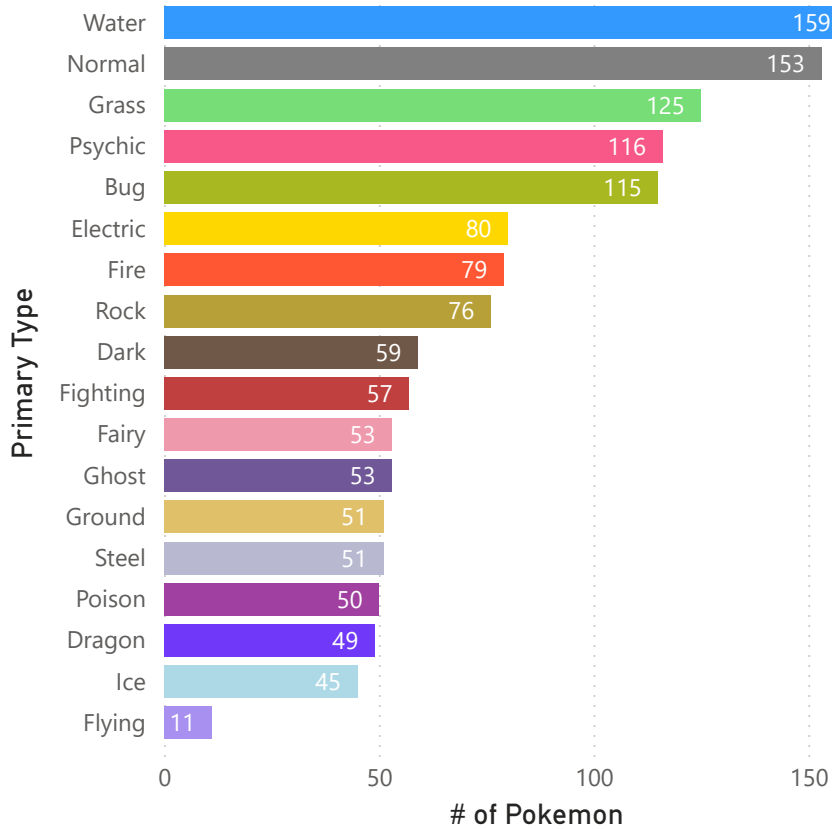
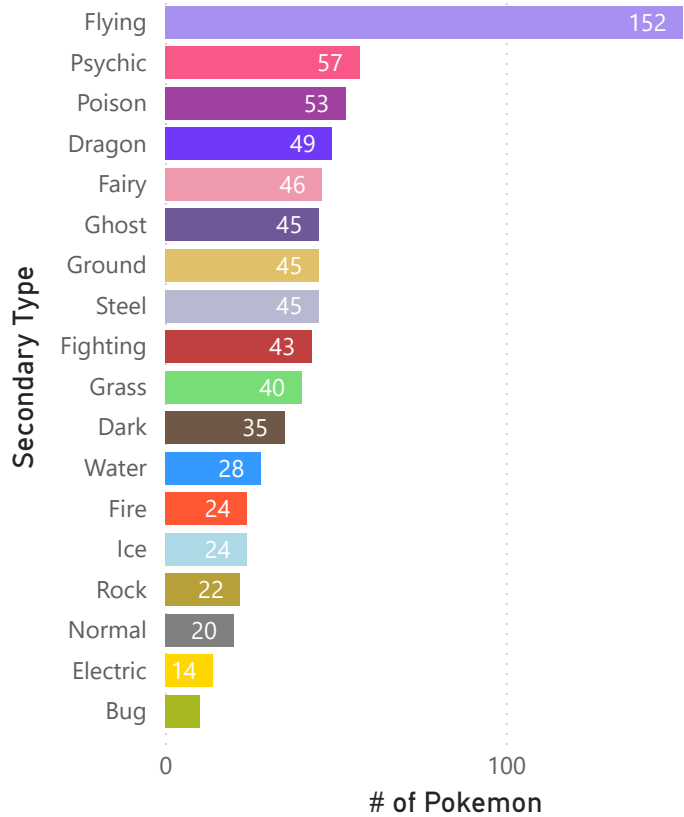


# Pokémon Pokedex Analysis

# of Pokemon by Primary Type



# of Pokemon by Secondary Type

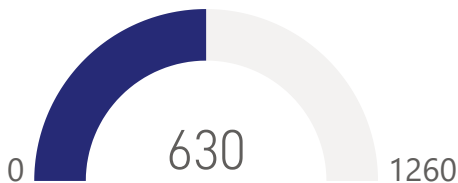


## Key observations:

- The most popular primary types are Water, Normal, and Grass types.
- The most popular secondary types are Flying, Psychic, and Poison types.
- 630 of the 1382 Pokemon have only 1 type. That's a whopping 46%.
- The most popular Pokemon classes are Symbol Pokemon, Paradox Pokemon, Scale Pokemon, Mouse Pokemon and Cream Pokemon.



# of mono-type Pokemon



Primary Type

All

Classification

All

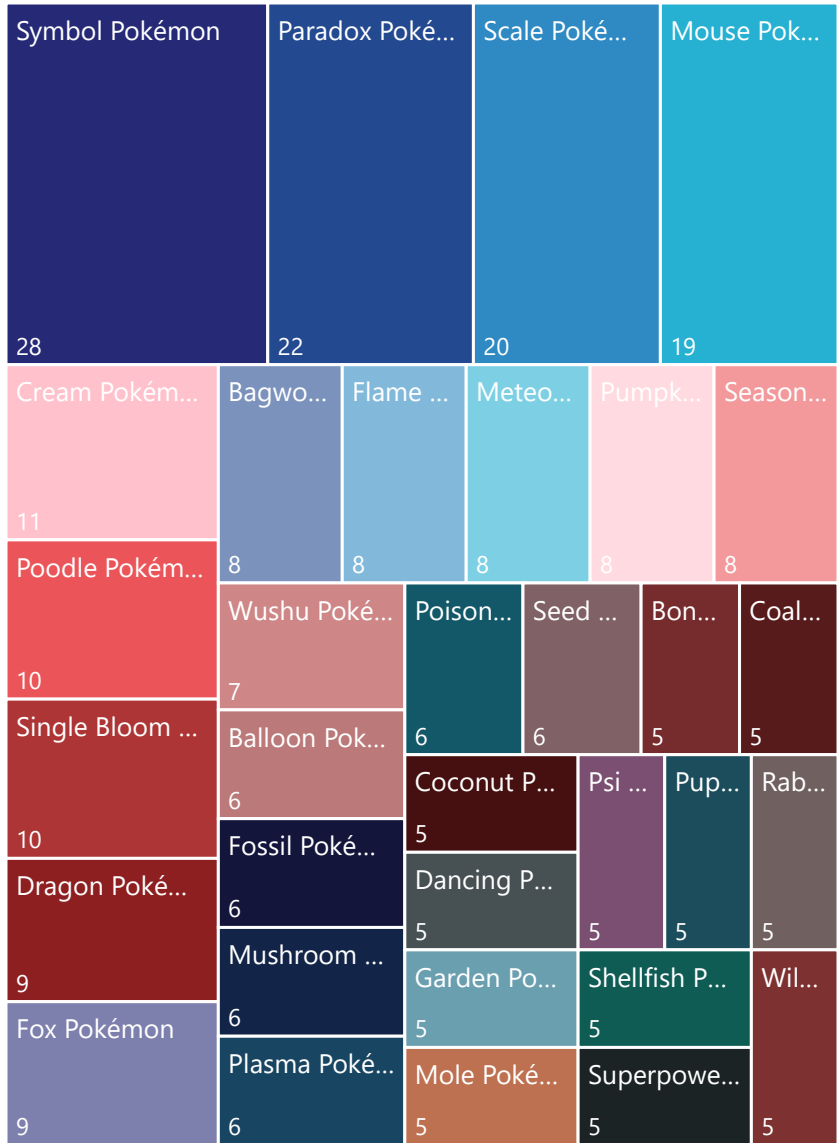
Secondary Type

All



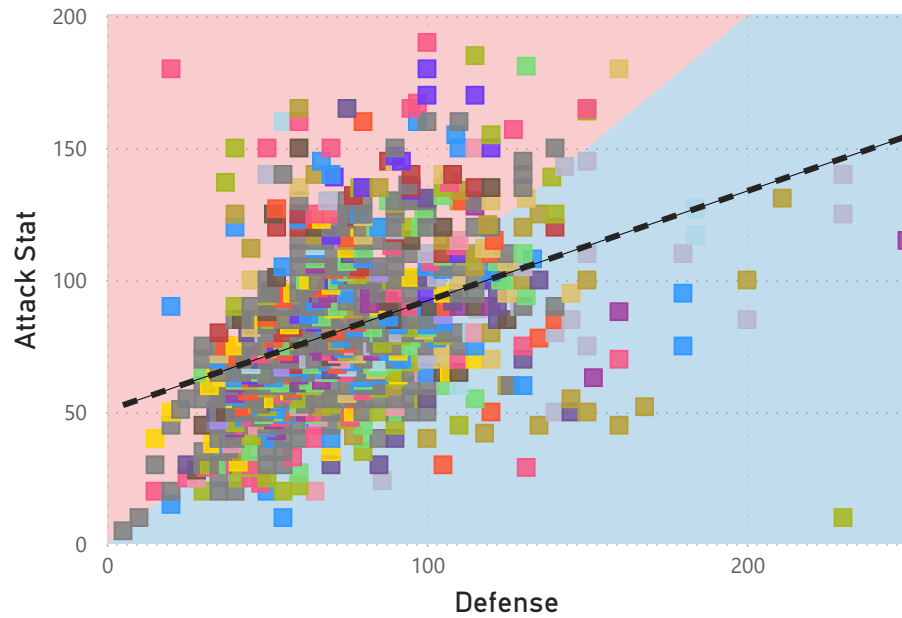
Clear all slicers

Most Popular Class of Pokemon



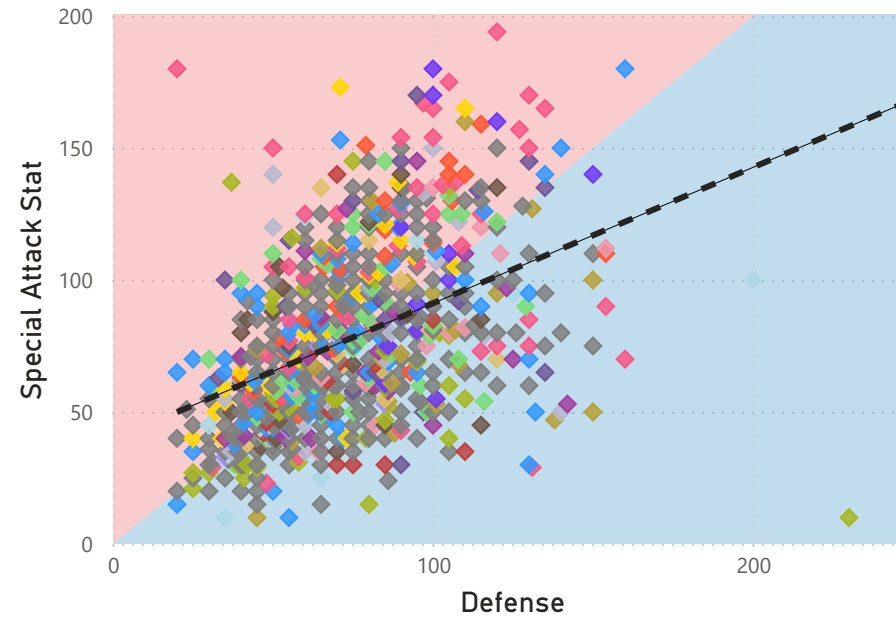
Attack and Defense Trend of all Pokemon

Area of symmetry shown



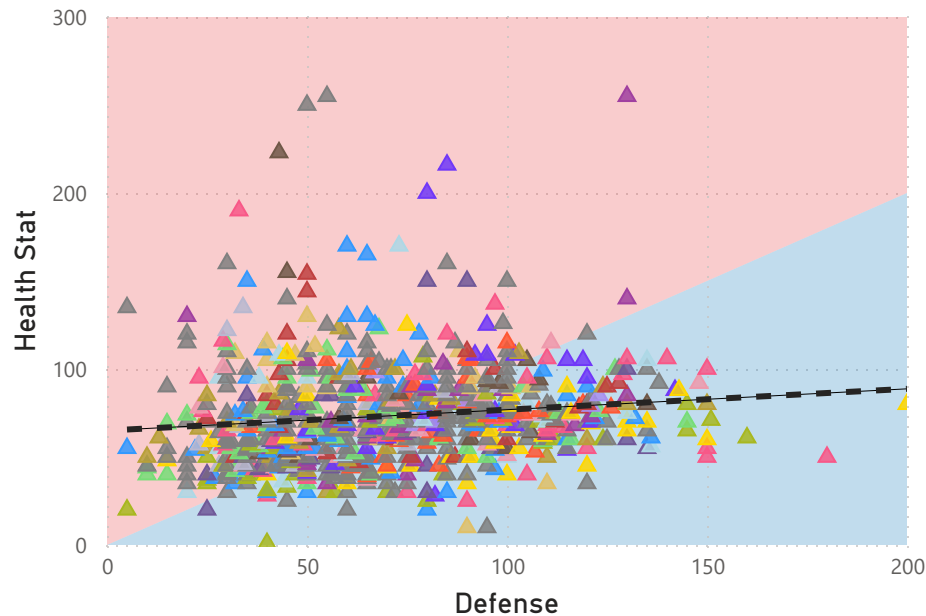
Special Attack and Special Defense Trend of all Pokemon

Area of symmetry shown



Health and Speed Trend of all Pokemon

Area of symmetry shown



Primary Type	Slope of Attack vs Defense	Slope of SpAtk vs SpDef	Slope of HP vs Speed
--------------	----------------------------	-------------------------	----------------------

Bug	0,38	0,17	0,94
Dark	0,47	0,33	0,05
Dragon	0,48	0,52	0,23
Electric	0,36	0,49	0,27
Fairy	0,53	0,72	0,70
Fighting	0,58	0,28	0,09
Fire	0,28	0,50	0,44
Flying	0,56	0,42	0,51
Ghost	0,44	0,27	0,38
Grass	0,46	0,36	0,34
Ground	0,58	0,42	-0,10
Ice	0,61	0,64	0,11
Normal	0,54	0,56	-0,07
Poison	0,88	0,64	0,31
Psychic	0,36	0,40	0,29
Rock	0,09	0,43	0,31
Steel	0,54	0,37	0,26

Primary Type

All

Secondary Type

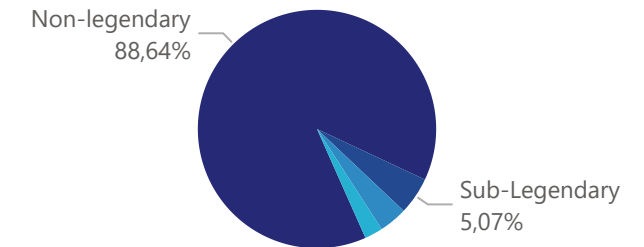
All

Classification

All

Clear all slicers

Legendary status



### Attack vs Defense

- Poison (0.88): Strong positive relationship, tend to have both high Attack and Defense.
- Fire, Rock (< 0.3): Low slope, weak correlation.

Defensive Pokémon types (Poison, Steel, Ground) tend to have a stronger link between Attack and Defense than more offensively skewed types (Fire, Rock).

### SpAtk vs SpDef

- Poison, Ice, Water (0.64–0.54): High positive correlation.
- Fighting (0.28): Likely focus on physical stats.

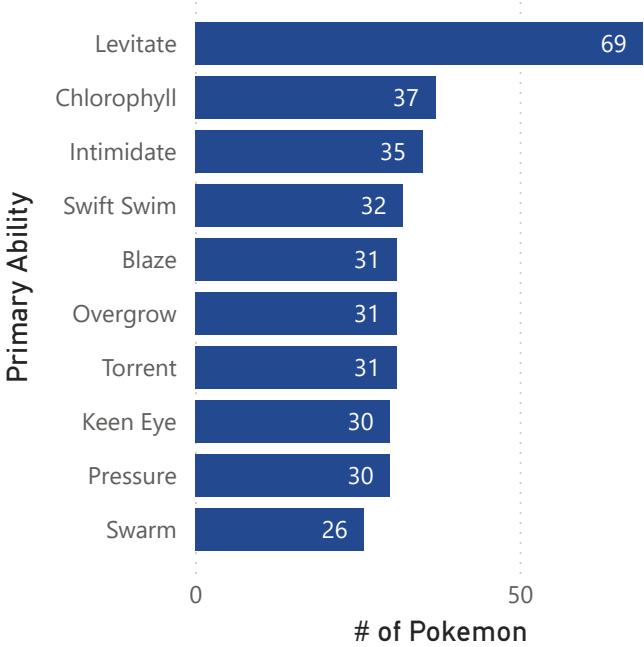
Takeaway: Types like Poison and Water maintain balance between Special Attack and Special Defense, while Fighting tends to specialize.

### HP vs Speed

- Poison (0.31) and Psychic (0.29): Moderate alignment, well-rounded in HP and Speed.
- Ground (-0.10) and Steel (-0.07): Negative slope, more HP tends to come at the cost of speed.

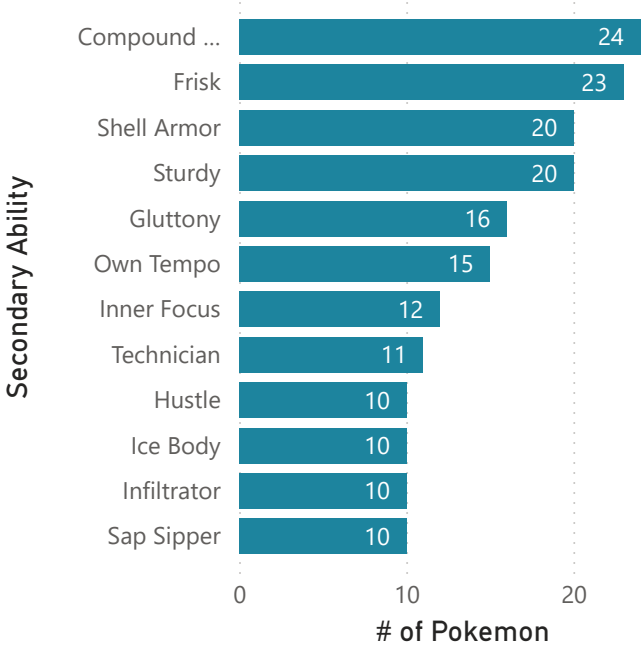
Flying and Fire types often combine Speed and HP, while Ground and Steel types are more classic tanks (high HP, low Speed).

# of Pokemon by Primary Ability



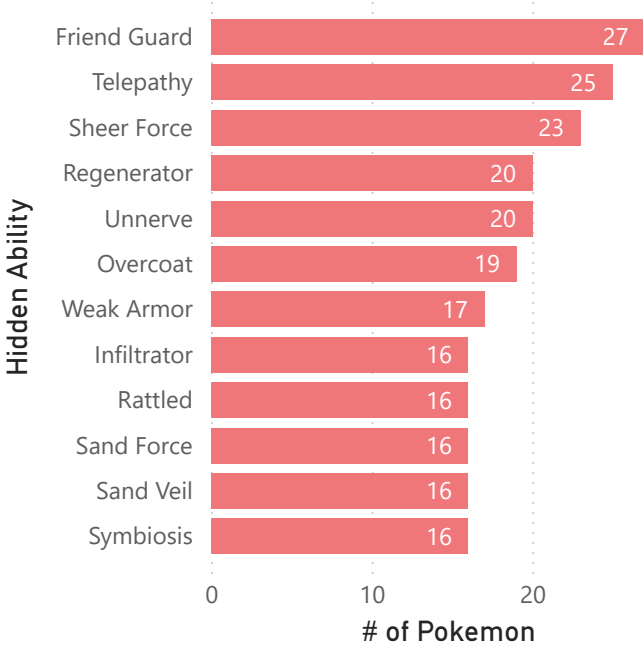
Primary Ability	Primary Ability Description	# of Pokemon
Levitate	By floating in the air, the Pokémon receives full immunity to all Ground-type moves.	69
Chlorophyll	Boosts the Pokémon's Speed stat in harsh sunlight.	37
Intimidate	The Pokémon intimidates opposing Pokémon upon entering battle, lowering their Attack stat.	35
Swift Swim	Boosts the Pokémon's Speed stat in rain.	32
Blaze	Powers up Fire-type moves when the Pokémon's HP is low.	31
Overgrow	Powers up Grass-type moves when the Pokémon's HP is low.	31
Torrent	Powers up Water-type moves when the Pokémon's HP is low.	31
Keen Eye	Keen eyes prevent other	30

# of Pokemon by Secondary Ability



Secondary Ability	Secondary Ability Description	# of Pokemon
Compound Eyes	The Pokémon's compound eyes boost its accuracy.	24
Frisk	When it enters a battle, the Pokémon can check an opposing Pokémon's held item.	23
Shell Armor	A hard shell protects the Pokémon from critical hits.	20
Sturdy	It cannot be knocked out with one hit. One-hit KO moves cannot knock it out, either.	20
Gluttony	Makes the Pokémon eat a held Berry when its HP drops to half or less, which is sooner than usual.	16
Own Tempo	This Pokémon has its own	15

# of Pokemon by Hidden Ability



Hidden Ability	Hidden Ability Description	# of Pokemon
Friend Guard	Reduces damage done to allies.	27
Telepathy	Anticipates an ally's attack and dodges it.	25
Sheer Force	Removes additional effects to increase the power of moves when attacking.	23
Regenerator	Restores a little HP when withdrawn from battle.	20
Unnerve	Unnerves opposing Pokémon and makes them unable to eat Berries.	20
Overcoat	Protects the Pokémon from things like sand, hail, and powder.	19
Weak Armor	Physical attacks to the Pokémon lower its Defense stat but sharply raise its Speed stat.	17
Infiltrator	Passes through the opposing Pokémon's barrier, substitute, and the like and strikes.	16

Primary Type

All

Secondary Type

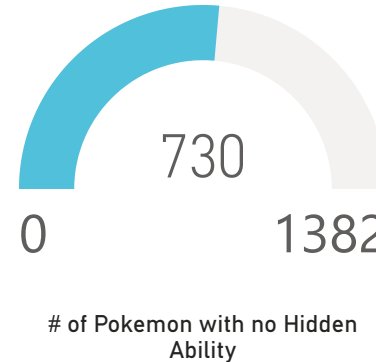
All

Classification

All

Clear all slicers

# of Pokemon with no Secondary Ability



# of Pokemon with no Hidden Ability

