		FacetGrid of base_total by gener	ration and is_legendary
		type1 = grass is_legendary = 0	type1 = grass is_legendary = 1
2:			
Count			1 1 1 1
1	0		
	5 0		
		type1 = fire is_legendary = 0	type1 = fire is_legendary = 1
2:			
Count	5		
10	0		
	0		
0.	-	type1 = water is_legendary = 0	type1 = water is_legendary = 1
2:			
Count	5		
10	0 5		
	0		
2:	5	type1 = bug is_legendary = 0	type1 = bug is_legendary = 1
20	0		
Count			
	5		
(0	type1 = normal is_legendary = 0	type1 = normal is_legendary = 1
2	5		
20			
Count			
;	5		
(0	type1 = poison is_legendary = 0	type1 = poison is_legendary = 1
2:			
Count 1:			
Ö 1			
	5		
		type1 = electric is_legendary = 0	type1 = electric is_legendary = 1
2			
Count			
10			
	0		
2:	5	type1 = ground is_legendary = 0	type1 = ground is_legendary = 1
2			
Count			
10	5		
(0	type1 = fairy is_legendary = 0	type1 = fairy is_legendary = 1
2	5	type I = Idily Is_legeridaly = 0	type i all y i is_legeridary = i
20			
Count	0		
11	•	I	
	5		
;		type1 = fighting is_legendary = 0	type1 = fighting is_legendary = 1
2	5	type1 = fighting is_legendary = 0	type1 = fighting is_legendary = 1
29	5 0 5	type1 = fighting is_legendary = 0	type1 = fighting is_legendary = 1
2:	5 0 5 0	type1 = fighting is_legendary = 0	type1 = fighting is_legendary = 1
20 Count 1:	5 0 5 0	type1 = fighting is_legendary = 0	type1 = fighting is_legendary = 1
20 Count	5 0 5 0 5	type1 = fighting is_legendary = 0 type1 = psychic is_legendary = 0	type1 = fighting is_legendary = 1 type1 = psychic is_legendary = 1
20 Count 1:	5 0 5 0 5 0 5		
20 20 11 20 20 21 11 20 20 21 11 20 20 21 21 21 21 21 21 21 21 21 21 21 21 21	5 0 5 0 5 0 5 0 5		
20 Count 2 2 2 2 2 1 1 2 2 2 2 1 1 2 2 2 2 2 2	5 0 5 0 5 0 5 0 5		
20 20 11 20 20 11 20 20 11 20 20 11 20 20 11 20 20 11 20 20 11 20 20 20 20 20 20 20 20 20 20 20 20 20	5 0 5 0 5 0 5 0 5	type1 = psychic is_legendary = 0	type1 = psychic is_legendary = 1
20 20 11 20 20 11 20 20 11 20 20 11 20 20 11 20 20 11 20 20 11 20 20 20 20 20 20 20 20 20 20 20 20 20	5 0 5 0 5 0 5 0 5 0 5		
25 20 11 25 26 26 26 26 26 26 26 26 26 26 26 26 26	5 0 5 0 5 0 5 0 5 0 5 0	type1 = psychic is_legendary = 0	type1 = psychic is_legendary = 1
20 Count 1: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2:	5 0 5 0 5 0 5 0 5 0 5 0 5	type1 = psychic is_legendary = 0	type1 = psychic is_legendary = 1
Count Count 1: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2:	5 0 5 0 5 0 5 0 5 0 5 0 5	type1 = psychic is_legendary = 0	type1 = psychic is_legendary = 1
Count Count 1: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2:	5 0 5 0 5 0 5 0 5 0 5 0	type1 = psychic is_legendary = 0	type1 = psychic is_legendary = 1
20 20 11 12 22 20 11 12 22 20 11 12 22 20 11 12 22 20 11 12 22 20 11 12 22 20 11 12 22 20 11 12 22 20 11 12 22 20 11 12 22 20 11 12 22 20 11 12 20 11 12 20 11 12 12 12 12 12 12 12 12 12 12 12 12	5 0 5 0 5 0 5 0 5 0 5 0 5 0 5	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1
Count Count 1: 1: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2: 2:	5 0 5 0 5 0 5 0 5 0 5 0 5 0	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1
Count Count	5 0 5 0 5 0 5 0 5 0 5 0 5 0	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1
Count Count	5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0 5	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1
Count Count	5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1
Count Count Count	5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0 5	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ghost is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1
Count	5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ghost is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1
Count	5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ghost is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1
Count	5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0 5 0	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ice is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1 type1 = ice is_legendary = 1
Count		type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ghost is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1
2 2 1 1 1 2 2 2 1 1 1 2 2 2 1 1 1 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 1 2 2 2 2 1 1 1 1 2 2 2 2 1 1 1 1 2 2 2 2 1 1 1 1 2 2 2 2 1 1 1 1 2 2 2 2 1 1 1 1 2 2 2 2 2 1 1 1 1 2 2 2 2 2 1 1 1 1 1 2 2 2 2 2 1 1 1 1 2 2 2 2 2 1 1 1 1 2 2 2 2 2 1 1 1 1 1 2 2 2 2 2 1 1 1 1 1 2 2 2 2 2 1 1 1 1 1 2 2 2 2 2 1	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ice is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1 type1 = ice is_legendary = 1
2 2 1 1 10 Count C	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ice is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1 type1 = ice is_legendary = 1
Count Count Count Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ice is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1 type1 = ice is_legendary = 1
Count Count Count Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ice is_legendary = 0	type1 = psychic is_legendary = 1 type1 = rock is_legendary = 1 type1 = ice is_legendary = 1
Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = rock is_legendary = 0 type1 = ghost is_legendary = 0 type1 = dragon is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1
2 2 1 1 1 2 2 2 1 1 1 2 2 2 1 1 1 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 1 1 1 2 2 2 2 2 1 1 1 2 2 2 2 2 1 1 1 2 2 2 2 2 1 1 1 2 2 2 2 2 1 1 1 2 2 2 2 2 1 1 1 2 2 2 2 2 1 1 1 2 2 2 2 2 1 1 1 2 2 2 2 2 2 1 1 1 2 2 2 2 2 2 1 1 1 2 2 2 2 2 2 1 1 1 2 2 2 2 2 2 1 1 1 2 2 2 2 2 2 1 1 1 2 2 2 2 2 2 1 1 1 2 2 2 2 2 2 1 1 1 2 2 2 2 2 2 1 1 1 2 2 2 2 2 2 2 1 1 1 2	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = rock is_legendary = 0 type1 = ghost is_legendary = 0 type1 = dragon is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1
Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = rock is_legendary = 0 type1 = ghost is_legendary = 0 type1 = dragon is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1
Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = rock is_legendary = 0 type1 = ghost is_legendary = 0 type1 = dragon is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1
Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = rock is_legendary = 0 type1 = ghost is_legendary = 0 type1 = dragon is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1
Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ice is_legendary = 0 type1 = dark is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1
Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ice is_legendary = 0 type1 = dark is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1
Count Count Count Count Count Count (Count Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ice is_legendary = 0 type1 = dark is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1
Count Count Count Count Count (Count Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ice is_legendary = 0 type1 = dark is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1
Count Count Count Count Count (Count Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = psychic is_legendary = 0 type1 = rock is_legendary = 0 type1 = ice is_legendary = 0 type1 = dark is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1
Count Count Count Count Count (Count Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = rock is_legendary = 0 type1 = ice is_legendary = 0 type1 = dark is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1 type1 = dark is_legendary = 1
Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = rock is_legendary = 0 type1 = ice is_legendary = 0 type1 = dark is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1 type1 = dark is_legendary = 1
Count Count Count Count Count Count (Count Count	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	type1 = rock is_legendary = 0 type1 = ice is_legendary = 0 type1 = dark is_legendary = 0	type1 = psychic is_legendary = 1 type1 = ghost is_legendary = 1 type1 = ice is_legendary = 1 type1 = dark is_legendary = 1