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Fire (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Fire type** (Japanese: ほのおタイプ *Flame type*) is one of the eighteen types. Notable Trainers who specialize in Fire-type Pokémon include Blaine of Cinnabar Island, Flannery of Lavaridge Town, Flint of the Sinnoh Elite Four, Chili of Striaton City, Malva of the Kalos Elite Four, and Trial Captain Kiawe of Paniola Town. Prior to changes in Generation IV, all damaging Fire-type moves were special, but they may now also be physical depending on the attack.

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Types

Normal

Fire

Fighting

Water

Flying

Grass

Poison

Electric

Ground

Psychic

Rock

Ice

Bug

Dragon

Ghost

Dark

Steel

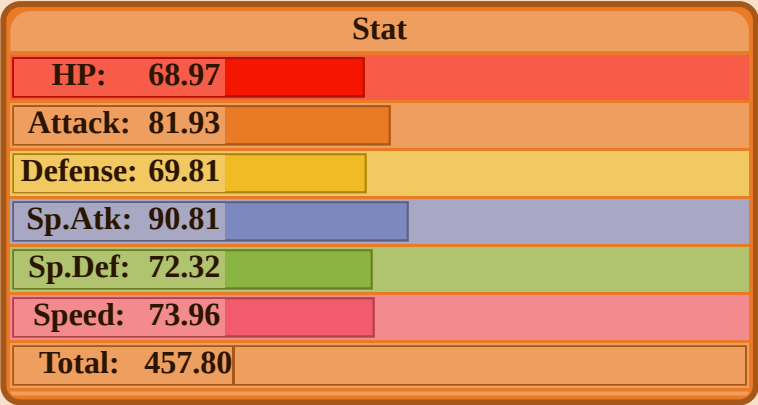
Fairy

???

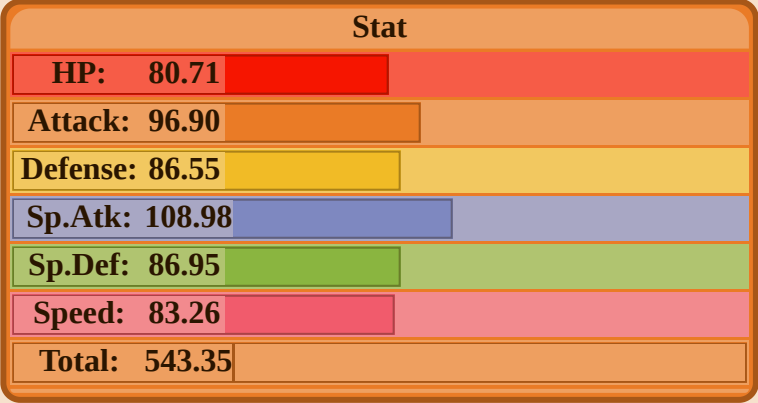
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Statistical averages

Overall



Fully evolved



Battle properties





Generation I

Fire-type Pokémon cannot be burned by Fire-type moves.

Damaging Fire-type moves thaw frozen targets.

Offensive		FIRE	Defensive	
Power	Types		Power	Types
2×	BUG		1/2×	BUG
	GRASS			FIRE
	ICE			GRASS
1/2×	DRAGON		2×	GROUND
	FIRE			ROCK
	ROCK			WATER
	WATER			
0×	None		0×	None

Generations II to V

In Generation II, Fire-type Pokémon cannot be burned by Fire-type moves. Starting in Generation III, Fire-type Pokémon cannot be burned.

Damaging Fire-type moves thaw frozen targets.

Offensive		FIRE	Defensive	
Power	Types		Power	Types
2×	BUG		1/2×	BUG
	GRASS			FIRE
	ICE			GRASS
	STEEL			ICE
1/2×	DRAGON		2×	GROUND
	FIRE			ROCK
	ROCK			WATER
	WATER			
0×	None		0×	None

Generation VI onwards

Fire-type Pokémon cannot be burned.

Damaging Fire-type moves thaw frozen targets.

Offensive		FIRE	Defensive	
Power	Types		Power	Types
2×	BUG		1/2×	BUG
	GRASS			FAIRY
	ICE			FIRE
	STEEL			GRASS
1/2×	DRAGON			ICE
	FIRE			STEEL
	ROCK		2×	GROUND
	WATER			ROCK
0×	None			WATER
			0×	None

## Characteristics

### Defense

Very few Fire-type Pokémon have a secondary type that negates their weakness to Water-type attacks. On the other hand, most Fire types can learn Solar Beam to counter all three of the type's weaknesses.

The Fire type grants immunity to burns and enables the use of Burn Up. However, Burn Up removes the user's Fire type.

### Offense

During harsh sunlight or extremely harsh sunlight, the power of Fire-type attacks is increased by 50%. The power of Fire-type attacks is decreased by 50% during rain, while all Fire-type moves will fail during heavy rain. When Water Sport is in the effect, the power of Fire-type moves are decreased by 50%. When used under the effect of Powder, Fire attacks will damage the user by 1/4 of its max HP instead of executing normally.

Because Fire is super effective against Grass and Bug, it combines well with Ground-type attacks.

### Contest properties

In Contests, Fire-type moves are typically Beautiful moves.



## Pokémon

As of Generation VII, there are 68 Fire-type Pokémon or 8.4% of all Pokémon (counting those that are Fire-type in at least one of their forms, including Primal Reversion and Alola Forms), making it the 7th most common type.

### Pure Fire-type Pokémon

#	Name

#		Name
004		Charmander
005		Charmeleon
037		Vulpix
038		Ninetales
058		Growlithe
059		Arcanine
077		Ponyta
078		Rapidash
126		Magmar
136		Flareon
155		Cyndaquil
156		Quilava
157		Typhlosion
218		Slugma
240		Magby
244		Entei
255		Torchic
324		Torkoal
351		Castform Sunny Form
390		Chimchar
467		Magmortar
498		Tepig
513		Pansear

#		Name
514		Simisear
554		Darumaka
555		Darmanitan Standard Mode
631		Heatmor
653		Fennekin
654		Braixen
725		Litten
726		Torracat

Pokéstar Studios opponents

#		Name
N/A		White Door


Half Fire-type Pokémon

Primary Fire-type Pokémon

#		Name	Type 1	Type 2
006		Charizard	Fire	Flying
		Mega Charizard X	Fire	Dragon
		Mega Charizard Y	Fire	Flying
105		Marowak Alola Form	Fire	Ghost
146		Moltres	Fire	Flying
219		Magcargo	Fire	Rock
250		Ho-Oh	Fire	Flying
256		Combusken	Fire	Fighting
257		Blaziken	Fire	Fighting


#		Name	Type 1	Type 2
		Mega Blaziken	Fire	Fighting
322		Numel	Fire	Ground
323		Camerupt	Fire	Ground
		Mega Camerupt	Fire	Ground
391		Monferno	Fire	Fighting
392		Infernape	Fire	Fighting
485		Heatran	Fire	Steel
499		Pignite	Fire	Fighting
500		Emboar	Fire	Fighting
555		Darmanitan Zen Mode	Fire	Psychic
655		Delphox	Fire	Psychic
662		Fletchinder	Fire	Flying
663		Talonflame	Fire	Flying
667		Litleo	Fire	Normal
668		Pyroar	Fire	Normal
721		Volcanion	Fire	Water
727		Incineroar	Fire	Dark
741		Oricorio Baile Style	Fire	Flying
776		Turtonator	Fire	Dragon
806		Blacephalon	Fire	Ghost

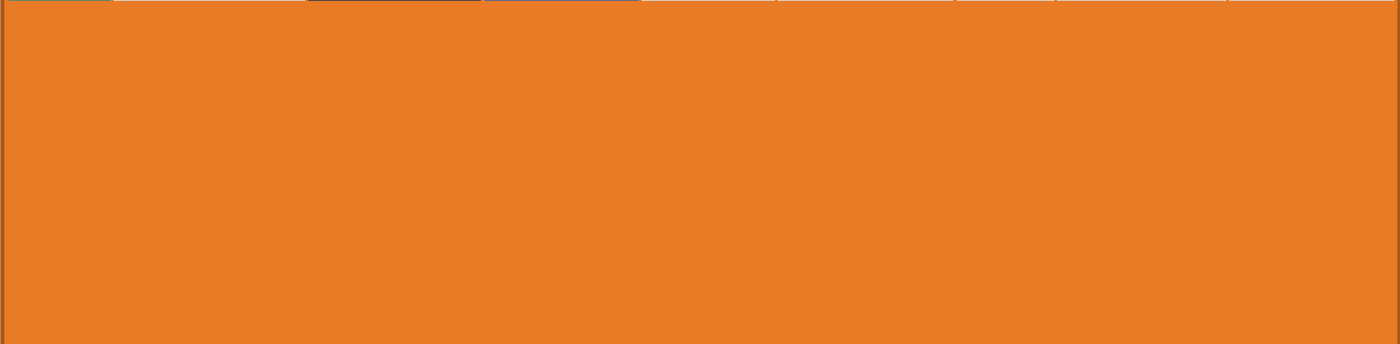
Secondary Fire-type Pokémon

#		Name	Type 1	Type 2
228		Houndour	Dark	Fire

#		Name	Type 1	Type 2
229		Houndoom	Dark	Fire
		Mega Houndoom	Dark	Fire
383		Primal Groudon	Ground	Fire
479		Heat Rotom*	Electric	Fire
494		Victini	Psychic	Fire
607		Litwick	Ghost	Fire
608		Lampent	Ghost	Fire
609		Chandelure	Ghost	Fire
636		Larvesta	Bug	Fire
637		Volcarona	Bug	Fire
643		Reshiram	Dragon	Fire
757		Salandit	Poison	Fire
758		Salazzle	Poison	Fire

Moves






Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
III	Blast Burn	Special	Beautiful	150	90%	5 (max 8)	 Any adjacent Pokémon	The target is razed by a fiery explosion. The user can't move on the next turn.







All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.






Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
III	Blaze Kick	Physical	Cool	85	90%	10 (max 16)	 Any adjacent Pokémon	The user launches a kick that lands a critical hit more easily. This may also leave the target with a burn.
V	Blue Flare	Special	Beautiful	130	85%	5 (max 8)	 Any adjacent Pokémon	The user attacks by engulfing the target in an intense, yet beautiful, blue flame. This may also leave the target with a burn.
VII	Burn Up	Special		130	100%	5 (max 8)	 Any adjacent Pokémon	To inflict massive damage, the user burns itself out. After using this move, the user will no longer be Fire type.
I	Ember	Special	Cute	40	100%	25 (max 40)	 Any adjacent Pokémon	The target is attacked with small flames. This may also leave the target with a burn.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.								

Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
III	Eruption	Special	Beautiful	150	100%	5 (max 8)	 All adjacent foes	The user attacks opposing Pokémon with explosive fury. The lower the user's HP, the lower the move's power.
V	Fiery Dance	Special	Beautiful	80	100%	10 (max 16)	 Any adjacent Pokémon	Cloaked in flames, the user dances and flaps its wings. This may also raise the user's Sp. Atk stat.
I	Fire Blast	Special	Beautiful	110	85%	5 (max 8)	 Any adjacent Pokémon	The target is attacked with an intense blast of all-consuming fire. This may also leave the target with a burn.
IV	Fire Fang	Physical	Cool	65	95%	15 (max 24)	 Any adjacent Pokémon	The user bites with flame-cloaked fangs. This may also make the target flinch or leave it with a burn.
VII	Fire Lash	Physical		80	100%	15 (max 24)	 Any adjacent Pokémon	The user strikes the target with a burning lash. This also lowers the target's Defense stat.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.								

Gen ♦	Move ♦	Category ♦	Contest ♦	Power ♦	Accuracy ♦	PP ♦	Target ♦	Description
V	Fire Pledge	Special	Beautiful	80	100%	10 (max 16)	 Any adjacent Pokémon	A column of fire hits the target. When used with its grass equivalent, its power increases and a vast sea of fire appears.
I	Fire Punch	Physical	Tough	75	100%	15 (max 24)	 Any adjacent Pokémon	The target is punched with a fiery fist. This may also leave the target with a burn.
I	Fire Spin	Special	Beautiful	35	85%	15 (max 24)	 Any adjacent Pokémon	The target becomes trapped within a fierce vortex of fire that rages for four to five turns.
V	Flame Burst	Special	Beautiful	70	100%	15 (max 24)	 Any adjacent Pokémon	The user attacks the target with a bursting flame. The bursting flame damages Pokémon next to the target as well.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.								

Gen ♦	Move ♦	Category ♦	Contest ♦	Power ♦	Accuracy ♦	PP ♦	Target ♦	Description
V	Flame Charge	Physical	Cool	50	100%	20 (max 32)	 Any adjacent Pokémon	Cloaking itself in flame, the user attacks. Then, building up more power, the user raises its Speed stat.
II	Flame Wheel	Physical	Beautiful	60	100%	25 (max 40)	 Any adjacent Pokémon	The user cloaks itself in fire and charges at the target. This may also leave the target with a burn.
I	Flamethrower	Special	Beautiful	90	100%	15 (max 24)	 Any adjacent Pokémon	The target is scorched with an intense blast of fire. This may also leave the target with a burn.
IV	Flare Blitz	Physical	Cool	120	100%	15 (max 24)	 Any adjacent Pokémon	The user cloaks itself in fire and charges the target. This also damages the user quite a lot. This attack may leave the target with a burn.






All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
V	Fusion Flare	Special	Beautiful	100	100%	5 (max 8)	 Any adjacent Pokémon	The user brings down a giant flame. This move's power is increased when influenced by an enormous lightning bolt.
V	Heat Crash	Physical	Tough	Varies	100%	10 (max 16)	 Any adjacent Pokémon	The user slams its target with its flame-covered body. The more the user outweighs the target, the greater the move's power.
III	Heat Wave	Special	Beautiful	95	90%	10 (max 16)	 All adjacent foes	The user attacks by exhaling hot breath on the opposing Pokémon. This may also leave those Pokémon with a burn.
V	Incinerate	Special	Tough	60	100%	15 (max 24)	 All adjacent foes	The user attacks opposing Pokémon with fire. If a Pokémon is holding a certain item, such as a Berry, the item becomes burned up and unusable.





All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
V	Inferno	Special	Beautiful	100	50%	5 (max 8)	 Any adjacent Pokémon	The user attacks by engulfing the target in an intense fire. This leaves the target with a burn.
VII	Inferno Overdrive	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user breathes a stream of intense fire toward the target with the full force of its Z-Power. The power varies depending on the original move.
VII	Inferno Overdrive	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user breathes a stream of intense fire toward the target with the full force of its Z-Power. The power varies depending on the original move.
IV	Lava Plume	Special	Tough	80	100%	15 (max 24)	 All adjacent Pokémon	The user torches everything around it in an inferno of scarlet flames. This may also leave those it hits with a burn.



All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
IV	Magma Storm	Special	Tough	100	75%	5 (max 8)	 Any adjacent Pokémon	The target becomes trapped within a maelstrom of fire that rages for four to five turns.
VII	Mind Blown	Special		150	100%	5 (max 8)	 Any adjacent Pokémon	The user attacks everything around it by causing its own head to explode. This also damages the user.
VI	Mystical Fire	Special	Beautiful	75	100%	10 (max 16)	 Any adjacent Pokémon	The user attacks by breathing a special, hot fire. This also lowers the target's Sp. Atk stat.
III	Overheat	Special	Beautiful	130	90%	5 (max 8)	 Any adjacent Pokémon	The user attacks the target at full power. The attack's recoil harshly lowers the user's Sp. Atk stat.
II	Sacred Fire	Physical	Beautiful	100	95%	5 (max 8)	 Any adjacent Pokémon	The target is razed with a mystical fire of great intensity. This may also leave the target with a burn.

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

Gen ♦	Move ♦	Category ♦	Contest ♦	Power ♦	Accuracy ♦	PP ♦	Target ♦	Description
V	Searing Shot	Special	Cool	100	100%	5 (max 8)	 All adjacent Pokémon	The user torches everything around it in an inferno of scarlet flames. This may also leave those it hits with a burn.
VII	Shell Trap	Special		150	100%	5 (max 8)	 All adjacent foes	The user sets a shell trap. If the user is hit by a physical move, the trap will explode and inflict damage on the opposing Pokémon.
VII	Sizzly Slide	Physical		90	100%	15 (max 24)	 Any adjacent Pokémon	The user cloaks itself in fire and charges at the target. This also leaves the target with a burn.
II	Sunny Day	Status	Beautiful	—	—%	5 (max 8)	 All Pokémon	The user intensifies the sun for five turns, powering up Fire-type moves. It lowers the power of Water-type moves.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.								



Gen ♦	Move ♦	Category ♦	Contest ♦	Power ♦	Accuracy ♦	PP ♦	Target ♦	Description
V	V-create	Physical	Cool	180	95%	5 (max 8)	 Any adjacent Pokémon	With a hot flame on its forehead, the user hurls itself at its target. This lowers the user's Defense, Sp. Def, and Speed stats.
III	Will-O-Wisp	Status	Beautiful	—	85%	15 (max 24)	 Any adjacent Pokémon	The user shoots a sinister, bluish-white flame at the target to inflict a burn.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.								

## Abilities

### Interacting with the Fire type

A Pokémon with Color Change, Protean, Imposter, Forecast, RKS System, or Multitype will become a Fire-type Pokémon if (respectively) it is hit with a Fire-type move, uses a Fire-type move, is sent out against a Fire-type opponent, if the weather is sunny, if it is holding a Fire Memory, or if it is holding a Flame Plate or Firium Z.

Fire-type Pokémon are also immune to becoming burned from the Abilities Flame Body or Synchronize.

Gen	Ability	Description
III	Blaze	Powers up Fire-type moves in a pinch.
IV	Dry Skin	Increases damage from Fire-type attacks, sunny weather reduces HP, and Water-type moves and rain restore HP.
III	Flash Fire	Powers up Fire-type moves if hit by a fire move.
VII	Fluffy	Halves damage from moves that make contact, but doubles damage from Fire-type attacks.
IV	Heatproof	Weakens the power of Fire-type moves.
VI	Primordial Sea	Activates heavy rain and nullifies weather conditions, moves, and abilities. Causes damage-dealing Fire-type moves to fail.
III	Thick Fat	Raises resistance to Fire- and Ice-type moves.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual Ability's page.		








Gen	Ability	Description
VII	Water Bubble	Halves damage from Fire-type attacks, prevents burn, and doubles the power of Water-type moves.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual Ability's page.		

Exclusive Abilities

Only Fire-type Pokémon can have these Abilities. This does not include signature Abilities.

Gen	Ability	Description
III	Blaze	Powers up Fire-type moves in a pinch.
III	Flame Body	Contact with the Pokémon may burn the foe.
III	Flash Fire	Powers up Fire-type moves if hit by a fire move.
III	Magma Armor	Prevents the Pokémon from becoming frozen.
III	White Smoke	Prevents stats reduction.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual Ability's page.		

Items

	Name	Description
	Burn Drive	A cassette to be held by Genesect. It changes Genesect's Techno Blast move so it becomes Fire type.
	Charcoal	An item to be held by a Pokémon. It's a combustible fuel that boosts the power of Fire-type moves.
	Fire Gem	A gem with an essence of fire. When held, it strengthens the power of a Fire-type move one time.
	Fire Memory	A memory disc that contains Fire-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Firium Z	It converts Z-Power into crystals that upgrade Fire-type moves to Fire-type Z-Moves.
	Flame Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Fire-type moves.
	Occa Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Fire-type attack.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual item's page.		

In the TCG

*Main article: Fire (TCG)*







Similar to the games, Fire-type Pokémon in the TCG are generally weak to Water with no resistances. Fire-type Pokémon are strong against Grass and Metal Pokémon, whilst Colorless Pokémon can resist this type.

Trivia

- Generation V introduced the most Fire-type Pokémon of any generation, with 17, and Generation IV introduced the fewest, with five.
- Generation V introduced the most Fire-type moves of any generation, with 11, and Generation VI introduced the fewest, with only one.
- Fire was the last type to receive a Pokémon with Water as the other type, only receiving one with Volcanion in Generation VI.
- In Pokémon Diamond and Pearl, there are only two evolutionary lines of Fire-type Pokémon in the Sinnoh Pokédex (the Chimchar and Ponyta evolutionary lines). In Pokémon Platinum, this was changed with the expansion of the Sinnoh Pokédex to include the Houndour and Magmar families, as well as Flareon.
- In the core series Pokémon games since Generation III, the Fire type has been represented by the color orange. However, in most other Pokémon media, including the Pokémon Trading Card Game, the Pokémon Stadium series, and the Pokémon Mystery Dungeon series, the Fire type has been associated with the color red.
  - Also, the Cool condition uses the same shade of orange in its status screen icon as the Fire type's icon does, despite being described as red in-text.
- Similar to Ice-type moves, all Fire-type moves were Beautiful moves in Generation III.
- Generation III is the only generation so far not to have introduced a Fire-type move with the word "Fire" in its name.
- The Fire type is able to deal the highest type-based multiplier. This is possible in harsh sunlight against a Bug/Steel-type or Ice/Steel-type Pokémon with Fluffy that has been affected by Forest's Curse. This would result in a 24× multiplier.
  - The effects of Flash Fire and Blaze can further boost this to a 36× power multiplier.
  - It can also achieve the lowest non-zero type-based multiplier. This is possible in rain against a dual-type Pokémon whose both types resist Fire-type attacks, with Thick Fat or Heatproof while Water Sport is in effect. This would result in a 0.02065× multiplier.

## In other languages

Language		Title
<span><span></span></span> Japanese		ほのお (炎) <i>Honō</i>
<span><span></span></span> Bulgarian		Огнени <i>Ogneni</i>
<span><span></span></span> Chinese	Cantonese	火 <i>Fó</i>
		炎 <i>Yīhm</i> *
	Mandarin	火 <i>Huǒ</i> *
		炎 <i>Yán</i> *
		火焰 <i>Huǒyàn</i> *
<span><span></span></span> Czech		Ohnivý
<span><span></span></span> Danish		Ild
<span><span></span></span> Dutch		Vuur
<span><span></span></span> Finnish		Tuli
<span><span></span></span> French		Feu
<span><span></span></span> German		Feuer
<span><span></span></span> Greek		Φωτιάς <i>Fotiás</i>
<span><span></span></span> Hebrew		אש <i>Aesh</i>
<span><span></span></span> Hungarian		Tűz
<span><span></span></span> Icelandic		Eld
<span><span></span></span> Indonesian		Api
<span><span></span></span> Italian		Fuoco
<span><span></span></span> Korean		불꽃 <i>Bulkkot</i>
<span><span></span></span> Norwegian		Ild

 Malaysian	Api
 Polish	Ognisty
 Portuguese	Fogo
 Romanian	Foc
 Russian	Огонь <i>Ogon'</i>
 Spanish	Fuego
 Swedish	Eld
 Thai	ไฟ <i>Fai</i>
 Turkish	Ateş
 Vietnamese	Lửa

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Pokémon news from Bulbanews








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