

Pokemon(*id_pokedex*, *name*_{nonnull}, *height*, *weight*, *capture_rate*, *rarity*, *sprite*, *id_generation*^{Generation}, *evolves_from*^{Pokemon})

Generation(*id_generation*, *gen_number*, *region*)

Ability(*id_ability*, *name*_{nonnull}, *is_hidden*)

HaveAbility(*id_pokemon*^{Pokemon}, *id_ability*^{Ability})

PokemonGo(*id_pokemon_go*, *id_pokemon*^{Pokemon}_{nonnull}, *raid_exclusive*, *max_cp*, *buddy_distance*, *candy_to_evolve*)

Shiny(*id_shiny*, *id_pokemon*^{PokemonGo}_{nonnull}, *egg*, *raid*, *wild*, *sprite*)

BaseGoStats(*id_stats_go*, *id_pokemon*^{PokemonGo}_{nonnull}, *stamina*, *defense*, *attack*)

BaseStats(*id_stats*, *id_pokemon*^{Pokemon}_{nonnull}, *hp*, *attack*, *defense*, *sp_attack*, *sp_defense*, *speed*)

Move(*id_move*, *name*_{nonnull}, *accuracy*, *class*, *power*, *pp*, *id_type*^{Type})

LearnMove(*id_pokemon*^{Pokemon}, *id_move*^{Move})

Type(*id_type*, *name*_{nonnull})

TypeRelations(*id_type_attacker*^{Type}, *id_type_defender*^{Type}, *multiplier*)

is_of_type(*id_pokemon*^{Pokemon}, *id_type*^{Type})