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Electric (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Electric type** (Japanese: でんきタイプ *Electric type*) is one of the eighteen types. Notable Trainers who specialize in Electric-type Pokémon are the Gym Leaders Lt. Surge of Vermilion City, Wattson of Mauville City, Volkner of Sunyshore City, Elesa of Nimbasa City, Clemont of Lumiose City, and Trial Captain Sophocles of the Hokulani Observatory. Prior to changes in Generation IV, all damaging Electric-type moves were special, but they may now also be physical depending on the attack.

Types

Normal

Fire

Fighting

Water

Flying

Grass

Poison

Electric

Ground

Psychic

Rock

Ice

Bug

Dragon

Ghost

Dark

Steel

Fairy

???

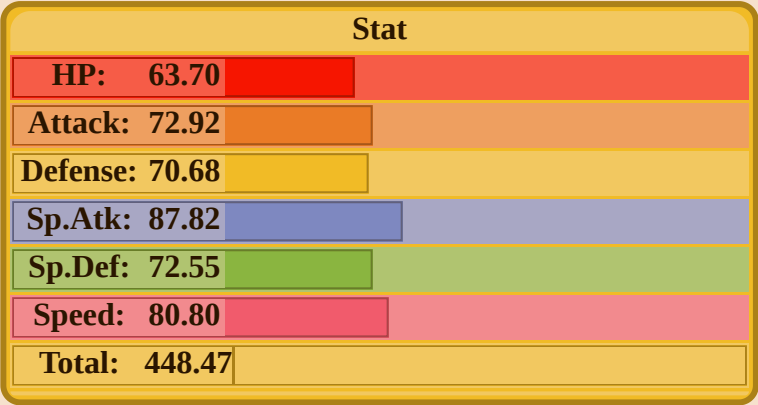
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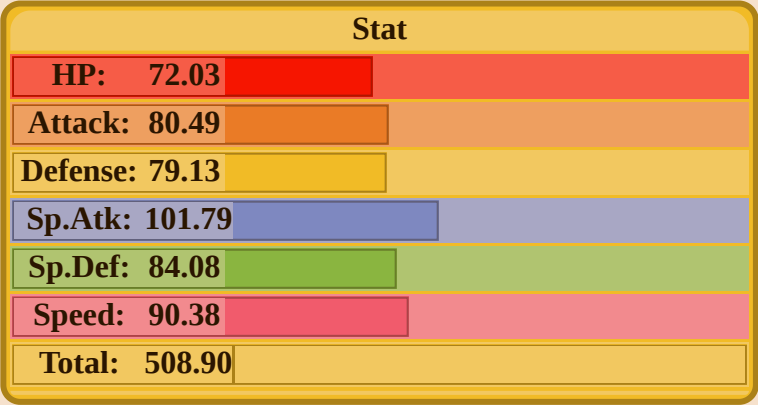
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Statistical averages

Overall

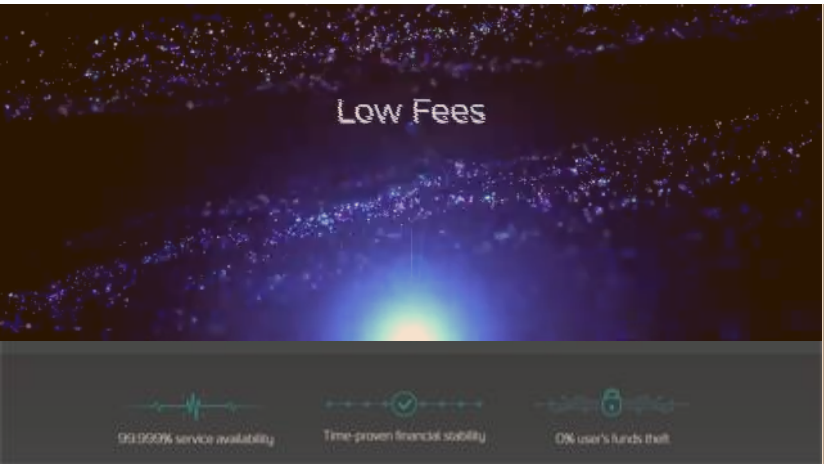


Fully evolved



Battle properties





Generation I

Offensive		ELECTR	Defensive	
Power	Types		Power	Types
2×	FLYING WATER		1/2×	ELECTR FLYING
1/2×	DRAGON ELECTR GRASS		2×	GROUND
0×	GROUND		0×	None

Generation II onwards

Starting in Generation VI, Electric-type Pokémon cannot be paralyzed.

Offensive		ELECTR	Defensive	
Power	Types		Power	Types
2×	FLYING WATER		1/2×	ELECTR FLYING STEEL
1/2×	DRAGON ELECTR GRASS		2×	GROUND
0×	GROUND		0×	None

Characteristics

Defense

Electric is tied with the Normal type for having the least weaknesses. Because of their single weakness to Ground, pure Electric-type Pokémon with the Ability Levitate, such as Eelektross, have no weaknesses.

As of Generation VI, Electric-type Pokémon are immune to paralysis.

Offense

The Electric type pairs well with other common attacking types, especially Ice because it is super-effective against Ground (which Electric has no effect on), as well as the Electric-resistant Grass and Dragon.

When Electric Terrain is in effect, the power of Electric-type moves is increased by 50% if the user is on the ground. When Mud Sport is in effect, the power of Electric-type moves used on Pokémon affected by Mud Sport is decreased by 50%. All Normal moves become Electric moves when affected by Ion Deluge or Plasma Fists, and all of a Pokémon's moves become Electric moves when that Pokémon is affected by Electrify.

Contest properties

When used in Contests, Electric-type moves tend to be Cool moves, though they can also be other conditions.

Pokémon

As of Generation VII, there are 51 Electric-type Pokémon or 6.3% of all Pokémon (counting those that are Electric-type in at least one of their forms, including Alola Forms), making it the 5th rarest type.

Pure Electric-type Pokémon















#	◆	Pokémon	◆
025		Pikachu	
026		Raichu	
100		Voltorb	
101		Electrode	
125		Electabuzz	
135		Jolteon	
172		Pichu	
179		Mareep	
180		Flaaffy	
181		Ampharos	
239		Elekid	
243		Raikou	
309		Electrike	
310		Manectric	

#	◆	Pokémon	◆
		Mega Manectric	
311		Plusle	
312		Minun	
403		Shinx	
404		Luxio	
405		Luxray	
417		Pachirisu	
466		Electivire	
522		Blitzle	
523		Zebstrika	
602		Tynamo	
603		Eelektrik	
604		Eelektross	
796		Xurkitree	
807		Zeraora	






Half Electric-type Pokémon







Primary Electric-type Pokémon

#	◆	Pokémon	◆	Type 1	◆	Type 2	◆
026		Raichu Alola Form		Electric		Psychic	
081		Magnemite*		Electric		Steel	
082		Magnetron*		Electric		Steel	
145		Zapdos		Electric		Flying	
181		Mega Ampharos		Electric		Dragon	


#	Pokémon	Type 1	Type 2
462	 Magnezone	Electric	Steel
479	 Rotom	Electric	Ghost
	 Heat Rotom*	Electric	Fire
	 Wash Rotom*	Electric	Water
	 Frost Rotom*	Electric	Ice
	 Fan Rotom*	Electric	Flying
	 Mow Rotom*	Electric	Grass
587	 Emolga	Electric	Flying
642	 Thundurus Incarnate Forme	Electric	Flying
	 Thundurus Therian Forme	Electric	Flying
694	 Helioptile	Electric	Normal
695	 Heliofish	Electric	Normal
702	 Dedenne	Electric	Fairy
741	 Oricorio Pom-Pom Style	Electric	Flying
777	 Togedemaru	Electric	Steel
785	 Tapu Koko	Electric	Fairy

Secondary Electric-type Pokémon


#	Pokémon	Type 1	Type 2
074	 Geodude Alola Form	Rock	Electric
075	 Graveler Alola Form	Rock	Electric
076	 Golem Alola Form	Rock	Electric
170	 Chinchou	Water	Electric
171	 Lanturn	Water	Electric

#	Pokémon	Type 1	Type 2
595	 Joltik	Bug	Electric
596	 Galvantula	Bug	Electric
618	 Stunfisk	Ground	Electric
644	 Zekrom	Dragon	Electric
737	 Charjabug	Bug	Electric
738	 Vikavolt	Bug	Electric




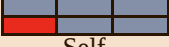
Pokéstar Studios opponents

#	Pokémon	Type 1	Type 2
N/A	 MT2	Steel	Electric
N/A	 UFO	Flying	Electric
N/A	 UFO 2	Psychic	Electric

Moves





Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
VII	10,000,000 Volt Thunderbolt	Special		195	—%	1 (max 1)	 Any adjacent Pokémon	The user, Pikachu wearing a cap, powers up a jolt of electricity using its Z-Power and unleashes it. Critical hits land more easily.





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	Bolt Strike	Physical	Beautiful	130	85%	5 (max 8)	 Any adjacent Pokémon	The user surrounds itself with a great amount of electricity and charges its target. This may also leave the target with paralysis.
VII	Buzzy Buzz	Special		90	100%	15 (max 24)	 Any adjacent Pokémon	The user shoots a jolt of electricity to attack the target. This also leaves the target with paralysis.
VII	Catastropika	Physical		210	—%	1 (max 1)	 Any adjacent Pokémon	The user, Pikachu, surrounds itself with the maximum amount of electricity using its Z-Power and pounces on its target with full force.
III	Charge	Status	Clever	—	—%	20 (max 32)	 Self	The user boosts the power of the Electric move it uses on the next turn. This also raises the user's Sp. Def 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
IV	Charge Beam	Special	Beautiful	50	90%	10 (max 16)	 Any adjacent Pokémon	The user attacks with an electric charge. The user may use any remaining electricity to raise its Sp. Atk stat.
IV	Discharge	Special	Beautiful	80	100%	15 (max 24)	 All adjacent Pokémon	The user strikes everything around it by letting loose a flare of electricity. This may also cause paralysis.
VI	Eerie Impulse	Status	Clever	—	100%	15 (max 24)	 Any adjacent Pokémon	The user's body generates an eerie impulse. Exposing the target to it harshly lowers the target's Sp. Atk stat.
VI	Electric Terrain	Status	Clever	—	—%	10 (max 16)	 All Pokémon	The user electrifies the ground for five turns, powering up Electric-type moves. Pokémon on the ground no longer fall asleep.

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
VI	Electrify	Status	Clever	—	—%	20 (max 32)	 Any adjacent Pokémon	If the target is electrified before it uses a move during that turn, the target's move becomes Electric type.
V	Electro Ball	Special	Cool	Varies	100%	10 (max 16)	 Any adjacent Pokémon	The user hurls an electric orb at the target. The faster the user is than the target, the greater the move's power.
V	Electroweb	Special	Beautiful	55	95%	15 (max 24)	 All adjacent foes	The user attacks and captures opposing Pokémon using an electric net. This lowers their Speed stat.
V	Fusion Bolt	Physical	Cool	100	100%	5 (max 8)	 Any adjacent Pokémon	The user throws down a giant lightning bolt. This move's power is increased when influenced by an enormous flame.
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
VII	Gigavolt Havoc	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user hits the target with a powerful electric current collected by its Z-Power. The power varies, depending on the original move.
VII	Gigavolt Havoc	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user hits the target with a powerful electric current collected by its Z-Power. The power varies, depending on the original move.
VI	Ion Deluge	Status	Beautiful	—	—%	25 (max 40)	 All Pokémon	The user disperses electrically charged particles, which changes Normal-type moves to Electric-type moves.
IV	Magnet Rise	Status	Clever	—	—%	10 (max 16)	 Self	The user levitates using electrically generated magnetism for five turns.

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.



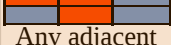

Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
VI	Magnetic Flux	Status	Clever	—	—%	20 (max 32)	 All allies	The user manipulates magnetic fields, which raises the Defense and Sp. Def stats of ally Pokémon with the Plus or Minus Ability.
VI	Nuzzle	Physical	Cute	20	100%	20 (max 32)	 Any adjacent Pokémon	The user attacks by nuzzling its electrified cheeks against the target. This also leaves the target with paralysis.
VI	Parabolic Charge	Special	Clever	65	100%	20 (max 32)	 All adjacent Pokémon	The user attacks everything around it. The user's HP is restored by half the damage taken by those hit.
VII	Plasma Fists	Physical		100	100%	15 (max 24)	 Any adjacent Pokémon	The user attacks with electrically charged fists. This move changes Normal-type moves to Electric-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
III	Shock Wave	Special	Cool	60	—%	20 (max 32)	<div><div></div><div></div><div></div></div> <div>Any adjacent Pokémon</div>	The user strikes the target with a quick jolt of electricity. This attack never misses.
II	Spark	Physical	Cool	65	100%	20 (max 32)	<div><div></div><div></div><div></div></div> <div>Any adjacent Pokémon</div>	The user throws an electrically charged tackle at the target. This may also leave the target with paralysis.
VII	Stoked Sparksurfer	Special		175	—%	1 (max 1)	<div><div></div><div></div><div></div></div> <div>Any adjacent Pokémon</div>	After obtaining Z-Power, the user, Alolan Raichu, attacks the target with full force. This move leaves the target with paralysis.
I	Thunder	Special	Cool	110	70%	10 (max 16)	<div><div></div><div></div><div></div></div> <div>Any adjacent Pokémon</div>	A wicked thunderbolt is dropped on the target to inflict damage. This may also leave the target with paralysis.
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	Thunder Fang	Physical	Cool	65	95%	15 (max 24)	 Any adjacent Pokémon	The user bites with electrified fangs. This may also make the target flinch or leave it with paralysis.
I	Thunder Punch	Physical	Cool	75	100%	15 (max 24)	 Any adjacent Pokémon	The target is punched with an electrified fist. This may also leave the target with paralysis.
I	Thunder Shock	Special	Cool	40	100%	30 (max 48)	 Any adjacent Pokémon	A jolt of electricity crashes down on the target to inflict damage. This may also leave the target with paralysis.
I	Thunder Wave	Status	Cool	—	90%	20 (max 32)	 Any adjacent Pokémon	The user launches a weak jolt of electricity that paralyzes the target.
I	Thunderbolt	Special	Cool	90	100%	15 (max 24)	 Any adjacent Pokémon	A strong electric blast crashes down on the target. This may also leave the target with paralysis.

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	Volt Switch	Special	Cool	70	100%	20 (max 32)	 Any adjacent Pokémon	After making its attack, the user rushes back to switch places with a party Pokémon in waiting.
III	Volt Tackle	Physical	Cool	120	100%	15 (max 24)	 Any adjacent Pokémon	The user electrifies itself and charges the target. This also damages the user quite a lot. This attack may leave the target with paralysis.
V	Wild Charge	Physical	Tough	90	100%	15 (max 24)	 Any adjacent Pokémon	The user shrouds itself in electricity and smashes into its target. This also damages the user a little.
II	Zap Cannon	Special	Cool	120	50%	5 (max 8)	 Any adjacent Pokémon	The user fires an electric blast like a cannon to inflict damage and cause paralysis.

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
VII	Zing Zap	Physical		80	100%	10 (max 16)	<div><div></div><div></div><div></div></div> <div>Any adjacent Pokémon</div>	A strong electric blast crashes down on the target, giving it an electric shock. This may also make the target flinch.
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 Electric type

A Pokémon with Color Change, Protean, Imposter, RKS System, or Multitype will become an Electric-type Pokémon if (respectively) it is hit with an Electric-type move, uses an Electric-type move, is sent out against an Electric-type opponent, is holding an Electric Memory, or is holding a Zap Plate or Electrium Z.

Since Generation VI, Electric-type Pokémon are also immune to becoming paralyzed from the Abilities Static, Synchronize, or Effect Spore.









Gen	Ability	Description
VII	Galvanize	Normal-type moves become Electric-type moves.
III	Lightning Rod	Draws in all Electric-type moves to boost its Sp. Atk stat.
IV	Motor Drive	Boosts the Speed stat when it's hit by an Electric-type move.
III	Volt Absorb	Restores HP if hit by an Electric-type move.
All details are accurate to Generation VI games. For details that have changed between generations, please see an individual Ability's page.		

Exclusive Abilities

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

Gen	Ability	Description
III	Static	Contact with the Pokémon may cause paralysis.
IV	Motor Drive	Boosts the Speed stat when it's hit by an Electric-type move.
III	Volt Absorb	Restores HP if hit by an Electric-type move.
All details are accurate to Generation VI games. For details that have changed between generations, please see an individual Ability's page.		

Items

	Name	Description
	Cell Battery	An item to be held by a Pokémon. It boosts Attack if hit with an Electric-type attack. It can only be used once.
	Electric Gem	A gem with an ordinary essence. When held, it strengthens the power of a Electric-type move one time.
	Electric Memory	A memory disc that contains Electric-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Electrium Z	It converts Z-Power into crystals that upgrade Electric-type moves to Electric-type Z-Moves.
	Magnet	An item to be held by a Pokémon. It's a powerful magnet that boosts the power of Electric-type moves.
	Shock Drive	A cassette to be held by Genesect. It changes Genesect's Techno Blast move so it becomes Electric type.
	Wacan Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Electric-type attack.
	Zap Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Electric-type moves.
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: *Lightning (TCG)*










Lightning-type Pokémon in the TCG are generally weak to Fighting and Lightning with resistances to Metal and Fighting. Lightning-type Pokémon are strong against Water and any Pokémon that is a Flying-type in the games, whilst some Fighting Pokémon can resist this type.

Trivia

- Generation V introduced the most Electric-type Pokémon of any generation, with eleven, and Generation VI introduced the fewest, with three.
- Generation VI introduced the most Electric-type moves of any generation, with seven, and Generation II introduced the fewest, with two.
- Generation III is the only generation that introduced no dual type Electric-type Pokémon.
- Generation VI is the only generation that introduced no pure Electric-type Pokémon.
- All Electric-type moves introduced in Generation I begin with the word "Thunder".

In other languages

Language		Title
● Japanese		でんき (電気) <i>Denki</i>
Chinese	Cantonese	電 <i>Dihn</i> *
		電擊 <i>Dihngīk</i> *
		電氣 <i>Dihnhei</i> *
		雷 <i>Lèuih</i> *
		放電 <i>Fongdihn</i> *
	Mandarin	電 / 电 <i>Diàn</i> *

		電気 / 電気 <i>Diànzì</i> *
	Czech	Elektrický
	Danish	Elektrisk
	Dutch	Elektrisch
	Finnish	Sähkö
	French	Électrique Électrik*
	German	Elektro
	Greek	Ηλεκτρισμού <i>Ilektrismoú</i>
	Hebrew	לחשמל <i>Hashmal</i>
	Hungarian	Elektromos
	Icelandic	Elding
	Indonesian	Listrik
	Italian	Elettro
	Korean	전기 <i>Jeon'gi</i>
	Norwegian	Elektrisk
	Malaysian	Elektrik
	Polish	Elektryczny
Portuguese	 Brazil	Elétrico Eletricidade
	 Portugal	Elétrico
	Romanian	Electricitate
	Russian	Электро <i>Elektro</i>
	Spanish	Eléctrico
	Swedish	Elektrisk El
	Thai	ไฟฟ้า <i>Faifa</i>
	Turkish	Elektrik
	Vietnamese	Điện

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