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## Types

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**Types** refer to different elemental properties associated with both **Pokémon** and their **moves**.





There are 18 total official types of **Pokémon**:



























The 18 Pokémon types.
















- [NORMAL](#)
- [FIRE](#)
- [WATER](#)
- [ELECTRIC](#)
- [GRASS](#)
- [ICE](#)
- [FIGHTING](#)
- [POISON](#)
- [GROUND](#)
- [FLYING](#)
- [PSYCHIC](#)
- [BUG](#)
- [ROCK](#)
- [GHOST](#)

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These 18 types apply to both Pokémon and their moves. Prior to **Generation III**, there used to be a  type which was only applied to Glitch Pokémon such as **MissingNo.** before they were removed, and prior to **Generation V**, there used to be a  type which was only applied to the move **Curse**, and the  type, which was only present in *Pokémon Colosseum*, *Pokémon XD: Gale of Darkness*, and *Pokémon GO*. As of **Generation IX**, there is also a  type which a Pokémon or move can only obtain by Terastallizing.

Each type has its own strengths and weaknesses, most of which are logical setups. -type Pokémon are weak against -type Pokémon, -type Pokémon are weak against -type Pokémon, -type Pokémon are weak against -type Pokémon, etc. These matchups also apply to the types of moves as well: A -type move such as **Ember** will be strong against a -type Pokémon such as **Bulbasaur**. Some types of Pokémon are also immune to a certain type of moves, regardless of its attack power, such as using an offensive -type move on a -type Pokémon.

Pokémon themselves can have up to two types, making them dual-type Pokémon, but moves can only be one type (with the exception of the move **Flying Press** which is a /-type move). Most if not all dual-type Pokémon's types correspond with one another such as a /-type Pokémon such as **Bulbasaur**, or a /-type Pokémon such as **Onix**. However, not all dual-type Pokémon's types relate to each other like this. Some Pokémon may be dual-type between two types that don't normally go together such as / types (such as **Lanturn**) or / types (such as **Ludicolo**) or / types (such as **Jumpluff**), or / types (such as **Medicham** and **Mega Mewtwo X**).













Some dual-type Pokémon lose one of their types and gain a different type upon Evolution such as **Scyther** (a / type) which evolves into **Kleavor** (a / type). Some singular type Pokémon will change completely to a different type or types upon evolution, such as **Azurill** (a / type) which evolves into **Marill** (a / type). One Pokémon also completely loses a type upon evolution; **Gloom** (a / type) evolves into **Bellossom** (a  type). Some Pokémon can also change their type altogether, like **Eevee** (a  type) which can evolve into one of eight different types, or **Cubone** (a  type) which evolves into **Marowak** (a / type) in Alola.

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## Special Type Interactions

Some types have special interactions with battle effects:

- Starting from Generation VII, -type Pokémon are immune to moves that gain priority from the Ability **Prankster**.
- Starting in Generation VI, -type Pokémon cannot be **Paralyzed**.
- Starting in Generation III, -type Pokémon cannot be **Burned**. (In Generation II, they can be burned by **Tri Attack**).
- -type Pokémon are not considered grounded, thus not affected by things such as **Grassy Terrain** and **Spikes**. If a -type uses the move **Roost**, it will lose the Flying typing for the rest of the turn.
- Starting in Generation VI, -type Pokémon are immune to effects that prevent escape, and are guaranteed to flee from a wild battle.
  - In Generation I, they are also immune to being paralyzed by **Lick** but can be hurt by **Bide**, **Counter**, **Seismic Toss**, **SonicBoom**, and **Super Fang**.
  - In Generations II-III, they are immune to **Glare**.
- -type Pokémon are immune to the move **Leech Seed**, **Spore** and Powder moves, as well as the Ability **Effect Spore** (Gen VI).
- -type Pokémon cannot be **Paralyzed** by **Thunder Wave**, and don't take damage from the **Sandstorm** weather condition.
- -type Pokémon cannot be **Frozen** (except in Generation II via **Tri Attack**, and starting from Generation III from non Ice-type moves), are immune to the move **Sheer Cold** (starting from Generation VII), and don't take damage from the **Hail** weather condition (Generation III-VIII)/get a 1.5x boost from the **Snow** weather condition (Gen IX).
- -type Pokémon cannot be **Poisoned** (with the exception of **Twineedle** in Generation II only, and the Ability **Corrosion** from Generation VII onwards), and will remove **Toxic Spikes** from their side if grounded, when switched in. If a Poison type uses the move **Toxic**, it won't miss.
- -type Pokémon gain a 50% Special Defense increase, and don't take damage from the **Sandstorm** weather condition.
- -type Pokémon cannot be **Poisoned** and don't take damage from the **Sandstorm** weather condition.

## Type Strength Table

Here list of the strengths and weaknesses of each type from **Generation VI** onwards.

Type Attack	Type Effect									
	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	
NORMAL										
FIRE		½	½		x2	x2				
WATER		x2	½		½				x2	
ELECTRIC			x2	½	½				x0	
GRASS		½	x2		½			½	x2	
ICE		½	½		x2	½			x2	
FIGHTING	x2					x2		½		
POISON					x2			½	½	
GROUND		x2		x2	½			x2		
FLYING				½	x2		x2			
PSYCHIC							x2	x2		
BUG		½			x2		½	½		
ROCK		x2				x2	½		½	
GHOST	x0									
DRAGON										
DARK							½			
STEEL		½	½	½		x2				
		U					U	U		

## Unused Type Combos

- There are currently 9 unused dual types in Pokémon as of

Generation IX:

- NORMAL / ICE
- NORMAL / BUG
- NORMAL / ROCK
- NORMAL / STEEL
- FIRE / FAIRY
- ICE / POISON
- GROUND / FAIRY
- BUG / DRAGON
- ROCK / GHOST

## Unique Type Combos

- There are currently 36 unique typings as of Generation IX. Unique types are types that are exclusive to one Pokémon or its evolutionary line.

- NORMAL / WATER (Bibarel)
- NORMAL / GHOST (Hisuian Zorua & Hisuian Zoroark)
- FIRE / STEEL (Heatran)
- FIRE / NORMAL (Litleo & Pyroar)
- FIRE / WATER (Volcanion)
- WATER / STEEL (Empoleon)
- ELECTRIC / GHOST (Rotom)
- ELECTRIC / FIRE (Heat Rotom)
- ELECTRIC / NORMAL (Helioptile & Heliolisk)
- ELECTRIC / PSYCHIC (Alolan Raichu)
- ELECTRIC / POISON (Toxel & Toxtricity)
- ELECTRIC / DARK (Morpeko)
- GRASS / ICE (Snoover & Abomasnow)
- ICE / GROUND (Swinub, Piloswine & Mamoswine)
- ICE / GHOST (Froslass)
- ICE / STEEL (Alolan Sandshrew & Sandslash)
- ICE / FAIRY (Alolan Ninetales)
- ICE / FIRE (Galarian Darmanitan (Zen Mode))
- ICE / BUG (Snom & Frosmoth)
- FIGHTING / ICE (Crabominable)
- POISON / FLYING (Zubat, Golbat & Crobat)
- POISON / NORMAL (Shroodle & Grafaiai)
- GROUND / PSYCHIC (Baltoy & Claydol)
- GROUND / FIGHTING (Great Tusk)
- BUG / GHOST (Shedinja)
- BUG / FAIRY (Cutiefly & Ribombee)
- BUG / DARK (Lokix)
- ROCK / DARK (Tyranitar)
- ROCK / FIGHTING (Terrakion)
- ROCK / DRAGON (Tyrunt & Tyrantrum)
- DRAGON / FAIRY (Mega Altaria)
- DARK / STEEL (Pawniard, Bisharp, & Kingambit)
- DARK / FAIRY (Impidimp, Morgrem, & Grimmsnarl)
- STEEL / POISON (Varoom & Revavroom)
- FAIRY / FIGHTING (Iron Valiant)