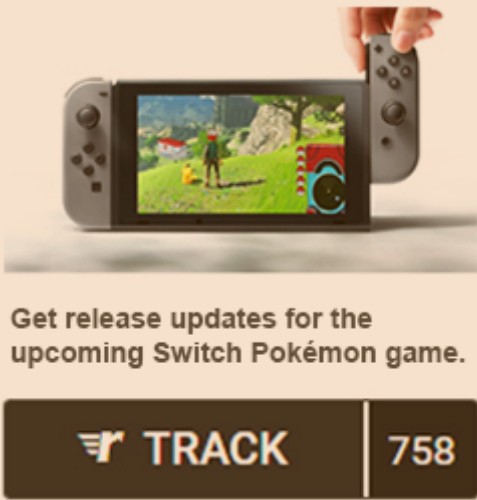


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- History



Flying (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

This article is about the official type. For the scrapped type in core Generation I and II games, see List of glitch types → Bird.

The **Flying type** (Japanese: ひこうタイプ *Flying type*) is one of the eighteen types. Notable Trainers who specialize in Flying-type Pokémon are the Gym Leaders Falkner of Violet City, Winona of Fortree City, Skyla of Mistralton City, and Kahili of Alola Elite Four. Prior to changes in Generation IV, all damaging Flying-type moves were physical, but they may now also be special 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

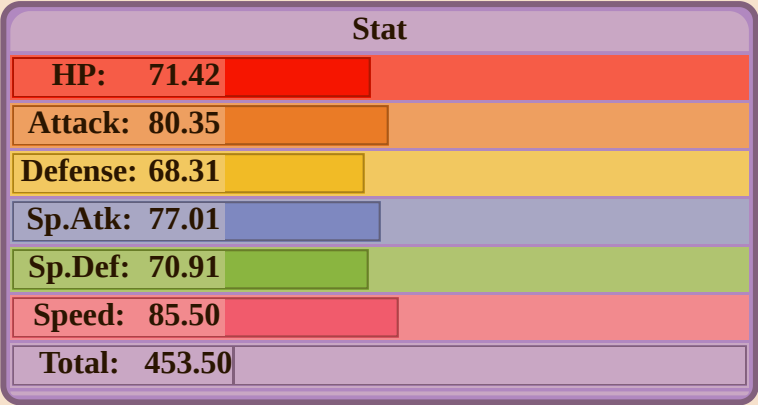
Fairy

???

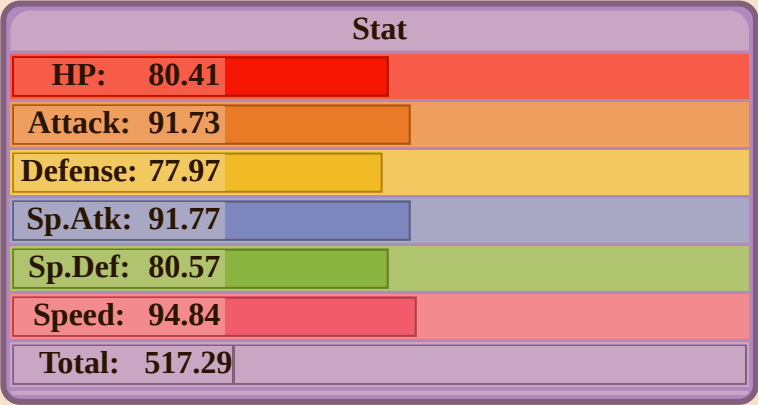
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Statistical averages

Overall

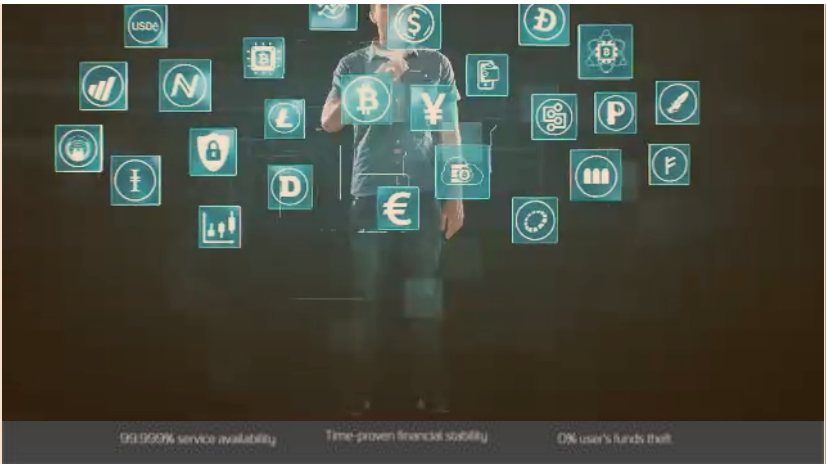


Fully evolved



Battle properties

Generation I



Offensive		FLYING	Defensive	
Power	Types		Power	Types
2×	BUG		1½×	BUG
	FIGHT			FIGHT
	GRASS			GRASS
1½×	ELECTR		2×	ELECTR
	ROCK			ICE
0×	None			ROCK
			0×	GROUND

Generation II onwards

Flying-type Pokémon are not considered grounded for effects that affect grounded Pokémon (e.g. entry hazards).

Offensive		FLYING	Defensive	
Power	Types		Power	Types
2×	BUG		1½×	BUG
	FIGHT			FIGHT
	GRASS			GRASS
1½×	ELECTR		2×	ELECTR
	ROCK			ICE
	STEEL			ROCK
0×	None		0×	GROUND

Characteristics

Defense

In addition to being immune to Ground-type attacks, Flying-type Pokémon are unaffected by Rototiller and all entry hazards (except Stealth Rock). Flying-type Pokémon also cannot absorb Toxic Spikes simply by switching in and do not receive the benefits from terrains (though they can still use Seeds). These immunities, as well as the immunity to Arena Trap, are removed when a Flying-type Pokémon is grounded by Ingrain, Gravity, Smack Down, or Thousand Arrows.

When a Flying-type uses Roost, it temporarily loses its Flying type for a turn. If a pure Flying-type Pokémon uses Roost, then it will become a ??? type in Generation IV and a Normal type in Generation V onward.

Flying-type Pokémon, on average, have the highest Speed of all Pokémon and of fully-evolved Pokémon.

Offense

Flying-type attacks are very powerful combined with some other attacking types, most notably Ground. Ground is strong against every type that resists Flying, and vice versa, so this combination is resisted only by Flying-type Pokémon whose other type resists Flying (such as an Electric Flying Pokémon).

The effectiveness of the move Flying Press is calculated by multiplying the effectiveness of its move type (usually Fighting) and the Flying type.



Contest properties

In Contests, Flying-type moves are typically Cool moves.

Pokémon



As of Generation VII, there are 101 Flying-type Pokémon or 12.5% of all Pokémon (counting those that are Flying-type in at least one of their forms), making it the third most common type. Every other type has been paired up with the Flying type at least once.

Pure Flying-type Pokémon



#		Name
641		Tornadus Incarnate Forme
		Tornadus Therian Forme

Half Flying-type Pokémon

Primary Flying-type Pokémon

#		Name	Type 1	Type 2
714		Noibat	Flying	Dragon
715		Noivern	Flying	Dragon

Secondary Flying-type Pokémon

#		Name	Type 1	Type 2
006		Charizard	Fire	Flying
		Mega Charizard Y	Fire	Flying
012		Butterfree	Bug	Flying

#		Name	Type 1	Type 2
016		Pidgey	Normal	Flying
017		Pidgeotto	Normal	Flying
018		Pidgeot	Normal	Flying
		Mega Pidgeot	Normal	Flying
021		Spearow	Normal	Flying
022		Fearow	Normal	Flying
041		Zubat	Poison	Flying
042		Golbat	Poison	Flying
083		Farfetch'd	Normal	Flying
084		Doduo	Normal	Flying
085		Dodrio	Normal	Flying
123		Scyther	Bug	Flying
127		Mega Pinsir	Bug	Flying
130		Gyarados	Water	Flying
142		Aerodactyl	Rock	Flying
		Mega Aerodactyl	Rock	Flying
144		Articuno	Ice	Flying
145		Zapdos	Electric	Flying
146		Moltres	Fire	Flying
149		Dragonite	Dragon	Flying
163		Hoothoot	Normal	Flying
164		Noctowl	Normal	Flying
165		Ledyba	Bug	Flying

#		Name	Type 1	Type 2
166		Ledian	Bug	Flying
169		Crobat	Poison	Flying
176		Togetic*	Fairy	Flying
177		Natu	Psychic	Flying
178		Xatu	Psychic	Flying
187		Hoppip	Grass	Flying
188		Skiploom	Grass	Flying
189		Jumpluff	Grass	Flying
193		Yanma	Bug	Flying
198		Murkrow	Dark	Flying
207		Gligar	Ground	Flying
225		Delibird	Ice	Flying
226		Mantine	Water	Flying
227		Skarmory	Steel	Flying
249		Lugia	Psychic	Flying
250		Ho-Oh	Fire	Flying
267		Beautifly	Bug	Flying
276		Tailow	Normal	Flying
277		Swellow	Normal	Flying
278		Wingull	Water	Flying
279		Pelipper	Water	Flying
284		Masquerain	Bug	Flying
291		Ninjask	Bug	Flying






#		Name	Type 1	Type 2
333		Swablu	Normal	Flying
334		Altaria	Dragon	Flying
357		Tropius	Grass	Flying
373		Salamence	Dragon	Flying
		Mega Salamence	Dragon	Flying
384		Rayquaza	Dragon	Flying
		Mega Rayquaza	Dragon	Flying
396		Starly	Normal	Flying
397		Staravia	Normal	Flying
398		Staraptor	Normal	Flying
414		Mothim	Bug	Flying
415		Combee	Bug	Flying
416		Vespiqueen	Bug	Flying
425		Drifloon	Ghost	Flying
426		Drifblim	Ghost	Flying
430		Honchkrow	Dark	Flying
441		Chatot	Normal	Flying
458		Mantyke	Water	Flying
468		Togekiss*	Fairy	Flying
469		Yanmega	Bug	Flying
472		Gliscor	Ground	Flying
479		Fan Rotom*	Electric	Flying
492		Shaymin Sky Forme	Grass	Flying





#		Name	Type 1	Type 2
519		Pidove	Normal	Flying
520		Tranquill	Normal	Flying
521		Unfezant	Normal	Flying
527		Woobat	Psychic	Flying
528		Swoobat	Psychic	Flying
561		Sigilyph	Psychic	Flying
566		Archen	Rock	Flying
567		Archeops	Rock	Flying
580		Ducklett	Water	Flying
581		Swanna	Water	Flying
587		Emolga	Electric	Flying
627		Rufflet	Normal	Flying
628		Braviary	Normal	Flying
629		Vullaby	Dark	Flying
630		Mandibuzz	Dark	Flying
642		Thundurus Incarnate Forme	Electric	Flying
		Thundurus Therian Forme	Electric	Flying
645		Landorus Incarnate Forme	Ground	Flying
		Landorus Therian Forme	Ground	Flying
661		Fletchling	Normal	Flying
662		Fletchinder	Fire	Flying
663		Talonflame	Fire	Flying
666		Vivillon	Bug	Flying

Pokéstar Studios opponents

Moves

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Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
V	Acrobatics	Physical	Cool	55	100%	15 (max 24)	 Anyone	The user nimbly strikes the target. If the user is not holding an item, this attack inflicts massive damage.
III	Aerial Ace	Physical	Cool	60	—%	20 (max 32)	 Anyone	The user confounds the target with speed, then slashes. This attack never misses.
II	Aeroblast	Special	Cool	100	95%	5 (max 8)	 Anyone	A vortex of air is shot at the target to inflict damage. Critical hits land more easily.
III	Air Cutter	Special	Cool	60	95%	25 (max 40)	 All adjacent foes	The user launches razor-like wind to slash the opposing Pokémon. Critical hits land more easily.
IV	Air Slash	Special	Cool	75	95%	15 (max 24)	 Anyone	The user attacks with a blade of air that slices even the sky. 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
VII	Beak Blast	Physical		100	100%	15 (max 24)	 Any adjacent Pokémon	The user first heats up its beak, and then it attacks the target. Making direct contact with the Pokémon while it's heating up its beak results in a burn.
III	Bounce	Physical	Cute	85	85%	5 (max 8)	 Anyone	The user bounces up high, then drops on the target on the second turn. This may also leave the target with paralysis.
IV	Brave Bird	Physical	Cool	120	100%	15 (max 24)	 Anyone	The user tucks in its wings and charges from a low altitude. This also damages the user quite a lot.
IV	Chatter	Special	Cute	65	100%	20 (max 32)	 Anyone	The user attacks the target with sound waves of deafening chatter. This confuses 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	Defog	Status	Cool	—	—%	15 (max 24)	 Any adjacent Pokémon	A strong wind blows away the target's barriers such as Reflect or Light Screen. This also lowers the target's evasiveness.
VI	Dragon Ascent	Physical	Beautiful	120	100%	5 (max 8)	 Anyone	After soaring upward, the user attacks its target by dropping out of the sky at high speeds. But it lowers its own Defense and Sp. Def stats in the process.
I	Drill Peck	Physical	Cool	80	100%	20 (max 32)	 Anyone	A corkscrewing attack with a sharp beak acting as a drill.
III	Feather Dance	Status	Beautiful	—	100%	15 (max 24)	 Any adjacent Pokémon	The user covers the target's body with a mass of down that harshly lowers its Attack stat.
I	Fly	Physical	Clever	90	95%	15 (max 24)	 Anyone	The user soars and then strikes its target on the next turn.
I	Gust	Special	Clever	40	100%	35 (max 56)	 Anyone	A gust of wind is whipped up by wings and launched at the target to inflict damage.

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	Hurricane	Special	Tough	110	70%	10 (max 16)	 Anyone	The user attacks by wrapping its opponent in a fierce wind that flies up into the sky. This may also confuse the target.
I	Mirror Move	Status	Clever	—	—%	20 (max 32)	 Any adjacent Pokémon	The user counters the target by mimicking the target's last move.
VI	Oblivion Wing	Special	Cool	80	100%	10 (max 16)	 Anyone	The user absorbs its target's HP. The user's HP is restored by over half of the damage taken by the target.
I	Peck	Physical	Cool	35	100%	35 (max 56)	 Anyone	The target is jabbed with a sharply pointed beak or horn.
IV	Pluck	Physical	Cute	60	100%	20 (max 32)	 Anyone	The user pecks the target. If the target is holding a Berry, the user eats it and gains its effect.
IV	Roost	Status	Clever	—	—%	10 (max 16)	 Self	The user lands and rests its body. It restores the user's HP by up to half of its max HP.

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	Sky Attack	Physical	Cool	140	90%	5 (max 8)	 Anyone	A second-turn attack move where critical hits land more easily. This may also make the target flinch.
V	Sky Drop	Physical	Tough	60	100%	10 (max 16)	 Anyone	The user takes the target into the sky, then drops it during the next turn. The target cannot attack while in the sky.
VII	Supersonic Skystrike	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user soars up with its Z-Power and plummets toward the target at full speed. The power varies, depending on the original move.
VII	Supersonic Skystrike	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user soars up with its Z-Power and plummets toward the target at full speed. 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
IV	Tailwind	Status	Cool	—	—%	15 (max 24)	<div><div></div><div></div><div></div><div></div><div></div></div> All allies	The user whips up a turbulent whirlwind that ups the Speed stat of the user and its allies for four turns.
I	Wing Attack	Physical	Cool	60	100%	35 (max 56)	<div><div></div><div></div><div></div><div></div><div></div></div> Anyone	The target is struck with large, imposing wings spread wide to inflict damage.

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 Flying type

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

Flying-type Pokémon are immune to Arena Trap.

Gen	Ability	Description
VI	Aerilate	Normal-type moves become Flying-type moves.
VI	Delta Stream	Nullifies weather conditions, moves, and abilities. Super-effective moves against Flying-types become normally effective.
VI	Gale Wings	Gives priority to Flying-type moves when HP is full.

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

Gen	Ability	Description
VI	Aerilate	Normal-type moves become Flying-type moves.
V	Big Pecks	Protects the Pokémon from Defense-lowering attacks.

All details are accurate to Generation VI games. For details that have changed between generations, please see an individual Ability's page.

Gen	Ability	Description
V	Multiscale	Reduces damage the Pokémon takes when its HP is full.
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
	Coba Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Flying-type attack.
	Flying Gem	A gem with an ordinary essence. When held, it strengthens the power of a Flying-type move one time.
	Flying Memory	A memory disc that contains Flying-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Flyinium Z	It converts Z-Power into crystals that upgrade Flying-type moves to Flying-type Z-Moves.
	Iron Ball	An item to be held by a Pokémon. It lowers Speed and allows Ground-type moves to hit Flying-type and levitating holders.
	Sharp Beak	An item to be held by a Pokémon. It's a long, sharp beak that boosts the power of Flying-type moves.
	Sky Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Flying-type moves.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual item's page.		

Trivia

- Generations I, II, and V introduced more Flying-type Pokémon than any other generation, each with 19. Generation VI and Generation VII introduced the fewest Flying-type Pokémon, with eight each.
- Generations I and IV introduced more Flying-type moves than any other generation, with seven. Generation II introduced the fewest Flying-type moves, with only one.
- Flying was the last type to receive a single-typed Pokémon, only receiving one with Tornadus in Generation V.
- Flying was the last type to receive a dual-typed Pokémon with its type as the primary type, only receiving one with Noibat and Noivern in Generation VI.
- All damage-dealing Flying-type moves except Air Cutter can hit non-adjacent Pokémon in Triple Battles.

In other languages

Language	Title
 Japanese	ひこう (飛行) <i>Hikou</i>
Chinese	Cantonese 飛行 <i>Fēihàhng</i>
	Mandarin 飛行 / 飞行 <i>Fēixíng</i>
 Czech	Létající
 Danish	Flyve
 Dutch	Vliegsoort

 Finnish	Lento
 French	Vol
 German	Flug
 Greek	Ιπτάμενος <i>Iptámenos</i>
 Hebrew	מְעוּפֶּפֶת <i>Meofef</i>
 Hungarian	Repülő
 Indonesian	Melayang Terbang
 Italian	Volante
 Korean	비행 <i>Bihaeng</i>
 Norwegian	Flyvende Flyr
 Malaysian	Terbang
 Polish	Latający
 Portuguese	Voador
 Romanian	Zbor
 Russian	Летающий <i>Letayushchiy</i>
 Spanish	Volador
 Swedish	Flygande Flyga
 Thai	บิน <i>Bin</i>
 Turkish	Uçuş
 Vietnamese	Bay

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Pokémon news from Bulbanews

- 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...
- # Rainbow Rocket Forums
- 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 Research for Meltan...
 - Sep 20 Sun & Moon:

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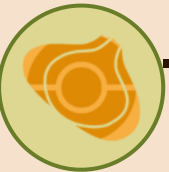
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