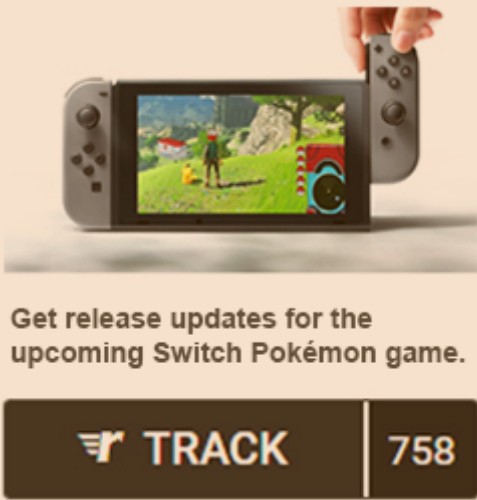


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# Psychic (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Psychic type** (Japanese: エスパータイプ *Esper type*) is one of the eighteen types. Notable Trainers who specialize in Psychic-type Pokémon are Sabrina of Saffron City, Will of the Indigo Plateau Elite Four, Tate and Liza of Mossdeep City, Lucian of the Sinnoh Elite Four, Caitlin of the Battle Castle and the Unova Elite Four, Olympia of Anistar City, Dexio, and Faba of the Aether Foundation. Prior to changes in Generation IV, all damaging Psychic-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

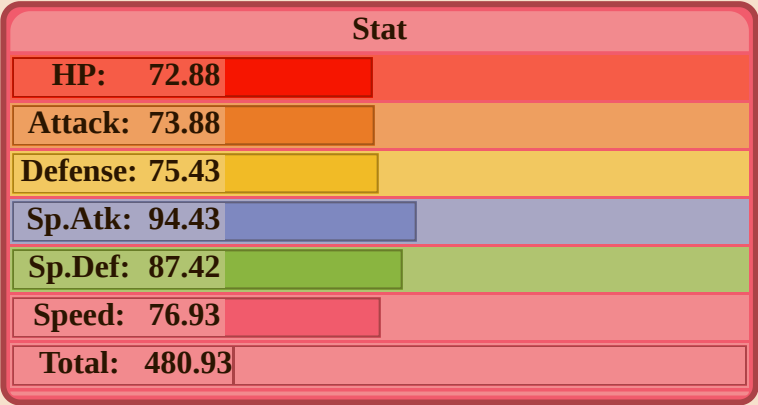
Fairy

???

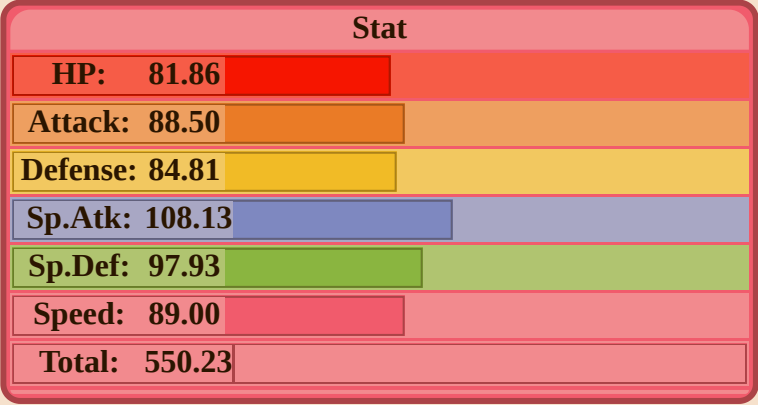
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## Statistical averages

### Overall



### Fully evolved



## Battle properties



Generation I

Offensive		PSYCHC	Defensive	
Power	Types		Power	Types
2×	FIGHT POISON		1/2×	FIGHT PSYCHC
1/2×	PSYCHC		2×	BUG
0×	None		0×	GHOST

Generation II onwards

Offensive		PSYCHC	Defensive	
Power	Types		Power	Types
2×	FIGHT POISON		1/2×	FIGHT PSYCHC
1/2×	PSYCHC STEEL		2×	BUG DARK GHOST
0×	DARK		0×	None

Characteristics

Defense

Prior to Generation VI, Steel/Psychic types were exempt from Psychic's three weaknesses, but since Steel no longer resists Dark and Ghost, this is no longer the case.

Offense

A drawback of Psychic-type moves is that they do not affect Dark-type Pokémon, although this immunity can be removed with Miracle Eye. The immunity, along with resistances to Psychic, can also be circumvented with coverage moves such as Ground-type attacks.

When Psychic Terrain is in effect, the power of Psychic-type moves are increased by 50% if the user is on the ground.

Contest properties

When used in Contests, Psychic-type moves are typically Clever moves, but can also be of the other four Contest types, excluding Tough.

Generation I balance issues

In the Generation I games, Psychic-type Pokémon were at the center of a balance issue.<sup>[1]</sup> As the results, the issue was rectified since Generation II with the addition of Steel and Dark types, an added weakness to Ghost-type moves (as opposed of previously being immune to them), as well as some moves that strong against Psychic types.


Pokémon

As of Generation VII, there are 85 Psychic-type Pokémon or 10.5% of all Pokémon (counting those that are Psychic-type in at least one of their forms, including Alola Forms), making it the 5th most common type.

Pure Psychic-type Pokémon




















#		Name
063		Abra
064		Kadabra
065		Alakazam
		Mega Alakazam
096		Drowzee
097		Hypno
150		Mewtwo
		Mega Mewtwo Y
151		Mew
196		Espeon
201		Unown
202		Wobbuffet
325		Spoink

#		Name
326		Grumpig
358		Chimecho
360		Wynaut
386		Deoxys
433		Chingling
480		Uxie
481		Mesprit
482		Azelf
488		Cresselia
517		Munna
518		Musharna
574		Gothita
575		Gothorita
576		Gothitelle
577		Solosis
578		Duosion
579		Reuniclus
605		Elgyem
606		Beheeyem
677		Espurr
678		Meowstic
789		Cosmog
790		Cosmoem

#		Name
800		Necrozma


Half Psychic-type Pokémon

Primary Psychic-type Pokémon

#		Name	Type 1	Type 2
122		Mr. Mime*	Psychic	Fairy
150		Mega Mewtwo X	Psychic	Fighting
177		Natu	Psychic	Flying
178		Xatu	Psychic	Flying
249		Lugia	Psychic	Flying
251		Celebi	Psychic	Grass
280		Ralts*	Psychic	Fairy
281		Kirlia*	Psychic	Fairy
282		Gardevoir*	Psychic	Fairy
		Mega Gardevoir	Psychic	Fairy
439		Mime Jr.*	Psychic	Fairy
475		Gallade	Psychic	Fighting
		Mega Gallade	Psychic	Fighting
494		Victini	Psychic	Fire
527		Woobat	Psychic	Flying
528		Swoobat	Psychic	Flying
561		Sigilyph	Psychic	Flying
720		Hoopa	Psychic	Ghost
		Hoopa Unbound	Psychic	Dark


#		Name	Type 1	Type 2
741		Oricorio Pa'u Style	Psychic	Flying
786		Tapu Lele	Psychic	Fairy
791		Solgaleo	Psychic	Steel
792		Lunala	Psychic	Ghost
800		Dusk Mane Necrozma	Psychic	Steel
		Dawn Wings Necrozma	Psychic	Ghost
		Ultra Necrozma	Psychic	Dragon

Pokéstar Studios opponents



#		Name	Type 1	Type 2
N/A		UFO 2	Psychic	Electric

Secondary Psychic-type Pokémon


#		Name	Type 1	Type 2
026		Raichu Alola Form	Electric	Psychic
079		Slowpoke	Water	Psychic
080		Slowbro	Water	Psychic
		Mega Slowbro	Water	Psychic
102		Exeggcute	Grass	Psychic
103		Exeggutor	Grass	Psychic
121		Starmie	Water	Psychic
124		Jynx	Ice	Psychic
199		Slowking	Water	Psychic
203		Girafarig	Normal	Psychic
238		Smoochum	Ice	Psychic

#		Name	Type 1	Type 2
307		Meditite	Fighting	Psychic
308		Medicham	Fighting	Psychic
		Mega Medicham	Fighting	Psychic
337		Lunatone	Rock	Psychic
338		Solrock	Rock	Psychic
343		Baltoy	Ground	Psychic
344		Claydol	Ground	Psychic
374		Beldum	Steel	Psychic
375		Metang	Steel	Psychic
376		Metagross	Steel	Psychic
		Mega Metagross	Steel	Psychic
380		Latias	Dragon	Psychic
		Mega Latias	Dragon	Psychic
381		Latos	Dragon	Psychic
		Mega Latios	Dragon	Psychic
385		Jirachi	Steel	Psychic
436		Bronzor	Steel	Psychic
437		Bronzong	Steel	Psychic
555		Darmanitan Zen Mode	Fire	Psychic
648		Meloetta Aria Forme	Normal	Psychic
655		Delphox	Fire	Psychic
686		Inkay	Dark	Psychic
687		Malamar	Dark	Psychic






#		Name	Type 1	Type 2
765		Oranguru	Normal	Psychic
779		Bruxish	Water	Psychic




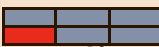


Pokéstar Studios opponents

#		Name	Type 1	Type 2
N/A		Brycen-Man	Dark	Psychic

Moves





Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
I	Agility	Status	Cool	—	—%	30 (max 48)	 Self	The user relaxes and lightens its body to move faster. This sharply raises the Speed stat.
V	Ally Switch	Status	Clever	—	—%	15 (max 24)	 Self	The user teleports using a strange power and switches places with one of its allies.
I	Amnesia	Status	Cute	—	—%	20 (max 32)	 Self	The user temporarily empties its mind to forget its concerns. This sharply 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
I	Barrier	Status	Cool	—	—%	20 (max 32)	 Self	The user throws up a sturdy wall that sharply raises its Defense stat.
III	Calm Mind	Status	Clever	—	—%	20 (max 32)	 Self	The user quietly focuses its mind and calms its spirit to raise its Sp. Atk and Sp. Def stats.
I	Confusion	Special	Clever	50	100%	25 (max 40)	 Any adjacent Pokémon	The target is hit by a weak telekinetic force. This may also confuse the target.
III	Cosmic Power	Status	Beautiful	—	—%	20 (max 32)	 Self	The user absorbs a mystical power from space to raise its Defense and Sp. Def stats.
I	Dream Eater	Special	Clever	100	100%	15 (max 24)	 Any adjacent Pokémon	The user eats the dreams of a sleeping target. It absorbs half the damage caused to heal its own HP.
III	Extrasensory	Special	Cool	80	100%	20 (max 32)	 Any adjacent Pokémon	The user attacks with an odd, unseeable power. 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.

Gen ♦	Move ♦	Category ♦	Contest ♦	Power ♦	Accuracy ♦	PP ♦	Target ♦	Description
II	Future Sight	Special	Clever	120	100%	10 (max 16)	 Any adjacent Pokémon	Two turns after this move is used, a hunk of psychic energy attacks the target.
VII	Genesis Supernova	Special		185	—%	1 (max 1)	 Any adjacent Pokémon	After obtaining Z-Power, the user, Mew, attacks the target with full force. The terrain will be charged with psychic energy.
IV	Gravity	Status	Clever	—	—%	5 (max 8)	 All Pokémon	Enables Flying-type Pokémon or Pokémon with the Levitate Ability to be hit by Ground-type moves. Flying moves can't be used.
V	Guard Split	Status	Clever	—	—%	10 (max 16)	 Any adjacent Pokémon	The user employs its psychic power to average its Defense and Sp. Def stats with those of the target.
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.								


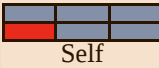



Gen ♦	Move ♦	Category ♦	Contest ♦	Power ♦	Accuracy ♦	PP ♦	Target ♦	Description
IV	Guard Swap	Status	Clever	—	—%	10 (max 16)	 Any adjacent Pokémon	The user employs its psychic power to switch changes to its Defense and Sp. Def stats with the target.
IV	Heal Block	Status	Clever	—	100%	15 (max 24)	 All adjacent foes	For five turns, the user prevents the opposing team from using any moves, Abilities, or held items that recover HP.
V	Heal Pulse	Status	Beautiful	—	—%	10 (max 16)	 Anyone	The user emits a healing pulse that restores the target's HP by up to half of its max HP.
IV	Healing Wish	Status	Beautiful	—	—%	10 (max 16)	 Self	The user faints. In return, the Pokémon taking its place will have its HP restored and status conditions cured.
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	Heart Stamp	Physical	Cute	60	100%	25 (max 40)	 Any adjacent Pokémon	The user unleashes a vicious blow after its cute act makes the target less wary. This may also make the target flinch.
IV	Heart Swap	Status	Clever	—	—%	10 (max 16)	 Any adjacent Pokémon	The user employs its psychic power to switch stat changes with the target.
VI	Hyperspace Hole	Special	Clever	80	—%	5 (max 8)	 Any adjacent Pokémon	Using a hyperspace hole, the user appears right next to the target and strikes. This also hits a target using a move such as Protect or Detect.
I	Hypnosis	Status	Clever	—	60%	20 (max 32)	 Any adjacent Pokémon	The user employs hypnotic suggestion to make the target fall into a deep sleep.
III	Imprison	Status	Clever	—	—%	10 (max 16)	 Self	If opposing Pokémon know any move also known by the user, they are prevented from using it.





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	Instruct	Status		—	—%	15 (max 24)	 Any adjacent Pokémon	The user instructs the target to use the target's last move again.
I	Kinesis	Status	Clever	—	80%	15 (max 24)	 Any adjacent Pokémon	The user distracts the target by bending a spoon. This lowers the target's accuracy.
I	Light Screen	Status	Beautiful	—	—%	30 (max 48)	 All allies	A wondrous wall of light is put up to reduce damage from special attacks for five turns.
VII	Light That Burns the Sky	Special		200	—%	1 (max 1)	 Any adjacent Pokémon	This attack inflicts Attack or Sp. Atk damage—whichever stat is higher for the user, Necrozma. This move ignores the target's Ability.
IV	Lunar Dance	Status	Beautiful	—	—%	10 (max 16)	 Self	The user faints. In return, the Pokémon taking its place will have its status and HP fully restored.





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	Luster Purge	Special	Clever	70	100%	5 (max 8)	 Any adjacent Pokémon	The user lets loose a damaging burst of light. This may also lower the target's Sp. Def stat.
III	Magic Coat	Status	Beautiful	—	—%	15 (max 24)	 Self	A barrier reflects back to the target moves like Leech Seed and moves that damage status.
V	Magic Room	Status	Clever	—	—%	10 (max 16)	 All Pokémon	The user creates a bizarre area in which Pokémon's held items lose their effects for five turns.
I	Meditate	Status	Beautiful	—	—%	40 (max 64)	 Self	The user meditates to awaken the power deep within its body and raise its Attack stat.
IV	Miracle Eye	Status	Clever	—	—%	40 (max 64)	 Any adjacent Pokémon	Enables a Dark-type target to be hit by Psychic-type attacks. This also enables an evasive target to be hit.





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	Mirror Coat	Special	Beautiful	Varies	100%	20 (max 32)	 Self	A retaliation move that counters any special attack, inflicting double the damage taken.
III	Mist Ball	Special	Clever	70	100%	5 (max 8)	 Any adjacent Pokémon	A mist-like flurry of down envelops and damages the target. This may also lower the target's Sp. Atk stat.
VII	Photon Geyser	Special		100	100%	5 (max 8)	 Any adjacent Pokémon	The user attacks a target with a pillar of light. This move inflicts Attack or Sp. Atk damage—whichever stat is higher for the user.
V	Power Split	Status	Clever	—	—%	10 (max 16)	 Any adjacent Pokémon	The user employs its psychic power to average its Attack and Sp. Atk stats with those of the target.
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	Power Swap	Status	Clever	—	—%	10 (max 16)	 Any adjacent Pokémon	The user employs its psychic power to switch changes to its Attack and Sp. Atk stats with the target.
IV	Power Trick	Status	Clever	—	—%	10 (max 16)	 Self	The user employs its psychic power to switch its Attack stat with its Defense stat.
VII	Prismatic Laser	Special		160	100%	10 (max 16)	 Any adjacent Pokémon	The user shoots powerful lasers using the power of a prism. The user can't move on the next turn.
I	Psybeam	Special	Beautiful	65	100%	20 (max 32)	 Any adjacent Pokémon	The target is attacked with a peculiar ray. This may also leave the target confused.
I	Psychic	Special	Clever	90	100%	10 (max 16)	 Any adjacent Pokémon	The target is hit by a strong telekinetic force. This may also lower the target'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
VII	Psychic Fangs	Physical		85	100%	10 (max 16)	 Any adjacent Pokémon	The user bites the target with its psychic capabilities. This can also destroy Light Screen and Reflect.
VII	Psychic Terrain	Status		—	—%	10 (max 16)	 All Pokémon	This protects Pokémon on the ground from priority moves and powers up Psychic-type moves for five turns.
III	Psycho Boost	Special	Clever	140	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.
IV	Psycho Cut	Physical	Cool	70	100%	20 (max 32)	 Any adjacent Pokémon	The user tears at the target with blades formed by psychic power. 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
IV	Psycho Shift	Status	Clever	—	100%	10 (max 16)	 Any adjacent Pokémon	Using its psychic power of suggestion, the user transfers its status conditions to the target.
V	Psyshock	Special	Beautiful	80	100%	10 (max 16)	 Any adjacent Pokémon	The user materializes an odd psychic wave to attack the target. This attack does physical damage.
V	Psystrike	Special	Cool	100	100%	10 (max 16)	 Any adjacent Pokémon	The user materializes an odd psychic wave to attack the target. This attack does physical damage.
I	Psywave	Special	Clever	Varies	100%	15 (max 24)	 Any adjacent Pokémon	The target is attacked with an odd psychic wave. The attack varies in intensity.
I	Reflect	Status	Clever	—	—%	20 (max 32)	 All allies	A wondrous wall of light is put up to reduce damage from physical attacks 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
I	Rest	Status	Cute	—	—%	10 (max 16)	 Self	The user goes to sleep for two turns. This fully restores the user's HP and heals any status conditions.
III	Role Play	Status	Cute	—	—%	10 (max 16)	 Any adjacent Pokémon	The user mimics the target completely, copying the target's natural Ability.
VII	Shattered Psyche	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user controls the target with its Z-Power and hurts the target with full force. The power varies, depending on the original move.
VII	Shattered Psyche	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user controls the target with its Z-Power and hurts the target with full force. The power varies, depending on the original move.
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	Skill Swap	Status	Clever	—	—%	10 (max 16)	 Any adjacent Pokémon	The user employs its psychic power to exchange Abilities with the target.
VII	Speed Swap	Status		—	—%	10 (max 16)	 Any adjacent Pokémon	The user exchanges Speed stats with the target.
V	Stored Power	Special	Clever	20	100%	10 (max 16)	 Any adjacent Pokémon	The user attacks the target with stored power. The more the user's stats are raised, the greater the move's power.
V	Synchronoise	Special	Clever	120	100%	10 (max 16)	 All adjacent Pokémon	Using an odd shock wave, the user inflicts damage on any Pokémon of the same type in the area around it.
V	Telekinesis	Status	Clever	—	—%	15 (max 24)	 Any adjacent Pokémon	The user makes the target float with its psychic power. The target is easier to hit for three turns.
I	Teleport	Status	Cool	—	—%	20 (max 32)	 Self	Use it to flee from any wild Pokémon.

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	Trick	Status	Clever	—	100%	10 (max 16)	 Any adjacent Pokémon	The user catches the target off guard and swaps its held item with its own.
IV	Trick Room	Status	Clever	—	—%	5 (max 8)	 All Pokémon	The user creates a bizarre area in which slower Pokémon get to move first for five turns.
V	Wonder Room	Status	Clever	—	—%	10 (max 16)	 All Pokémon	The user creates a bizarre area in which Pokémon's Defense and Sp. Def stats are swapped for five turns.
IV	Zen Headbutt	Physical	Clever	80	90%	15 (max 24)	 Any adjacent Pokémon	The user focuses its willpower to its head and attacks the target. 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 Psychic type

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









A Darmanitan with Zen Mode will also change from a Fire-type into a dual Fire/Psychic-type form upon losing more than 50% of its HP.

Exclusive Abilities

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

Gen	Ability	Description
IV	Forewarn	Determines what moves an opposing Pokémon has.
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
	Odd Incense	An item to be held by a Pokémon. This exotic-smelling incense boosts the power of Psychic-type moves.
	Mind Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Psychic-type moves.
	Payapa Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Psychic-type attack.
	Psychic Gem	A gem with an ordinary essence. When held, it strengthens the power of a Psychic-type move one time.
	Psychic Memory	A memory disc that contains Psychic-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Psychium Z	It converts Z-Power into crystals that upgrade Psychic-type moves to Psychic-type Z-Moves.
	Soul Dew	A wondrous orb to be held by either Latios or Latias. It raises the power of Psychic- and Dragon-type moves.
	Twisted Spoon	An item to be held by a Pokémon. This spoon is imbued with telekinetic power and boosts Psychic-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: Psychic (TCG)*

Due to the decreased amount of types in the TCG, Psychic generally adopts all Ghost-type Pokémon under its typing. It also adopted Poison-type Pokémon after the Diamond & Pearl set, whereas previously they were a part of the Grass-type.

Similar to the games, Psychic-type Pokémon in the TCG are generally weak to other Psychic Pokémon, with no resistances. Psychic-type Pokémon are strong against Grass (until Diamond & Pearl), Fighting and Psychic Pokémon, whilst Colorless, Darkness and Metal Pokémon can resist this type.

## Trivia

- Generation III introduced the most Psychic-type Pokémon of any generation, with 20, and Generation VI introduced the fewest Psychic-type Pokémon, with six.
- Generation I introduced the most Psychic-type moves of any generation, with 15, and Generation VI introduced the fewest Psychic-type moves with only one.
- Psychic is the most common type for Legendary and Mythical Pokémon, with at least two Psychic-type Legendary or Mythical Pokémon introduced in each generation (except Generation VI, which has only introduced one) for a total of 19 (out of 71).

- Psychic is the only type that shares its name with a move and a Trainer Class.
- There has been one Psychic-type type expert in every generation.
- The Psychic type could be considered a special counterpart to the Fighting type:
  - The Psychic type's highest average stat is Special Attack, while the Fighting type's is Attack.
  - The Psychic type is the only former special type to not have any of its old moves changed into physical moves, while the Fighting type is the only former physical type to not have any of its old moves changed into special moves.
  - Counter and Mirror Coat, moves countering physical and special attacks are, respectively, Fighting- and Psychic-type moves.
  - Bulk Up and Calm Mind, moves raising physical and special stats are, respectively, Fighting- and Psychic-type moves.
- A Pokémon cannot have a double resistance to Psychic without being a Psychic type itself.
  - However, a Psychic-type Pokémon also cannot have a double resistance to more than one type.
- Rattled, an Ability introduced in Generation V, is affected by the weaknesses of the Psychic type.

## In other languages

Language		Title
<span><span></span></span> Japanese		エスパー <i>Esper</i>
<span><span></span></span> Bulgarian		Психомощни <i>Psikhomoshtni</i>
Chinese	Cantonese	超能力 <i>Chīunàhnglihk</i>
	Mandarin	超能力 <i>Chāonénglì</i>
<span><span></span></span> Czech		Psychický
<span><span></span></span> Danish		Synsk Psyisk
<span><span></span></span> Dutch		Psychisch* Paranormaal
<span><span></span></span> Finnish		Meedio Psykinen Psyke
French	<span><span></span></span> Canada	Psychique*
	<span><span></span></span> Europe	Psy
<span><span></span></span> German		Psycho
<span><span></span></span> Greek		Μέντιουμ <i>Méntioum</i>
<span><span></span></span> Hebrew		על חושי <i>Al Hushi</i>
<span><span></span></span> Hungarian		Pszichikus
<span><span></span></span> Indonesian		Telepati Psikis Mental
<span><span></span></span> Italian		Psico
<span><span></span></span> Korean		에스퍼 <i>Esper</i>
<span><span></span></span> Norwegian		Psyisk Telepatisk Synsk
<span><span></span></span> Malaysian		Psikik
<span><span></span></span> Polish		Psychiczny
Portuguese	<span><span></span></span> Brazil	Psíquico Paranormal
	<span><span></span></span> Portugal	Psíquico
<span><span></span></span> Romanian		Psihic
<span><span></span></span> Russian		Психо <i>Psikho</i>




## References

- Retrieved from "[https://bulbapedia.bulbagarden.net/w/index.php?title=Psychic\\_\(type\)&oldid=2851616](https://bulbapedia.bulbagarden.net/w/index.php?title=Psychic_(type)&oldid=2851616)"

- Oct 4 Psychic Spectacular announced for Pokémon GO: Starts October 5...
- 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 announced for Taiwan: Starts November 1, ends Novem...

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