

How things are Calculated:

- Stats:
 - General: $\left(baseStats \times 2 + \frac{levelOfExpertise}{4} + 50 \right) \times \frac{level}{100} + 5 + sum(statBooster)$
 - HP: $\left(baseStats \times 2 + \frac{levelOfExpertise}{4} + 50 \right) \times \frac{level}{100} + level + 10 + sum(statBooster)$
- Attack damage: $\left(\frac{power \times attackStats \times (1 + 0.5 \times abs(statsER))^{\frac{statsER + 0.5}{abs(statsER + 0.5)}}}{defenseStats \times (1 + 0.5 \times abs(statsER))^{\frac{statsER + 0.5}{abs(statsER + 0.5)}}} \times typeFamiliarity \times typeEffectiveness \times \frac{randint(700,800)}{1000} + attackIncrement \right) \times \%multiplier \times multiplier \times (1 - \%blocked)$
- Chance of missing:
 - If accuracyER > 0: $1 - accuracy - \frac{(1 - accuracy) \times \left(2 - \frac{1}{accuracyER} \right)}{2}$
 - Else: $1 - \frac{accuracy}{1.2 - accuracyER}$

All types:

fighting	fire	dragon	flying	wind
elder	god			dimension
spirit				psychic
light				dark
electricity				ghost
machine				bug
rock	sand	ice	water	grass

Type	Against other types		Other types against	
	Very effective	Not effective	Not effective	Very effective
light	dark,psychic,dimension	light,grass,elder,spirit	light, dark, psychic	grass, dimension
electricity	water,dark,flying	electricity,rock,sand,grass	electricity, water, dark, flying	rock, ghost, psychic
machine	ice,dimension,fighting	sand,ghost	grass, wind	bug, dimension, fighting
rock	electricity,fire	bug,wind,flying	electricity, dark, elder	ice, wind
sand	fire	sand,wind,flying	electricity, machine, sand, ghost, flying	water, grass, wind
ice	rock,grass,flying,dragon,fire	ice,water,fighting,elder	ice, grass, bug, flying	machine, dragon, fire, fighting, spirit
water	sand,fire,elder	electricity,water,grass,dimension	ice, water, bug, dimension	electricity, grass, spirit
grass	light,sand,water	machine,ice,grass,dimension,fire	light, electricity, water, grass, dimension, wind, fighting	ice, bug, flying, fire, spirit
bug	machine,grass,bug,elder	ice,water	rock, dragon	bug, flying, fire, elder
ghost	electricity,ghost,spirit	sand,dark,psychic	machine, dark, spirit	ghost, psychic, elder
dark	dark,psychic,elder	light,electricity,rock,ghost	dark, psychic, fighting, elder	light, electricity, dark
psychic	electricity,ghost,fighting	light,dark,psychic	ghost, psychic, fighting	light, dark, elder
dimension	light,machine,dimension	water,grass,fire,spirit	water, grass, fire, spirit	light, machine, dimension
wind	rock,sand	machine,grass,wind,fire	rock, sand, wind	fire
flying	grass,bug,fighting	electricity,sand,ice,dragon	rock, sand, dragon	electricity, ice
dragon	ice,dragon,fighting,spirit	bug,flying,fire	flying, fire, spirit	ice, dragon, fighting, elder
fire	ice,grass,bug,wind	dimension,dragon,elder	grass, dimension, wind, dragon	rock, sand, ice, water, spirit
fighting	machine,ice,dragon,spirit	grass,dark,psychic	ice, elder, spirit	machine, psychic, flying, dragon
elder	bug,ghost,psychic,dragon	rock,dark,fighting	light, ice, fire	water, bug, dark, spirit
spirit	ice,water,grass,fire,elder	ghost,dimension,dragon,fighting,spirit	light, dimension, spirit	ghost, dragon, fighting
god				