Battle

* pokémon

pokébag

* pokémon

Move

* name
* (var) Powerlevel
* (var) powerpoints
* (var) accuracy
* (var) category
* energytype

Move Variables

category

* value

accuracy

* value

powerLevel

* value

powerpoints

* value

Damage

* level
* powerlevel
* attack
* defence
* multiplier

Attack

* value

Hitpoints

* value

defence

* value

level

* value

accuracy

* value

speed

* value

evasion

* value

multiplier

* value

Pokémon Variables

Effect

* Name
* debuff/buff

ressistance

* (var) multiplier

Weakness

* (var) multiplier

energy Type

* Name
* Weakness
* ressistance

Pokémon

* Name
* (var) level
* (var) Hitpoints
* (var) Attack
* (var) defence
* (var) Speed
* (var) accuracy
* (var) evasion
* Energytype
* move