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Water (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Water type** (Japanese: みずタイプ *Water type*) is one of the eighteen types. Notable Trainers who specialize in Water-type Pokémon include Misty of Cerulean City, Juan and Wallace of Sootopolis City, Crasher Wake of Pastoria City, Cress of Striaton City, Marlon of Humilau City, Siebold of the Kalos Elite Four, and Trial Captain Lana of Konikoni City. Prior to changes in Generation IV, all damaging Water-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

???

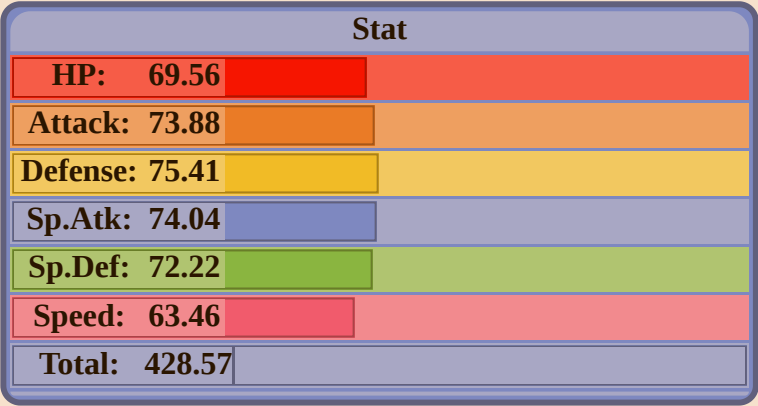
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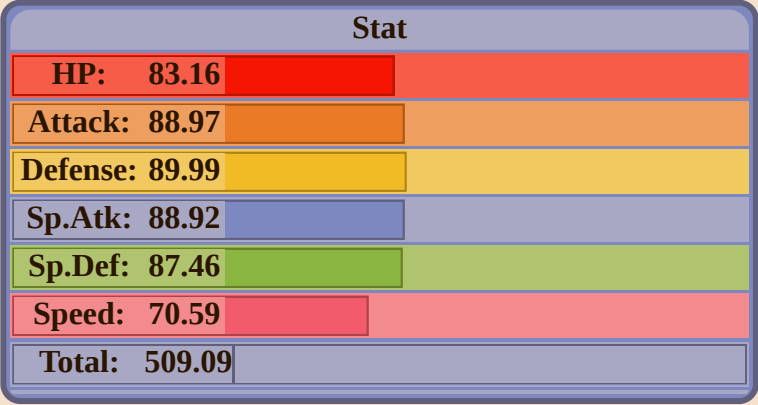
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Statistical averages

Overall

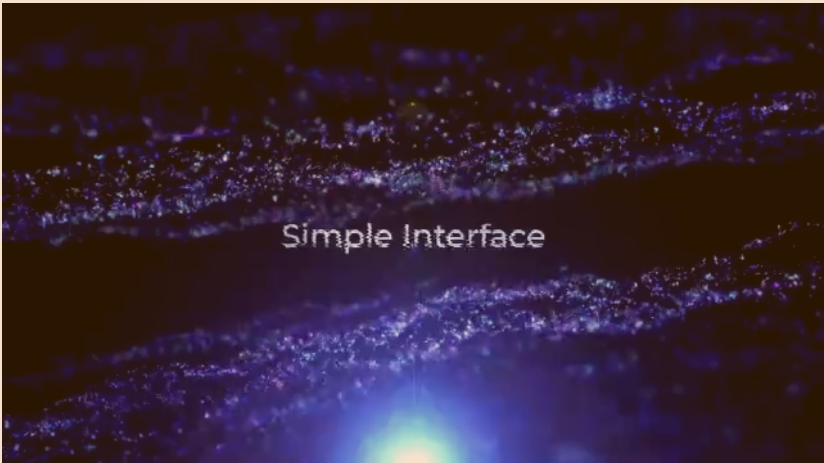


Fully evolved



Battle properties

Generation I



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

Generation II onwards

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

Characteristics

Defense

Freeze-Dry is a unique Ice-type move that is super effective against Water, regardless of its actual type. The move Soak changes its target's type(s) to Water.

Offense

Almost all Water-type Pokémon can learn strong Ice-type moves to deal with Dragon and Grass types. Flying also has good coverage in conjunction with Water attacks. Though not a type, Freeze-Dry has even better coverage in conjunction with Water, as every type that resists water is weak to Freeze-Dry. A Pokémon can resist this combination only when aided by an Ability, such as Water Absorb.

Weather can affect Water-type moves, with rain boosting its power and harsh sunlight reducing it, while extremely harsh sunlight causes Water-type moves to fail completely.

Contest properties


In Contests, Water-type moves are typically Beautiful moves, but they can be from any other Contest type.

Pokémon

As of Generation VII, there are 133 Water-type Pokémon or 16.5% of all Pokémon (counting those that are Water-type in at least one of their forms), making it the most common of the eighteen types. All other types have been paired up with Water at least once - after the official release of Volcanion, Water became the second type to have this trait, after Flying.

Pure Water-type Pokémon

#		Name
007		Squirtle
008		Wartortle
009		Blastoise
		Mega Blastoise
054		Psyduck
055		Golduck
060		Poliwag
061		Poliwhirl
086		Seel
090		Shellder
098		Krabby
099		Kingler
116		Horsea
117		Seadra

#		Name
118		Goldeen
119		Seaking
120		Staryu
129		Magikarp
134		Vaporeon
158		Totodile
159		Croconaw
160		Feraligatr
186		Politoed
223		Remoraid
224		Octillery
245		Suicune
258		Mudkip
320		Wailmer
321		Wailord
341		Corphish
349		Feebas
350		Milotic
351		Castform Rainy Form
366		Clamperl
367		Huntail
368		Gorebyss
370		Luvdisc

#		Name
382		Kyogre
		Primal Kyogre
393		Piplup
394		Prinplup
418		Buizel
419		Floatzel
422		Shellos
		
456		Finneon
457		Lumineon
489		Phione
490		Manaphy
501		Oshawott
502		Dewott
503		Samurott
515		Panpour
516		Simipour
535		Tympole
550		Basculin
		
594		Alomomola
656		Froakie
657		Frogadier










#		Name
692		Clauncher
693		Clawitzer
728		Popplio
729		Brionne
746		Wishiwashi Solo Form
		Wishiwashi School Form
771		Pyukumuku


Half Water-type Pokémon

Primary Water-type Pokémon

#		Name	Type 1	Type 2
062		Poliwrath	Water	Fighting
072		Tentacool	Water	Poison
073		Tentacruel	Water	Poison
079		Slowpoke	Water	Psychic
080		Slowbro	Water	Psychic
		Mega Slowbro	Water	Psychic
087		Dewgong	Water	Ice
091		Cloyster	Water	Ice
121		Starmie	Water	Psychic
130		Gyarados	Water	Flying
		Mega Gyarados	Water	Dark
131		Lapras	Water	Ice
170		Chinchou	Water	Electric

#		Name	Type 1	Type 2
171		Lanturn	Water	Electric
183		Marill*	Water	Fairy
184		Azumarill*	Water	Fairy
194		Wooper	Water	Ground
195		Quagsire	Water	Ground
199		Slowking	Water	Psychic
211		Qwilfish	Water	Poison
222		Corsola	Water	Rock
226		Mantine	Water	Flying
230		Kingdra	Water	Dragon
259		Marshomp	Water	Ground
260		Swampert	Water	Ground
		Mega Swampert	Water	Ground
270		Lotad	Water	Grass
271		Lombre	Water	Grass
272		Ludicolo	Water	Grass
278		Wingull	Water	Flying
279		Pelipper	Water	Flying
318		Carvanha	Water	Dark
319		Sharpedo	Water	Dark
		Mega Sharpedo	Water	Dark
339		Barboach	Water	Ground
340		Whiscash	Water	Ground

#		Name	Type 1	Type 2
342		Crawdaunt	Water	Dark
369		Relicanth	Water	Rock
395		Empoleon	Water	Steel
423		Gastrodon	Water	Ground
			Water	Ground
458		Mantyke	Water	Flying
484		Palkia	Water	Dragon
536		Palpitoad	Water	Ground
537		Seismitoad	Water	Ground
564		Tirtouga	Water	Rock
565		Carracosta	Water	Rock
580		Ducklett	Water	Flying
581		Swanna	Water	Flying
592		Frillich	Water	Ghost
593		Jellicent	Water	Ghost
647		Keldeo	Water	Fighting
			Water	Fighting
658		Greninja	Water	Dark
		Ash-Greninja	Water	Dark
730		Primarina	Water	Fairy
751		Dewpider	Water	Bug
752		Araquanid	Water	Bug
779		Bruxish	Water	Psychic






#		Name	Type 1	Type 2
788		Tapu Fini	Water	Fairy

Secondary Water-type Pokémon

#		Name	Type 1	Type 2
138		Omanyte	Rock	Water
139		Omastar	Rock	Water
140		Kabuto	Rock	Water
141		Kabutops	Rock	Water
283		Surskit	Bug	Water
363		Spheal	Ice	Water
364		Sealeo	Ice	Water
365		Walrein	Ice	Water
400		Bibarel	Normal	Water
479		Wash Rotom*	Electric	Water
688		Binacle	Rock	Water
689		Barbaracle	Rock	Water
690		Skrelp	Poison	Water
721		Volcanion	Fire	Water
747		Mareanie	Poison	Water
748		Toxapex	Poison	Water
767		Wimpod	Bug	Water
768		Golisopod	Bug	Water

Moves





Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
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Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
IV	Aqua Jet	Physical	Cool	40	100%	20 (max 32)	 Any adjacent Pokémon	The user lunges at the target at a speed that makes it almost invisible. This move always goes first.
IV	Aqua Ring	Status	Beautiful	—	—%	20 (max 32)	 Self	The user envelops itself in a veil made of water. It regains some HP every turn.
IV	Aqua Tail	Physical	Beautiful	90	90%	10 (max 16)	 Any adjacent Pokémon	The user attacks by swinging its tail as if it were a vicious wave in a raging storm.
VII	Bouncy Bubble	Special		90	100%	15 (max 24)	 Any adjacent Pokémon	The user attacks by shooting water bubbles at the target. It then absorbs water and restores its HP by half the damage taken by the target.
IV	Brine	Special	Tough	65	100%	10 (max 16)	 Any adjacent Pokémon	If the target's HP is half or less, this attack will hit with double the power.





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
I	Bubble	Special	Cute	40	100%	30 (max 48)	 All adjacent foes	A spray of countless bubbles is jettied at the opposing Pokémon. This may also lower their Speed stat.
I	Bubble Beam	Special	Beautiful	65	100%	20 (max 32)	 Any adjacent Pokémon	A spray of bubbles is forcefully ejected at the target. This may also lower its Speed stat.
I	Clamp	Physical	Tough	35	85%	15 (max 24)	 Any adjacent Pokémon	The target is clamped and squeezed by the user's very thick and sturdy shell for four to five turns.
I	Crabhammer	Physical	Tough	100	90%	10 (max 16)	 Any adjacent Pokémon	The target is hammered with a large pincer. Critical hits land more easily.
III	Dive	Physical	Beautiful	80	100%	10 (max 16)	 Any adjacent Pokémon	Diving on the first turn, the user floats up and attacks on the next turn.
III	Hydro Cannon	Special	Beautiful	150	90%	5 (max 8)	 Any adjacent Pokémon	The target is hit with a watery blast. 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
I	Hydro Pump	Special	Beautiful	110	80%	5 (max 8)	 Any adjacent Pokémon	The target is blasted by a huge volume of water launched under great pressure.
VII	Hydro Vortex	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user creates a huge whirling current using its Z-Power to swallow the target with full force. The power varies, depending on the original move.
VII	Hydro Vortex	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user creates a huge whirling current using its Z-Power to swallow the target with full force. The power varies, depending on the original move.
VII	Liquidation	Physical		85	100%	10 (max 16)	 Any adjacent Pokémon	The user slams into the target using a full-force blast of water. This may also lower 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
III	Muddy Water	Special	Tough	90	85%	10 (max 16)	 All adjacent foes	The user attacks by shooting muddy water at the opposing Pokémon. This may also lower their accuracy.
VII	Oceanic Operetta	Special		195	—%	1 (max 1)	 Any adjacent Pokémon	The user, Primarina, summons a massive amount of water using its Z-Power and attacks the target with full force.
II	Octazooka	Special	Tough	65	85%	10 (max 16)	 Any adjacent Pokémon	The user attacks by spraying ink in the target's face or eyes. This may also lower the target's accuracy.
VI	Origin Pulse	Special	Beautiful	110	85%	10 (max 16)	 All adjacent foes	The user attacks opposing Pokémon with countless beams of light that glow a deep and brilliant blue.
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
II	Rain Dance	Status	Beautiful	—	—%	5 (max 8)	 All Pokémon	The user summons a heavy rain that falls for five turns, powering up Water-type moves. It lowers the power of Fire-type moves.
V	Razor Shell	Physical	Cool	75	95%	10 (max 16)	 Any adjacent Pokémon	The user cuts its target with sharp shells. This may also lower the target's Defense stat.
V	Scald	Special	Tough	80	100%	15 (max 24)	 Any adjacent Pokémon	The user shoots boiling hot water at its target. This may also leave the target with a burn.
V	Soak	Status	Cute	—	100%	20 (max 32)	 Any adjacent Pokémon	The user shoots a torrent of water at the target and changes the target's type to Water.
VII	Sparkling Aria	Special		90	100%	10 (max 16)	 All adjacent Pokémon	The user bursts into song, emitting many bubbles. Any Pokémon suffering from a burn will be healed by the touch of these bubbles.

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	Steam Eruption	Special	Beautiful	110	95%	5 (max 8)	 Any adjacent Pokémon	The user immerses the target in superheated steam. This may also leave the target with a burn.
I	Surf	Special	Beautiful	90	100%	15 (max 24)	 All adjacent Pokémon	The user attacks everything around it by swamping its surroundings with a giant wave.
I	Water Gun	Special	Cute	40	100%	25 (max 40)	 Any adjacent Pokémon	The target is blasted with a forceful shot of water.
V	Water Pledge	Special	Beautiful	80	100%	10 (max 16)	 Any adjacent Pokémon	A column of water strikes the target. When combined with its fire equivalent, its power increases and a rainbow appears.
III	Water Pulse	Special	Beautiful	60	100%	20 (max 32)	 Anyone	The user attacks the target with a pulsing blast of water. This may also confuse the target.
VI	Water Shuriken	Special	Cool	15	100%	20 (max 32)	 Any adjacent Pokémon	The user hits the target with throwing stars two to five times in a row. This move always goes first.

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	Water Sport	Status	Cute	—	—%	15 (max 24)	 All Pokémon	The user soaks the battlefield with water. This weakens Fire-type moves for five turns.
III	Water Spout	Special	Beautiful	150	100%	5 (max 8)	 All adjacent foes	The user spouts water to damage opposing Pokémon. The lower the user's HP, the lower the move's power.
I	Waterfall	Physical	Tough	80	100%	15 (max 24)	 Any adjacent Pokémon	The user charges at the target and may make it flinch.
II	Whirlpool	Special	Beautiful	35	85%	15 (max 24)	 Any adjacent Pokémon	The user traps the target in a violent swirling whirlpool for four to five turns.
I	Withdraw	Status	Cute	—	—%	40 (max 64)	 Self	The user withdraws its body into its hard shell, raising its 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.								

Abilities

Interacting with the Water type

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




Gen	Ability	Description
VI	Desolate Land	Activates harsh sunlight and nullifies weather conditions, moves, and abilities. Causes damage-dealing Water-type moves to fail.
IV	Dry Skin	Increases damage from Fire-type attacks, sunny weather reduces HP, and Water-type moves and rain restore HP.
VII	Liquid Voice	Sound-based moves become Water-type moves.
IV	Storm Drain	The Pokémon draws in all Water-type moves to boost its Sp. Atk stat.
III	Torrent	Powers up Water-type moves when the Pokémon is in trouble.
III	Water Absorb	Restores HP if hit by a Water-type move.
VII	Water Bubble	Halves damage from Fire-type attacks, prevents burn, and doubles the power of Water-type moves.
VII	Water Compaction	Sharply raises Defense if hit by a Water-type move.
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 Water-type Pokémon can have these Abilities. This does not include signature Abilities.

Gen	Ability	Description
III	Drizzle	The Pokémon makes it rain when it enters a battle.
VI	Mega Launcher	Powers up aura and pulse moves.
III	Torrent	Powers up Water-type moves when the Pokémon is in trouble.
III	Water Veil	Prevents the Pokémon from getting a burn.
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
	Absorb Bulb	An item to be held by a Pokémon. It boosts Sp. Atk if hit with a Water-type attack. It can only be used once.
	Douse Drive	A cassette to be held by Genesect. It changes Genesect's Techno Blast move so it becomes Water type.
	Luminous Moss	An item to be held by a Pokémon. It boosts Sp. Def if hit with a Water-type attack. It can only be used once.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual item's page.		

	Name	Description
	Lustrous Orb	A beautifully glowing orb to be held by Palkia. It boosts the power of Dragon- and Water-type moves when it is held.
	Mystic Water	An item to be held by a Pokémon. This teardrop-shaped gem boosts the power of Water-type moves.
	Passho Berry	If held by a Pokémon, this Berry will lessen the damage taken from one super effective Water-type attack.
	Sea Incense	An item to be held by a Pokémon. This incense has a curious aroma that boosts the power of Water-type moves.
	Splash Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Water-type moves.
	Water Gem	A gem with an ordinary essence. When held, it strengthens the power of a Water-type move one time.
	Water Memory	A memory disc that contains Water-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Waterium Z	It converts Z-Power into crystals that upgrade Water-type moves to Water-type Z-Moves.
	Wave Incense	An item to be held by a Pokémon. This incense has a curious aroma that boosts 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 item's page.		

In the TCG

Main article: Water (TCG)

Due to the decreased amount of types in the TCG, Water generally adopts all Ice-type Pokémon under its typing.

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

Trivia

- Generation I introduced the most Water-type Pokémon of any generation, with 32, and Generation VI introduced the fewest Water-type Pokémon, with nine.
- Generation I introduced the most Water-type moves of any generation, with nine, and Generation VI and Generation II introduced the fewest Water-type moves, with three each.
- The Water type has the most Pokémon that evolve via trading, with a total of six including: Politoed, Slowking, Kingdra, Milotic, Huntail, and Gorebyss.
- Junichi Masuda has stated that Water is his favorite type.


In other languages

Language		Title
<div><div></div>Japanese</div>		みず (水) <i>Mizu</i>
Chinese	Cantonese	水 <i>Séui</i>
	Mandarin	水 <i>Shuǐ</i>

	Czech	Vodní
	Danish	Vand
	Dutch	Water
	Finnish	Vesi
	French	Eau
	German	Wasser
	Greek	Νερού <i>Nerou</i>
	Hebrew	מים <i>Mayim</i>
	Hindi	जल <i>Jal</i>
	Hungarian	Víz
	Icelandic	Vatn
	Indonesian	Air
	Italian	Acqua
	Korean	물 <i>Mul</i>
	Norwegian	Vann
	Malaysian	Air
	Polish	Wodny
Portuguese	 Brazil	Água
	 Portugal	Aquático
	Romanian	Apă
	Russian	Вода <i>Voda</i>
	Spanish	Agua
	Swedish	Vatten
	Thai	น้ำ <i>Nam</i>
	Turkish	Su
	Vietnamese	Nước

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 - Oct 4 Zekrom, Reshiram to be distributed in October: To be distributed for Pokémon's L...
 - Oct 4 HORI to release accessories for the Poké Ball Plus: Will be available from Novem...
 - Oct 3 Many new DVDs, Blu-rays to be released in Australia Nov, Dec: The Power of Us, U...
 - Oct 1 Pokémon GO Safari Zone Event
- 
- Sep 26 Beldum announced for October Pokémon GO Community Day: Takes place October 21...
 - Sep 25 Meltan announced as a new Mythical Pokémon: Upcoming Special

announced for Taiwan:
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