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| <i>UInt</i> Number | <i>A Unique Number which refers to the index Of the creatures in the Ikimondex.</i> |
| <i>String</i> Name | <i>The name of the creature that is used in text boxes.</i> |
| <i>Enum[Type]</i> Type | <i>The first type of the creature. Can not be set to null</i> |
| <i>Enum[Type]</i> Type2 | <i>The second type of the creature can be set to null, if you only want one type.</i> |
| <i>UInt</i> Base HP | <i>The starting "HP" stat of the creature at level 1.</i> |
| <i>UInt</i> Base Attack | <i>The starting "Attack" stat of the creature at level 1.</i> |
| <i>UInt</i> Base Defense | <i>The starting "Defense" stat of the creature at level 1.</i> |
| <i>UInt</i> Base Speed | <i>The starting "Speed" stat of the creature at level 1.</i> |
| <i>UInt</i> Base SpAttack | <i>The starting "SpAttack" stat of the creature at level 1.</i> |
| <i>UInt</i> Base SpDefense | <i>The starting "SpDefense" stat of the creature at level 1.</i> |
| <i>Float</i> Catch Rate | <i>The chance of catching the creature at 30% of health. At levels 20% and 10% it doubles and triples the catch rate respectively.</i> |
| <i>Float</i> XP Multiplier | <i>The xp this creature receives is multiplied by this amount.</i> |
| <i>UInt</i> Hue | <i>When this creature is first created it generates a number between 1 and 2¹² if this number equals 1 then the creature is a "shiny" and the sprite color is offset by the hue value.</i> |