



Data



Mechanics



Games



Other

Search



Pokémon types & type chart

Type quick-list

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND
FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL	FAIRY

Related pages

- › [Dual type charts](#)
- › [Previous type charts](#)
- › [Unused type combinations](#)

About Pokémon types

All Pokémon creatures and their moves are assigned certain types. Each type has several strengths and weaknesses in both attack and defense. In battle, you should use Pokémon and moves that have a type advantage over your opponent; doing so will cause much more damage than normal.

A single-type advantage (for instance a Water attack against a Ground-type Pokémon) will net you double normal damage. The advantages also 'stack up', so a double-type advantage (for instance a Water attack against a Ground/Rock-type Pokémon) will net you quadruple damage. In both these cases you will see the message 'It's super effective!' in-game after the attack.

Conversely, a single- and double-type disadvantage will afflict half and a quarter normal damage respectively. Here you will see the message 'It's not very effective...' in-game.

Another advantage you can gain is Same Type Attack Bonus (STAB). As the name implies, this increases the power of the move if the attacking Pokémon has the same type as the move used (for example a Fire-type Pokémon using a Fire-type move). In this case the damage is 1.5 times normal. Again this is added to any other advantages, so a Water-type

Pokémon using a Water-type move against a Ground/Rock-type Pokémon will bag you *six times* (2×2×1.5) normal damage!

Type chart

The full type chart here displays the strengths and weaknesses of each type. Look down the left hand side for the attacking type, then move across to see how effective it is against each Pokémon type.

Note: this chart is for games from 2013 onwards - Pokémon X/Y, OR/AS, Pokémon GO and Sun/Moon. Type charts for older games have some minor differences - see below.

Chart key

0	No effect (0%)
1/2	Not very effective (50%)
	Normal (100%)
2	Super-effective (200%)

Downloads

You can download the type chart as an image to print out and keep handy as you are playing and battling!



Gen 6+ type chart image

DEFENSE ATTACK →	NOR	FIR	WAT	ELE	GRA	ICE	FIG	POI	GRO	FLY	PSY	BUG	ROC	GHO	DRA	DAR	STE	FAI
NORMAL													1/2	0			1/2	
FIRE		1/2	1/2		2	2						2	1/2		1/2		2	
WATER		2	1/2		1/2				2				2		1/2			
ELECTRIC			2	1/2	1/2				0	2					1/2			
GRASS		1/2	2		1/2			1/2	2	1/2		1/2	2		1/2		1/2	
ICE		1/2	1/2		2	1/2			2	2					2		1/2	
FIGHTING	2					2		1/2		1/2	1/2	1/2	2	0		2	2	1/2
POISON					2			1/2	1/2				1/2	1/2			0	2
GROUND		2		2	1/2			2		0		1/2	2				2	
FLYING				1/2	2		2					2	1/2				1/2	
PSYCHIC							2	2			1/2					0	1/2	
BUG		1/2			2		1/2	1/2		1/2	2			1/2		2	1/2	1/2
ROCK		2				2	1/2		1/2	2		2					1/2	

DEFENSE → ATTACK ↴	NOR	FIR	WAT	ELE	GRA	ICE	FIG	POI	GRO	FLY	PSY	BUG	ROC	GHO	DRA	DAR	STE	FAY
GHOST	0										2			2		1/2		
DRAGON															2		1/2	0
DARK							1/2				2			2		1/2		1/2
STEEL		1/2	1/2	1/2		2							2				1/2	2
FAIRY		1/2					2	1/2							2	2	1/2	

Type chart changes

The majority of the type chart has remained the same over the years, but there have been a few changes. In Generation 2, Dark and Steel types were added, while in Generation 6 ([Pokémon X](#) and [Pokémon Y](#)) the Fairy type was added. Below are the differences compared to the current type chart. The charts can be seen on the [Old Type Charts](#) page.

Generation 2-5

- There was no **Fairy** type.
- **Ghost** and **Dark** type moves were not very effective against **Steel** type Pokémon. From Generation 6 they do neutral damage.

Generation 1

- There were no **Dark** or **Steel** types.
- **Ghost**-type moves had no effect on **Psychic** Pokémon. (Note that this only affected [Lick](#) as [Confuse Ray](#) and [Night Shade](#) affected all Pokémon equally.)

This was supposedly a mistake in the programming: several game guides stated that Ghost was super-effective on Psychic, and an in-game trainer at Saffron City says that 'Psychic Pokémon fear only ghosts and bugs!' It was corrected in Generation 2 when Ghost became super-effective against Psychic.

- **Bug** was super-effective on **Poison** and vice-versa. This was changed so that Bug is now not very effective against Poison, and Poison now does regular damage against Bug.
- **Ice** type moves were neutral against **Fire** type Pokémon. Now they are not very effective.