CharacterToStar

Gss::Character id integer (8) PK
name string \*
sosenkyo\_name string \*

## 幻想水滸伝 Vault

	<b>0=</b> 0 timig	
	s1_en string	
	s1_yomi string	
	s2 string	
	s2_en string	(
	s2_yomi <i>string</i>	
	s3 string	
	s3_en string	
	s3_yomi <i>string</i>	
	s4 string	
	s4_en string	
t::Character	s4_yomi string	Or
	s5 string	0
	s5_en string	
	s5_yomi <i>string</i>	
	star_attr <i>string</i>	
	tk string	
	tk_en string	
	tk_yomi string	
	water_margin string	
	water_margin_en string	
	water_margin_yomi string	
	woven string	
	woven_en string	
	woven_yomi string	

	exists_gaiden1 boolean *
	exists_gaiden2 boolean *
	exists_gs1 boolean *
	exists_gs2 boolean *
	exists_gs3 boolean *
	exists_gs4 boolean *
	exists_gs5 boolean *
Ch	exists_in_each_gaiden boolean *
nSheet::GssCharacter	exists_rhapsodia boolean *
	exists_tk boolean *
	exists_tsumutoki boolean *
	has_nickname boolean
	id integer (8) PK
	memo string
	name string *
	sosenkyo_name string

	city_name string	1
	city_yomi string	
	country_name string	(
	display_order integer	
	id integer (8) PK	
eet::GssSectionCity	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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	id integer (8) PK
n Chaat. Dietfarm	name string
nSheet::Platform	name_en <i>string</i>
	nickname string

	category integer *
OnSheet::Star	id integer (8) PK
	name string
	name_en string
	name_kana <i>string</i>
	seating_order string

OnSheet::Title	id integer (8) PK name string
OnsheetTitle	name_en string

	id integer (8) PK
	name string *
Star	name_en string *
	seating_order string *
	yomi string *