		FacetGrid of base_total by gene	eration and is_legendary
		type1 = grass is_legendary = 0	type1 = grass is_legendary = 1
	2520		
Count	15		
O	10		
	5 0		
		type1 = fire is_legendary = 0	type1 = fire is_legendary = 1
	2520		
Count	15		
Ü	10		
	5		
	25	type1 = water is_legendary = 0	type1 = water is_legendary = 1
	2520		
Count	15		
	10 5		
	0		
	25	type1 = bug is_legendary = 0	type1 = bug is_legendary = 1
	20		
Count	15 10		
	5		
	0	type1 = normal is_legendary = 0	type1 = normal is_legendary = 1
	25		
nt	20 15		
Count	10		
	5		
	0	type1 = poison is_legendary = 0	type1 = poison is_legendary = 1
	25 20		
Count	2015		
ک	10		
	5		
		type1 = electric is_legendary = 0	type1 = electric is_legendary = 1
	2520		
Count	15		
	10 5		
	0		
	25	type1 = ground is_legendary = 0	type1 = ground is_legendary = 1
	20		
Count	15 10		
	5		
	0	type1 = fairy is_legendary = 0	type1 = fairy is_legendary = 1
	25		
ınt	20 15		
Count	10		
	5		
	0	type1 = fighting is_legendary = 0	type1 = fighting is_legendary = 1
	2520		
Count	15		
	10 5		
	0		
	25	type1 = psychic is_legendary = 0	type1 = psychic is_legendary = 1
	20		
Count	15 10		
	5		
	0	type1 = rock is_legendary = 0	type1 = rock is_legendary = 1
	25		
Count	20 15		
Ó	10		
	5		
		type1 = ghost is_legendary = 0	huno1 shoot lie legenden. 1
	2520		type1 = ghost is_legendary = 1
Count			type1 = gnost is_legendary = 1
	15		type1 = gnost is_legendary = 1
	10		type1 = gnost is_legendary = 1
	10	type1 = ice 1/5 /	
	10 5	type1 = ice is_legendary = 0	type1 = gnost is_legendary = 1
+	10 5 0 25 20	type1 = ice is_legendary = 0	
Count	10 5 0 25 20 15	type1 = ice is_legendary = 0	
Count	10 5 0 25 20	type1 = ice is_legendary = 0	
Count	10 5 0 25 20 15	type1 = ice is_legendary = 0 type1 = dragon is_legendary = 0	
Count	10 5 0 25 20 15 10 5		type1 = ice is_legendary = 1
	10 5 0 25 20 15 10 5		type1 = ice is_legendary = 1
Count	10 5 0 25 20 15 10 5 0		type1 = ice is_legendary = 1
	10 5 0 25 10 5 10 5 10 5 10 5 5 10		type1 = ice is_legendary = 1
	10 5 0 25 10 5 10 5 10 5 0		type1 = ice is_legendary = 1
	10 5 0 25 10 5 10 5 10 5 10 5 10 5 5	type1 = dragon is_legendary = 0	type1 = ice is_legendary = 1 type1 = dragon is_legendary = 1
	10 5 0 25 10 5 10 5 10 5 10 15 10 25 20 15 10 25	type1 = dragon is_legendary = 0	type1 = ice is_legendary = 1 type1 = dragon is_legendary = 1
Count	10 5 0 25 10 5 10 5 10 5 20 15 10 5 20 25 20	type1 = dragon is_legendary = 0	type1 = ice is_legendary = 1 type1 = dragon is_legendary = 1
Count	10 5 0 25 20 15 10 5 20 15 10 5 10 15 10	type1 = dragon is_legendary = 0 type1 = dark is_legendary = 0	type1 = ice is_legendary = 1 type1 = dragon is_legendary = 1
Count	10 5 0 25 20 15 10 5 20 15 10 5 20 15 10 5	type1 = dragon is_legendary = 0	type1 = ice is_legendary = 1 type1 = dragon is_legendary = 1
Count	10 5 0 25 10 5 10 25 10 5 10 5 10 5 10 5	type1 = dragon is_legendary = 0 type1 = dark is_legendary = 0	type1 = ice is_legendary = 1 type1 = dragon is_legendary = 1
Count	10 5 0 25 10 5 10 5 10 5 20 15 10 5 10 5	type1 = dragon is_legendary = 0 type1 = dark is_legendary = 0	type1 = ice is_legendary = 1 type1 = dragon is_legendary = 1
Count	10 5 0 25 10 5 10 5 10 5 10 5 10 5 10 15 1	type1 = dragon is_legendary = 0 type1 = dark is_legendary = 0	type1 = ice is_legendary = 1 type1 = dragon is_legendary = 1
Count	10 5 0 25 10 5 10 5 10 5 10 5 10 15	type1 = dragon is_legendary = 0 type1 = dark is_legendary = 0	type1 = ice is_legendary = 1 type1 = dragon is_legendary = 1
Count	10 5 0 25 10 5 10 25 10 5 10 5 10 5 10 5	type1 = dragon is_legendary = 0 type1 = dark is_legendary = 0	type1 = ice is_legendary = 1 type1 = dark is_legendary = 1
Count Count Count	10 5 0 25 10 5 10 5 10 5 10 5 10 5 10 5	type1 = dragon is_legendary = 0 type1 = dark is_legendary = 0	type1 = ice is_legendary = 1 type1 = dark is_legendary = 1
Count	10 5 0 25 10 5 0 25 10 5 0 25 10 5 10 5	type1 = dragon is_legendary = 0 type1 = dark is_legendary = 0	type1 = ice is_legendary = 1 type1 = dark is_legendary = 1
Count Count Count	10 5 0 25 10 5 0 25 10 5 10 5 10 10 15 10	type1 = dragon is_legendary = 0 type1 = dark is_legendary = 0	type1 = ice is_legendary = 1 type1 = dark is_legendary = 1