Value - Index for x axis: 0 venusaur; 1*20 pikachuoriginal; 2*20 tauros, 3*20 sirfetchd, 4*20 blastoise, 5*20 charizard 2.5 - 2.0 ⁻ 1.5 Value 0.5 0.0 -0.5 -1.0 0.0 non opponent

-0.5 remaining mon opponent

-1.0 mon remaining mon opponent

-1.5 remaining mon remaining mon opponent 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

- -0.5