

*Pokemon*(*id\_pokedex*, *name*<sub>notnull</sub>, *height*, *weight*, *capture\_rate*, *rarity*, *sprite*, *id\_generation*<sub>Generation</sub>, *evolves\_from*<sub>Pokemon</sub>)

*Generation*(*id\_generation*, *gen\_number*, *region*)

*Ability*(*id\_ability*, *name*<sub>notnull</sub>)

*HaveAbility*(*id\_pokemon*<sub>Pokemon</sub>, *id\_ability*<sub>Ability</sub>, *is\_hidden*)

*PokemonGo*(*id\_pokemon\_go*, *id\_pokemon*<sub>Pokemon</sub><sub>notnull</sub>, *raid\_exclusive*, *max\_cp*, *buddy\_distance*, *candy\_to\_evolve*)

*Shiny*(*id\_shiny*, *id\_pokemon*<sub>PokemonGo</sub><sub>notnull</sub>, *egg*, *raid*, *wild*, *sprite*)

*BaseGoStats*(*id\_stats\_go*, *id\_pokemon*<sub>PokemonGo</sub><sub>notnull</sub>, *stamina*, *defense*, *attack*)

*BaseStats*(*id\_stats*, *id\_pokemon*<sub>Pokemon</sub><sub>notnull</sub>, *hp*, *attack*, *defense*, *sp\_attack*, *sp\_defense*, *speed*)

*Class*(*id\_class*, *type*<sub>notnull</sub>)

*Move*(*id\_move*, *name*<sub>notnull</sub>, *accuracy*, *id\_class*<sub>Class</sub>, *power*, *pp*, *id\_type*<sub>Type</sub>)

*LearnMove*(*id\_pokemon*<sub>Pokemon</sub>, *id\_move*<sub>Move</sub>)

*Type*(*id\_type*, *name*<sub>notnull</sub>)

*TypeRelations*(*id\_type\_attacker*<sub>Type</sub>, *id\_type\_defender*<sub>Type</sub>, *multiplier*)

*is\_of\_type*(*id\_pokemon*<sub>Pokemon</sub>, *id\_type*<sub>Type</sub>, *slot*)