

DEF

AT

Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel	Fairy
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Normal												1/2	0				1/2
Fire		1/2	1/2	2		2						2	1/2		1/2		2
Water		2	1/2	1/2				2				2		1/2			
Grass		1/2	2	1/2			1/2	2	1/2		1/2	2		1/2		1/2	
Electric			2	1/2	1/2			0	2					1/2			
Ice		1/2	1/2	2		1/2		2	2					2			1/2
Fighting	2				2		1/2		1/2	1/2	1/2	2	0		2	2	1/2
Poison				2			1/2	1/2				1/2	1/2			0	2
Ground		2		1/2	2		2		0		1/2	2				2	
Flying				2	1/2	2					2	1/2					1/2
Psychic						2	2			1/2					0	1/2	
Bug		1/2		2		1/2	1/2		1/2	2			1/2		2	1/2	1/2
Rock		2			2	1/2		1/2	2		2					1/2	
Ghost	0									2			2		1/2		
Dragon														2		1/2	0
Dark						1/2				2			2		1/2		1/2
Steel		1/2	1/2		1/2	2						2				1/2	2
Fairy		1/2				2	1/2							2	2	1/2	