



Damage Table: On Off

	Water	Air	Stone	Grass	Ghost	Fluff	Fire
W	1.0	1.0	0.3	0.5	1.3	1.7	2.0
A	0.9	1.0	0.4	0.7	2.0	1.3	0.8
S	0.7	0.5	1.3	1.5	0.8	2.0	1.3
Gr	1.7	0.7	1.3	1.0	1.3	1.3	0.7
Gh	0.9	0.5	0.5	1.3	1.3	2.0	0.8
Fl	0.8	1.1	1.5	1.1	1.7	0.5	0.5
Fi	0.8	0.4	2.0	2.0	0.3	2.0	0.4

Row against column; 1 = normal dmg