Moves – check first 3 characters, take them off

DAM is an attack

Followed by a 1 or 0, 1 is damaging all, 0 is a target

Followed by a 0, L, M or H indicating damage level

Followed by a number to indicate how many types the attack has

Attack have types which relate to weaknesses and resistances, shown by 3-digit codes of the type:

Followed by a number to indicate how many traits the attack has

Some attacks have additional traits, which are also 3-digit codes:

HAP is an attack that hits AP

STU is an attack that stuns enemies for a turn

SEL is a self-targeted support ability

Followed by an additional 3-digit code to show what it does

HEL is a healing ability, followed by how much to heal as a percentage and a 1/0 indicating whether it stuns the user

DEF makes a character defend without using the defend ability so that they can make moves on later turns. It is followed by a number for how many turns to defend

SUP is a targeted support ability

Followed by a 1 meaning it hits enemies or a 0 meaning it targets a friendly (including themselves)

Followed by an additional 3-digit code to show what it does

STU is an attack that stuns, followed by the number of turns to stun

HEL is a healing ability, followed by how much to heal as a percentage and a 1/0 indicating whether it stuns the user

Traits – check first 3 characters until there are none left

HEL is a healing factor, followed by a number to indicate how powerful of a healing factor it is

FLI is flight, making the character immune to ground attacks

Weaknesses – check first 3 characters until there are none left

Uses the same codes for move types

Resistances - check first 3 characters until there are none left

Uses the same codes for move types

Move Types:

PHY is a physical attack

BUL is an attack with a gun or similar bullet weapon

ELE is an electrical attack

GRO is a ground attack that does not affect flying enemies

LAS is a laser attack

BLA is a blade attack

VIB is an attack with a vibranium weapon

ADA is an attack with an adamantium weapon

AVE is an anti-venom attack

PSY is a psychic attack

ANT is an attack by a shrunk/grown size changer with superior than usual strength

EMP is an emp attack that shorts out electrics, is ineffective against everything else

FIR is a fire-based attack

EXP is an explosive attack

POI is a poisonous attack

MAG is a magical attack

RAD is a radiation-based attack

WAT is a water-based attack

AIR is an air-based attack

HEA is a heat-based attack