Value - Index for x axis: 0 venusaur; 1\*20 pikachuoriginal; 2\*20 tauros, 3\*20 sirfetchd, 4\*20 blastoise, 5\*20 charizard 3.0 2.5 2.0 0.5 0.0 -0.5 0.5 mon opponent

-0.5 team

-1.0 mon team

-1.5 remaining mon team

-1 0
index\_pokemon\*20
40
index\_pokemon\*20+sum(moves\_base\_power \* moves\_dmg\_multiplier)
100

- 2.5

- 2.0

- 1.5

- 1.0

- 0.5

- 0.0