

幻想水滸伝 Vault

nSheet::Character	id integer (8) PK s1 string s1_en string s1_en string s1_yomi string s2_string s2_en string s2_en string s2_yomi string s3_string s3_en string s3_str string s3_yomi string s4_string s4_en string s4_yomi string s5_en string s5_str string s5_str string s5_str string s5_yomi string star_attr string tk string tk_en string tk_en string tk_yomi string water_margin_en string water_margin_yomi string woven string woven string	OnSheet::GssCha
	water_margin_en string water_margin_yomi string	
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OnSheet::GssCharacter	exists_gaiden1 boolean * exists_gaiden2 boolean * exists_gs1 boolean * exists_gs2 boolean * exists_gs3 boolean * exists_gs4 boolean * exists_gs5 boolean * exists_in_each_gaiden boolean * exists_rhapsodia boolean * exists_tk boolean * exists_tsumutoki boolean * has_nickname boolean id integer (8) PK memo string name string * sosenkyo_name string	OnSheet::GssSectionCi
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Sheet::GssSectionCity	city_name string city_yomi string country_name string display_order integer id integer (8) PK is_architecture boolean is_available boolean is_dungeon boolean is_others boolean is_town_or_village_or_city boolean memo string product_name string	OnSheet::GssSectionHqCharacter	character_name string display_order integer * facility_or_position_name string id integer (8) PK is_available boolean note string product_name string role_of_hq_on_system string
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	\	nickname_00 string	
		nickname_01 string	
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		nickname_07 string	1 (
		nickname_08 string	`
_system string		nickname_09 string	
		nickname_10 string	
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		nickname 12 string	
		nickname_13 string	J
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OnSheet::Star	category integer * id integer (8) PK	
	name string	
	name_en string	
	seating_order string	
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	id integer (8) PK
OnSheet::Title	name string
	name_en string