,1)
,(162,'Dark Flan','Flan',2100,0)
,(163,'Mandragora','Ochu',2100,0)
,(164,'Grendel','Ruminant',2100,0)
,(165,'Ahriman','Evil Eye',2100,0)
,(166,'Behemoth','Behemoth',2100,0)
,(167,'Maelspike','Dinofish',2100,0)
,(168,'Splasher','Unspecified',2100,0)
,(169,'Achelous','Haizhe',2100,0)
,(170,'Sanctuary Keeper','Sacred Beast',NULL,1)
,(171,'Fallen Monk (Rifle)','Humanoid',NULL,0)
,(172,'Fallen Monk (Flamethrower)','Humanoid',NULL,0)
,(173,'YKT-11','Mech',NULL,0)
,(174,'YAT-97','Mech',NULL,0)
,(175,'Defender Z','Defender',NULL,0)
,(176,'Spectral Keeper','Spirit Beast',NULL,1)
,(177,'Yunalesca','Humanoid',NULL,1)
,(178,'Dark Bahamut','Aeon',NULL,1)
,(179,'Sinspawn Genais','Sinspawn',NULL,1)
,(180,'Sin (Core)','Unspecified',NULL,1)
,(181,'Adamantoise','Adamantoise',2300,0)
,(182,'Exoray','Fungus',2300,0)
,(183,'Gemini (Sword)','Iron Giant',2300,0)
,(184,'Gemini (Club)','Iron Giant',2300,0)
,(185,'Behemoth King','Behemoth',2300,0)
,(186,'Seymour Omnis','Unspecified',NULL,1)
,(187,'Mortiphasm','Unspecified',NULL,1)
,(188,'Wraith','Revenant',NULL,0)
,(189,'Demonolith','Doomstone',2300,0)
,(190,'Great Malboro','Malboro',2300,0)
,(191,'Barbatos','Armor',2300,0)
,(192,'Land Worm','Worm',NULL,0)
,(193,'Varuna','Spellspinner',2401,0)
,(194,'Braska''s Final Aeon','Aeon',NULL,1)
,(195,'Yu Pagoda','Unspecified',NULL,1)
,(196,'Yu Yevon','Unspecified',NULL,1)
,(197,'Zaurus','Reptile',2401,0)
,(198,'??? (Ruminant Mimic)','Unspecified',NULL,0)
```

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,(199,'??? (Mech Mimic)','Unspecified',NULL,0)
,(200,'??? (Roc Mimic)','Unspecified',NULL,0)
,(201,'??? (Basilisk Mimic)','Unspecified',NULL,0)
,(202,'Floating Death','Evil Eye',2401,0)
,(203,'Master Coeurl','Coeurl',2401,0)
,(204,'Black Element','Elemental',2401,0)
,(205,'Spirit','Larva',2401,0)
,(206,'Halma','Helm',2401,0)
,(207,'Machea','Blade',2401,0)
,(208,'Puroboros','Bomb',2401,0)
,(209,'Master Tonberry','Tonberry',2401,0)
,(210,'Ultima Weapon','Weapon',NULL,1)
,(211,'Omega Weapon','Weapon',NULL,1);

CREATE TABLE IF NOT EXISTS fiend_locations(
 fiend_id int NOT NULL,
 location_id int NOT NULL,
 PRIMARY KEY(fiend_id, location_id),
 FOREIGN KEY(fiend_id) REFERENCES fiends(fiend_id),
 FOREIGN KEY(location_id) REFERENCES location(location_id)
);
INSERT INTO fiend_locations(fiend_id,location_id) VALUES
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,(211,2403);
CREATE VIEW Fiend_Name_And_Locations AS
SELECT fiends.fiend_name, location.location_name
FROM fiends
INNER JOIN fiend_locations ON fiends.fiend_id = fiend_locations.fiend_id
INNER JOIN location ON location.location_id = fiend_locations.location_id;


-- WHITE MAGIC --
CREATE TABLE IF NOT EXISTS white_magic(
 magic_id          int         UNIQUE,
 magic_name        varchar(20)   NOT NULL,
 mp                int         NOT NULL,
 magic_description   varchar(255)  NOT NULL,
 PRIMARY KEY(magic_id)
);
INSERT INTO white_magic(magic_id,magic_name,mp,magic_description) VALUES
(1,'Cure',4,'Restores a small amount of HP')
,(2,'Cura',10,'Restores an average amount of HP')
,(3,'Curaga',20,'Restores a massive amount of HP')
,(4,'Esuna',5,'Heals ally"s of all status elements (ineffective with Zombie, Curse, Doom, KO)')
,(5,'Scan',1,'Tells an enemy"s weaknesses, HP, attributes, immunities')
,(6,'NulBlaze',2,'Grants immunity to entire party against one Fire-element attack')
,(7,'NulFrost',2,'Grants immunity to entire party against one Blizzard-element attack')
,(8,'NulShock',2,'Grants immunity to entire party against one Thunder-element attack')
,(9,'NulTide',2,'Grants immunity to entire party against one Water-element attack')
,(10,'Life',18,'Removes character from KO, and restores a small amount of HP')
,(11,'Full-Life',60,'Removes character from KO, and restores character"s HP fully')
,(12,'Haste',8,'Quickens the ability for a character to attack')
,(13,'Hastega',30,'Quickens the ability for all allies to attack')
,(14,'Slow',12,'Slows the rate of one enemy"s attack')
,(15,'Slowga',20,'Slows the rate of all enemies" attacks')
,(16,'Shell',10,'Provides protection from magic damage (does NOT make you immune)')
,(17,'Protect',12,'Provides protection from physical damage')
,(18,'Reflect',14,'Bounces magical attack from a character to an enemy (or vice versa), for both restorative and attacking magic')
,(19,'Dispel',12,'Terminates any spell effects already cast on an enemy, such as shell, protect, haste or reflect')
,(20,'Regen',40,'Gradually recover HP')
,(21,'Holy',85,'Deals holy damage to an enemy')
```

```sql
,(22,'Auto-Life',97,'Automatically revives an ally the next time they are KO"d, and also restores a small amount of HP')
,(23,'NulAll',0,'Adds NulBlaze, NulFrost, NulShock and NulTide to all allies');
CREATE TABLE IF NOT EXISTS char_white_magic(
 char_id   int NOT NULL,
 white_magic_id int NOT NULL,
 PRIMARY KEY(char_id, white_magic_id),
 FOREIGN KEY(char_id) REFERENCES characters(char_id),
 FOREIGN KEY(white_magic_id) REFERENCES white_magic(magic_id)
);
INSERT INTO char_white_magic(char_id, white_magic_id) VALUES
(1, 12)
,(2, 4)
,(2, 1)
,(2, 6)
,(2, 8)
,(2, 7)
,(4, 5);
CREATE VIEW White_Magic_for_Characters AS
SELECT characters.char_name, white_magic.magic_name
FROM characters
INNER JOIN char_white_magic ON characters.char_id = char_white_magic.char_id
INNER JOIN white_magic ON white_magic.magic_id = char_white_magic.white_magic_id;
CREATE TABLE IF NOT EXISTS aeon_white_magic(
 aeon_id   int NOT NULL,
 white_magic_id int NOT NULL,
 PRIMARY KEY(aeon_id, white_magic_id),
 FOREIGN KEY(aeon_id) REFERENCES aeons(aeon_id),
 FOREIGN KEY(white_magic_id) REFERENCES white_magic(magic_id)
);
INSERT INTO aeon_white_magic(aeon_id, white_magic_id) VALUES
(2, 7)
,(2, 8)
,(3, 8)
,(3, 9)
,(9, 1)
,(9, 2)
,(9, 3)
,(9, 10)
,(9, 11)
,(9, 22)
,(10, 1)
,(10, 2)
,(10, 3)
,(10, 12)
,(10, 16)
,(10, 17)
,(10, 18)
,(10, 23);


CREATE VIEW White_Magic_for_Aeons AS
SELECT aeons.aeon_name, white_magic.magic_name
FROM aeons
INNER JOIN aeon_white_magic ON aeons.aeon_id = aeon_white_magic.aeon_id
INNER JOIN white_magic ON white_magic.magic_id = aeon_white_magic.white_magic_id;

-- BLACK MAGIC --
```

```sql
CREATE TABLE IF NOT EXISTS black_magic(
  magic_id    int    UNIQUE,
  magic_name  varchar(20) NOT NULL,
  mp          int        NOT NULL,
  element     varchar(20),
  magic_description varchar(255) NOT NULL,
  PRIMARY KEY(magic_id),
  CHECK (mp < 100),
  CHECK (element IN ('Fire','Water','Thunder','Ice','Non-elemental',NULL))
);
INSERT INTO black_magic(magic_id,magic_name,mp,element,magic_description) VALUES
(1,'Fire',4,'Fire','Deals a small amount of Fire damage')
,(2,'Fira',8,'Fire','Deals an average amount of Fire damage')
,(3,'Firaga',16,'Fire','Deals a massive amount of Fire damage')
,(4,'Thunder',4,'Thunder','Deals a small amount of Thunder damage')
,(5,'Thundara',8,'Thunder','Deals an average amount of Thunder damage')
,(6,'Thundaga',16,'Thunder','Deals a massive amount of Thunder damage')
,(7,'Water',4,'Water','Deals a small amount of Water damage')
,(8,'Watera',8,'Water','Deals an average amount of Water damage')
,(9,'Waterga',16,'Water','Deals a massive amount of Water damage')
,(10,'Blizzard',4,'Ice','Deals a small amount of Ice damage')
,(11,'Blizzara',8,'Ice','Deals an average amount of Ice damage')
,(12,'Blizzaga',16,'Ice','Deals a massive amount of Ice damage')
,(13,'Bio',10,NULL,'Poisons the enemy, which drains HP from it after every turn')
,(14,'Demi',32,NULL,'Reduces the enemy"s HP by 1/4')
,(15,'Death',20,NULL,'May instantly KO the enemy if successful')
,(16,'Drain',12,NULL,'Transfers enemy"s HP to the caster')
,(17,'Osmose',0,NULL,'Transfers enemy"s MP to the caster')
,(18,'Flare',54,'Non-elemental','Deals non-elemental damage to the enemy. Works well against enemies that absorb or resist certain elements')
,(19,'Ultima',90,'Non-elemental','Deals non-elemental damage to the enemy. Works well against enemies that absorb or resist certain elements');
CREATE TABLE IF NOT EXISTS char_black_magic(
 char_id   int NOT NULL,
 black_magic_id int NOT NULL,
 PRIMARY KEY(char_id, black_magic_id),
 FOREIGN KEY(char_id) REFERENCES characters(char_id),
 FOREIGN KEY(black_magic_id) REFERENCES black_magic(magic_id)
);
INSERT INTO char_black_magic(char_id, black_magic_id) VALUES
(6, 1)
,(6, 4)
,(6, 7)
,(6, 10);
CREATE VIEW Black_Magic_for_Characters AS
SELECT characters.char_name, black_magic.magic_name
FROM characters
INNER JOIN char_black_magic ON characters.char_id = char_black_magic.char_id
INNER JOIN black_magic ON black_magic.magic_id = char_black_magic.black_magic_id;
CREATE TABLE IF NOT EXISTS aeon_black_magic(
 aeon_id   int NOT NULL,
 black_magic_id int NOT NULL,
 PRIMARY KEY(aeon_id, black_magic_id),
 FOREIGN KEY(aeon_id) REFERENCES aeons(aeon_id),
 FOREIGN KEY(black_magic_id) REFERENCES black_magic(magic_id)
);
INSERT INTO aeon_black_magic(aeon_id, black_magic_id) VALUES
(1, 1)
```

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,(1, 4)
,(1, 7)
,(1, 10)
,(2, 1)
,(3, 4)
,(3, 5)
,(4, 10)
,(4, 11)
,(5, 1)
,(5, 2)
,(5, 3)
,(5, 4)
,(5, 5)
,(5, 6)
,(5, 7)
,(5, 8)
,(5, 9)
,(5, 10)
,(5, 11)
,(5, 12)
,(6, 1)
,(6, 2)
,(6, 3)
,(6, 4)
,(6, 5)
,(6, 6)
,(6, 7)
,(6, 8)
,(6, 9)
,(6, 10)
,(6, 11)
,(6, 12)
,(6, 13)
,(6, 15)
,(9, 3)
,(9, 6)
,(9, 9)
,(9, 12)
,(9, 16)
,(9, 17)
,(9, 18)
,(9, 19)
,(11, 2)
,(11, 3)
,(11, 5)
,(11, 6)
,(11, 8)
,(11, 9)
,(11, 11)
,(11, 12)
,(11, 13)
,(11, 15)
,(11, 16)
,(11, 17);
CREATE VIEW Black_Magic_for_Aeons AS
SELECT aeons.aeon_name, black_magic.magic_name
FROM aeons
INNER JOIN aeon_black_magic ON aeons.aeon_id = aeon_black_magic.aeon_id
```

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INNER JOIN black_magic ON black_magic.magic_id = aeon_black_magic.black_magic_id;

-- SKILLS --
CREATE TABLE IF NOT EXISTS skills(
 skill_id int UNIQUE,
 skill_name varchar(20) NOT NULL,
 mp int NOT NULL,
 rank_cost int NOT NULL,
 skill_description varchar(100) NOT NULL,
 PRIMARY KEY(skill_id),
 CHECK (mp < 100)
);
INSERT INTO skills(skill_id,skill_name,mp,rank_cost,skill_description) VALUES
(1,'Dark Attack', 5, 3, 'Inflicts Darkness to an enemy for three turns')
,(2,'Silence Attack', 5, 3, 'Inflicts Silence to an enemy for three turns')
,(3,'Sleep Attack', 5, 3, 'Puts an enemy to Sleep for three turns')
,(4,'Delay Attack', 8, 6, 'Delays target"s next turn')
,(5,'Zombie Attack', 10, 3, 'Inflicts the Zombie status on one enemy')
,(6,'Dark Buster', 10, 3, 'Always inflicts Darkness on an enemy for 1 turn')
,(7,'Silence Buster', 10, 3, 'Always inflicts Silence on an enemy for 1 turn')
,(8,'Sleep Buster', 10, 3, 'Always inflicts Sleep on an enemy for 1 turn')
,(9,'Delay Buster', 18, 8, 'Greatly delays target"s next turn')
,(10,'Triple Foul', 24, 3, 'Inflicts Darkness, Silence and Sleep on an enemy for 3 turns')
,(11,'Extract Power', 1, 3, 'Allows target to drop power spheres')
,(12,'Extract Mana', 1, 3, 'Allows target to drop mana spheres')
,(13,'Extract Speed', 1, 3, 'Allows target to drop speed spheres')
,(14,'Extract Ability', 1, 3, 'Allows target to drop ability spheres')
,(15,'Power Break', 8, 4, 'Halves opponent"s Strength')
,(16,'Magic Break', 8, 4, 'Halves opponent"s Magic')
,(17,'Armour Break', 12, 4, 'Sets opponent"s Defense at 0 and nullifies Armoured status')
,(18,'Mental Break', 12, 4, 'Sets opponent"s Magic Defence at 0')
,(19,'Full Break', 99, 5, 'Inflicts Power, Armour, Magic and Mental Breaks all at once on an enemy')
,(20,'Mug', 10, 3, 'Attack and steal items at the same time')
,(21,'Nab Gil', 30, 3, 'Attack and steal gil at the same time')
,(22,'Quick Hit', 36, 2, 'Strike quickly with reduced recovery time');
CREATE TABLE IF NOT EXISTS char_skills(
 char_id int NOT NULL,
 skill_id int NOT NULL,
 PRIMARY KEY(char_id, skill_id),
 FOREIGN KEY(char_id) REFERENCES characters(char_id),
 FOREIGN KEY(skill_id) REFERENCES skills(skill_id)
);
INSERT INTO char_skills(char_id, skill_id) VALUES
(1, 13)
,(3, 11)
,(3, 15)
,(4, 12)
,(5, 1)
,(5, 2)
,(5, 14);
CREATE VIEW Skills_for_Characters AS
SELECT characters.char_name, skills.skill_name
FROM characters
INNER JOIN char_skills ON characters.char_id = char_skills.char_id
INNER JOIN skills ON skills.skill_id = char_skills.skill_id;
CREATE TABLE IF NOT EXISTS aeon_skills(
 aeon_id int NOT NULL,
```

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  skill_id int NOT NULL,
  PRIMARY KEY(aeon_id, skill_id),
  FOREIGN KEY(aeon_id) REFERENCES aeons(aeon_id),
  FOREIGN KEY(skill_id) REFERENCES skills(skill_id)
);
INSERT INTO aeon_skills(aeon_id, skill_id) VALUES
(6, 1)
,(6, 2)
,(6, 3)
,(6, 5)
,(6, 6)
,(6, 7)
,(6, 8);
CREATE VIEW Skills_for_Aeons AS
SELECT aeons.aeon_name, skills.skill_name
FROM aeons
INNER JOIN aeon_skills ON aeons.aeon_id = aeon_skills.aeon_id
INNER JOIN skills ON skills.skill_id = aeon_skills.skill_id;

-- SPECIALS --
CREATE TABLE IF NOT EXISTS specials(
  special_id int UNIQUE,
  special_name varchar(20) NOT NULL,
  mp int NOT NULL,
  rank_cost int NOT NULL,
  special_description varchar(100) NOT NULL,
  PRIMARY KEY(special_id)
);
INSERT INTO specials(special_id,special_name,mp,rank_cost,special_description) VALUES
(1, 'Flee', 0, 2, 'Aids party''s escape from battle')
,(2, 'Steal', 0, 3, 'Steals items from enemies')
,(3, 'Use', 0, 2, 'Use special items')
,(4, 'Pray', 0, 3, 'Restores a small amount of HP to all allies')
,(5, 'Cheer', 0, 2, 'Raises party''s strength and defense')
,(6, 'Aim', 0, 2, 'Raises party''s accuracy')
,(7, 'Focus', 0, 2, 'Raises party''s magic and magic defense')
,(8, 'Reflex', 0, 2, 'Raises party''s evasion')
,(9, 'Luck', 0, 2, 'Raises party''s luck')
,(10, 'Jinx', 0, 2, 'Lowers all enemies'' luck')
,(11, 'Lancet', 0, 2, 'Absorbs HP and MP from one enemy (Kimahri: learns Blue Magic)')
,(12, 'Guard', 0, 3, 'Allows character to take damage for an ally')
,(13, 'Sentinel', 0, 3, 'Allows character to guard allies while in defensive stance')
,(14, 'Spare Change', 0, 3, 'Attack by throwing gil')
,(15, 'Threaten', 12, 3, 'Immobilise an enemy with fear')
,(16, 'Provoke', 4, 3, 'Draws an enemy''s attack towards the user')
,(17, 'Entrust', 8, 3, 'Transfers user''s overdrive charge to an ally''s gauge')
,(18, 'Copycat', 28, 3, 'Mimic an ally''s previous action')
,(19, 'Pilfer Gil', 20, 3, 'Steal gil from an enemy')
,(20, 'Quick Pockets', 70, 1, 'Swiftly use items with reduced recovery time')
,(21, 'Doublecast', 0, 3, 'Allows character to cast Black Magic spells twice')
,(22, 'Bribe', 0, 3, 'Pay an enemy to make it go away and relinquish items');
CREATE TABLE IF NOT EXISTS char_specials(
  char_id int NOT NULL,
  special_id int NOT NULL,
  PRIMARY KEY(char_id, special_id),
  FOREIGN KEY(char_id) REFERENCES characters(char_id),
  FOREIGN KEY(special_id) REFERENCES specials(special_id)
);
```

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INSERT INTO char_specials(char_id, special_id) VALUES
(1, 1)
,(1, 5)
,(1, 16)
,(2, 4)
,(3, 12)
,(4, 11)
,(5, 6)
,(6, 7)
,(7, 2)
,(7, 3)
,(7, 9);
CREATE VIEW Specials_for_Characters AS
SELECT characters.char_name, specials.special_name
FROM characters
INNER JOIN char_specials ON characters.char_id = char_specials.char_id
INNER JOIN specials ON specials.special_id = char_specials.special_id;
CREATE TABLE IF NOT EXISTS aeon_specials(
 aeon_id int NOT NULL,
 special_id int NOT NULL,
 PRIMARY KEY(aeon_id, special_id),
 FOREIGN KEY(aeon_id) REFERENCES aeons(aeon_id),
 FOREIGN KEY(special_id) REFERENCES specials(special_id)
);
INSERT INTO aeon_specials VALUES
(9, 4)
,(11, 11)
,(11, 21);
CREATE VIEW Specials_for_Aeons AS
SELECT aeons.aeon_name, specials.special_name
FROM aeons
INNER JOIN aeon_specials ON aeons.aeon_id = aeon_specials.aeon_id
INNER JOIN specials ON specials.special_id = aeon_specials.special_id;

-- BLUE MAGIC --
CREATE TABLE IF NOT EXISTS blue_magic(
 magic_id    int    AUTO_INCREMENT,
 magic_name  varchar(20) NOT NULL,
 magic_description varchar(255) NOT NULL,
 PRIMARY KEY(magic_id)
);
INSERT INTO blue_magic(magic_name, magic_description) VALUES
('Jump','Kimahri jumps into the air and damages one enemy')
,('Seed Cannon','Deals damage to one enemy')
,('Self-Destruct','Sacrifices life to deal severe damage to one enemy')
,('Fire Breath','Deals Fire-elemental damage to all enemies')
,('Stone Breath','Petrifies all enemies')
,('Aqua Breath','Deals Water-elemental damage to all enemies')
,('Thrust Kick','Deals damage to one enemey')
,('Bad Breath','Inflicts random status ailments on all enemies, including Poison, Sleep, Silence,
Confuse, Berserk and Darkness')
,('Doom','When cast on one enemy, the enemy dies after X number of turns')
,('White Wind','Restores HP to all party members')
,('Mighty Guard','Bestows Protect, Shell and NulAll on the party')
,('Nova','Deals massive non-elemental damage to all enemies');
CREATE TABLE IF NOT EXISTS blue_magic_fiends(
  blue_magic_id int NOT NULL,
  fiend_id int NOT NULL,
```

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    PRIMARY KEY(blue_magic_id, fiend_id),
    FOREIGN KEY(blue_magic_id) REFERENCES blue_magic(magic_id),
    FOREIGN KEY(blue_magic_id) REFERENCES fiends(fiend_id)
);
-- TODO: insert
CREATE TABLE IF NOT EXISTS char_blue_magic(
    char_id int NOT NULL,
    blue_magic_id int NOT NULL,
    PRIMARY KEY(char_id, blue_magic_id),
    FOREIGN KEY(char_id) REFERENCES characters(char_id),
    FOREIGN KEY(blue_magic_id) REFERENCES blue_magic(magic_id),
    CHECK (char_id = 4)
);
INSERT INTO char_blue_magic(char_id, blue_magic_id) VALUES
(4, 1)
,(4, 2)
,(4, 3)
,(4, 6)
,(4, 8);
CREATE VIEW Blue_Magic_for_Characters AS
SELECT characters.char_name, blue_magic.magic_name
FROM characters
INNER JOIN char_blue_magic ON characters.char_id = char_blue_magic.char_id
INNER JOIN blue_magic ON blue_magic.magic_id = char_blue_magic.blue_magic_id;
```