PLAYER(Id, *Team\_id*, Nickname, Password, Name, Surname, Gender, Age)

SESSION(Id, *Player\_id*, Start\_time, End\_time, Points, Gold)

TEAM(Id, Name, Max\_players, Min\_players, Bonus\_points, Placement)

TRACK(Id, Name, Team, Bonus)

TRANSIT(Id, *Player\_id*, *Team\_id*, *Track\_id*, Successful, Enemies\_defeated)

ITEM(Id, Name, Bonus\_points, Description, Price, Exp\_needed, F\_Weapon, Weapon\_type, Attack\_points, F\_Armour, Defense\_points)

CHARACTER(Id, *Player\_id*, Fatigue\_level, Health\_level, Experience, Gold, Race, Energy\_level, Weapon\_type, Hiding\_skill, F\_Assistant, Name, Bonus)

THIEF(*Character\_id*, Noise\_level, Trap\_removal)

WIZARD(*Character\_id*)

FIGHTER(*Character\_id*, Shield, Twohanded\_weapon)

PRIEST(*Character\_id*, Religion, Heals)

DEFENDER(*Character\_id*, Max\_armour\_weight)

ARCHER(*Character\_id*, Bow\_Crossbow)

OWNS(Id, *Player\_id*, *Item\_id*)

FIGHTS(Id, *Team1\_id*, *Team2\_id*, Time\_held, Bonus, Winning\_team)

CASTS\_SPELL(Id, *Spell\_id, Wizard\_id*)

USES\_BLESSING(Id, *Blessing\_id,*  *Priest\_id*)

SPELL(Id, Name)

BLESSING(Id, Name)

ALLOWED\_RACE(Id, *Item\_id*, Race\_name)

ALLOWED\_CLASS(Id, *Item\_id*, Class\_name)

REQUIRED\_RACE(Id, *Track\_id*, Race\_name)

REQUIRED\_CLASS(Id, *Track\_id*, Class\_name)