Kanto:

Charizard: Fire/Flying - Fire/Dragon

Blastoise: Water - Water/Steel

Raticate: Normal - Normal/Ground

Fearow: Normal/Flying - Fighting/Flying

Arbok: Poison - Poison/Dark

Raichu: Electric - Electric/Ground

Sandslash: Ground - Ground/Rock

Clefable: Normal - Normal/Fairy

Ninetales: Fire - Fire/Fairy

Wigglytuff: Normal - Normal/Fairy

Parasect: Bug/Grass - Bug/Ghost

Venomoth: Bug/Poison - Bug/Psychic

Dugtrio: Ground - Ground/Fighting

Persian: Normal - Normal/Steel

Golduck: Water - Water/Psychic

Primeape: Fighting - Fighting/Steel

Arcanine: Fire - Fire/Fighting

Alakazam: Psychic - Psychic/Dark

Machamp: Fighting - Fighting/Rock

Rapidash: Fire - Fire/Normal

Doduo/Dodrio: Normal/Flying - Ground/Flying

Grimer/Muk: Poison - Poison/Water

Hypno: Psychic - Psychic/Dark

Kingler: Water - Water/Steel

Electrode: Electric - Electric/Steel

Marowak: Ground - Fighting/Ground

Hitmonlee: Fighting - Fighting/Rock

Hitmonchan: Fighting - Fighting/Normal

Lickitung: Normal - Poison/Fairy

Weezing: Poison - Poison/Dark

Tangela: Grass - Grass/Rock

Kangaskhan: Normal - Dragon/Fighting

Seaking: Water - Water/Normal

Mr. Mime: Psychic - Psychic/Fairy

Electabuzz: Electric - Electric/Fighting

Magmar: Fire - Fire/Psychic

Pinsir: Bug - Bug/Rock

Tauros: Normal - Normal/Fighting

Lapras: Water/Ice - Dragon/Ice

Ditto: Normal - Normal/Ghost

Flareon/Vaporeon/Jolteon: + Fairy Type

Johto:

Meganium: Grass - Grass/Fairy

Typhlosion: Fire - Fire/Ground

Feraligatr: Water - Water/Dark

Furret: Normal - Normal/Fairy

Noctowl: Normal/Flying - Psychic/Flying

Ledian: Bug/Flying - Bug/Fighting

Togetic: Normal/Flying - Fairy/Flying

Ampharos: Electric - Electric/Dragon

Bellossom: Grass - Grass/Fairy

Azumarill: Water - Water/Fairy

Sudowoodo: Rock - Rock/Grass

Politoed - Swirlitoed: Water - Water/Fairy

Aipom: Normal - Normal/Fighting

Sunflora: Grass - Grass/Fire

Espeon/Umbreon: + Fairy Type

Misdreavus: Ghost - Ghost/Fairy

Wobbuffet: Psychic - Psychic/Fairy

Dunsparce: Normal - Fairy/Ground

Granbull: Normal - Fight/Fairy

Ursaring: Normal - Normal/Ground

Slugma - Scaldma: Fire - Fire/Water

Magcargo - Stewcargo: Fire/Rock - Fire/Water

Corsola: Water/Rock - Fairy/Rock

Octillery: Water - Water/Normal

Donphan: Ground - Ground/Rock

Porygon2: Normal - Normal/Electric

Stantler - Stantlight: Normal - Fire/Ghost

Hitmontop: Fighting - Fighting/Ground

Miltank: Normal - Normal/Fairy

Blissey: Normal - Normal/Fairy

Hoenn:

Sceptile: Grass - Grass/Dragon

Mightyena: Dark - Dark/Fighting

Linoone: Normal - Normal/Ground

Spinda: Normal - Normal/Psychic

Masquerain: Bug/Flying - Bug/Water

Wailord: Water - Water/Normal

Delcatty: Normal - Normal/Psychic

Kecleon: Normal - Normal/Ghost

Nosepass: Rock - Rock/Electric

Torkoal: Fire - Fire/Steel

Luvdisc: Water - Water/Fairy

Milotic: Water - Water/Fairy

Hariyama: Fighting - Fighting/Ground

Manectric: Electric - Electric/Fire

Glalie: Ice - Ice/Rock

Lunatone: Rock/Psychic - Ghost/Psychic

Solrock: Rock/Psychic - Fire/Psychic

Grumpig: Psychic - Psychic/Dark

Plusle/Minun: Electric - Electric/Fairy

Mawile: Steel - Steel/Fairy

Altaria: Dragon/Flying - Dragon/Fairy

Dusclops: Ghost - Ghost/Dark

Slaking: Normal - Normal/Fighting

Swalot: Poison - Poison/Normal

Tropius: Grass/Flying - Grass/Dragon

Exploud: Normal - Normal/Steel

Huntail: Water - Water/Dark

Gorebyss: Water - Water/Fairy

Absol: Dark - Dark/Fairy

Banette: Ghost - Ghost/Normal

Seviper: Poison - Poison/Dragon

Zangoose - Zangruese: Normal - Normal/Poison

Aggron: Steel/Rock - Steel/Dragon

Volbeat: Bug - Bug/Electric

Illumise: Bug - Bug/Fairy

Gardevoir: Psychic - Psychic/Fairy

Jirachi: Psychic/Steel - Fairy/Steel

Chimecho: Psychic - Psychic/Steel

**The following Pokemon DON’T have secondary typings.**

**—-------------------------------------------------------------------------**

Every Non-Fully Evolved PKMN (Ex. Rattata, Sandshrew) Every Non-Fully Evolved Starter PKMN, Legendaries/Mythicals, Unown, Castform, Snorlax