

The Interactive Type Chart

The Interactive Type Chart has five modes of operation:

- **Simple mode** is a regular type chart, but with summaries of how many weaknesses/resistances/immunities each type has and the added ability to add your own custom types to the chart or even modify it outright.
- **Filtered simple mode** shows you a regular type chart but for combos of one particular type instead of pure typings, allowing you to for instance quickly find Fire combos that are not weak to Water or something of the like.
- **Moveset coverage mode** shows you the highest multiplier a combination of available attack types can achieve against every possible type combination.
- **Defensive summary mode** analyzes how type combinations fare defensively, showing how many weaknesses, resistances, immunities, or even double weaknesses/resistances each one has.
- **Overall defense mode** summarizes each type combination's overall defensive ability by showing the average type multiplier when each of the different types attacks it. You can also restrict the summary to only taking into account some attack types rather than all.

In all five modes, every cell (including summary cells) has a tooltip that tells you somewhat more verbosely what its content means if you hover over it.

Simple mode ▼

Base chart: Gen VI+ type chart ▼

Changing this setting will reset any modifications to existing type relations.

☐ Enable editing of existing types

When this box is checked, you can edit or delete existing Pokémon types. Unchecking this box will revert any edits to existing types, ensuring that any relations between existing types match up with the games.

Your modifications to the type chart are automatically saved in your browser's local storage as you make them. The "Reset types" button will reset the type chart to the in-game base chart, with all customizations wiped. The "Reset to checkpoint" button will reset the type chart to whatever it was when you last loaded the page or when you last pressed the "Create checkpoint" button.

Add new type

Reset types

Reset to checkpoint

Create checkpoint

Target → Attack ↓	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL	FAIRY	Totals			
NORMAL	-	-	-	-	-	-	-	-	-	-	-	-	×½	×0	-	-	×½	-	1	2	15	0
FIRE	-	×½	×½	-	×2	×2	-	-	-	-	-	×2	×½	-	×½	-	×2	-	0	4	10	4
WATER	-	×2	×½	-	×½	-	-	-	×2	-	-	-	×2	-	×½	-	-	-	0	3	12	3
ELECTRIC	-	-	×2	×½	×½	-	-	-	×0	×2	-	-	-	-	×½	-	-	-	1	3	12	2
GRASS	-	×½	×2	-	×½	-	-	×½	×2	×½	-	×½	×2	-	×½	-	×½	-	0	7	8	3
ICE	-	×½	×½	-	×2	×½	-	-	×2	×2	-	-	-	-	×2	-	×½	-	0	4	10	4
FIGHTING	×2	-	-	-	-	×2	-	×½	-	×½	×½	×½	×2	×0	-	×2	×2	×½	1	5	7	5
POISON	-	-	-	-	×2	-	-	×½	×½	-	-	-	×½	×½	-	-	×0	×2	1	4	11	2
GROUND	-	×2	-	×2	×½	-	-	×2	-	×0	-	×½	×2	-	-	-	×2	-	1	2	10	5
FLYING	-	-	-	×½	×2	-	×2	-	-	-	-	×2	×½	-	-	-	×½	-	0	3	12	3
PSYCHIC	-	-	-	-	-	-	×2	×2	-	-	×½	-	-	-	-	×0	×½	-	1	2	13	2

Totals	1	0	0	0	0	0	0	0	1	1	0	0	0	2	0	1	1	1
	0	6	4	3	4	1	3	5	2	3	2	3	4	2	4	2	10	3
	16	9	12	14	9	13	12	11	12	11	13	12	9	12	11	12	4	12
	1	3	2	1	5	4	3	2	3	3	3	3	5	2	3	3	3	2

Target → Attack ↓	N O R M A L	F I R E	W A T E R	E L E C T R I C	G R A S S	I C E	F I G H T I N G	P O I S O N	G R O U N D	F L Y I N G	P S Y C H I C	B U G	R O C K	G H O S T	D R A G O N	D A R K	S T E E L	F A I R Y	Totals			
BUG	-	×½	-	-	×2	-	×½	×½	-	×½	×2	-	-	×½	-	×2	×½	×½	0	7	8	3
ROCK	-	×2	-	-	-	×2	×½	-	×½	×2	-	×2	-	-	-	-	×½	-	0	3	11	4
GHOST	×0	-	-	-	-	-	-	-	-	-	×2	-	-	×2	-	×½	-	-	1	1	14	2
DRAGON	-	-	-	-	-	-	-	-	-	-	-	-	-	-	×2	-	×½	×0	1	1	15	1
DARK	-	-	-	-	-	-	×½	-	-	-	×2	-	-	×2	-	×½	-	×½	0	3	13	2
STEEL	-	×½	×½	×½	-	×2	-	-	-	-	-	-	×2	-	-	-	×½	×2	0	4	11	3
FAIRY	-	×½	-	-	-	-	×2	×½	-	-	-	-	-	-	×2	×2	×½	-	0	3	12	3
Totals	1	0	0	0	0	0	0	0	1	1	0	0	0	2	0	1	1	1				
	0	6	4	3	4	1	3	5	2	3	2	3	4	2	4	2	10	3				
	16	9	12	14	9	13	12	11	12	11	13	12	9	12	11	12	4	12				
	1	3	2	1	5	4	3	2	3	3	3	3	5	2	3	3	3	2				

[Back to The Cave of Dragonflies](#)