Character(CID, Name, Social\_Status, Dies\_in)

Episode(EID, Boob\_Count)

Battle(Bname, winner, House\_Name, Region\_Name)

House(Name, Slogan, Symbol)

Region(Rname, Capital, Cities, Climate)

Related(CID, Other\_Char, type, Start\_EP, End\_EP)

Appears(Char\_ID, EID)

MemberOf(Char\_ID, House\_Name)

House\_Region(House\_Name, Region\_name, Status)

Partakes(Battle\_Name, House\_Name)

HouseBattle(Battle\_Name, House\_Name)

BattleEpisode(Episode\_ID, Battle\_Name)