

Pokémon Type Chart

Which attack types hit which defending types harder or softer. Gen 6 onwards (includes Fairy).

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Rows: the type of the ATTACK

Columns: the type of the one DEFENDING

ATTACKING ↓ DEFENDING →	NOR	FIR	WAT	ELE	GRA	ICE	FIG	POI	GRO	FLY	PSY	BUG	ROC	GHO	DRA	DAR	STE	FAI
Normal	.	.	.	.	.	.	.	.	.	.	.	.	½	0	.	.	½	.
Fire	.	½	½	.	2×	2×	.	.	.	.	.	2×	½	.	½	.	2×	.
Water	.	2×	½	.	½	.	.	.	2×	.	.	.	2×	.	½	.	.	.
Electric	.	.	2×	½	½	.	.	.	0	2×	.	.	.	.	½	.	.	.
Grass	.	½	2×	.	½	.	.	½	2×	½	.	½	2×	.	½	.	½	.
Ice	.	½	½	.	2×	½	.	.	2×	2×	.	.	.	.	2×	.	½	.
Fighting	2×	.	.	.	.	2×	.	½	.	½	½	½	2×	0	.	2×	2×	½
Poison	.	.	.	.	2×	.	.	½	½	.	.	.	½	½	.	.	0	2×
Ground	.	2×	.	2×	½	.	.	2×	.	0	.	½	2×	.	.	.	2×	.
Flying	.	.	.	½	2×	.	2×	.	.	.	.	2×	½	.	.	.	½	.
Psychic	.	.	.	.	.	.	2×	2×	.	.	½	.	.	.	.	0	½	.
Bug	.	½	.	.	2×	.	½	½	.	½	2×	.	.	½	.	2×	½	½
Rock	.	2×	.	.	.	2×	½	.	½	2×	.	2×	.	.	.	.	½	.
Ghost	0	.	.	.	.	.	.	.	.	.	2×	.	.	2×	.	½	.	.
Dragon	.	.	.	.	.	.	.	.	.	.	.	.	.	.	2×	.	½	0
Dark	.	.	.	.	.	.	½	.	.	.	2×	.	.	2×	.	½	.	½
Steel	.	½	½	½	.	2×	.	.	.	.	.	.	2×	.	.	.	½	2×
Fairy	.	½	.	.	.	.	2×	½	.	.	.	.	.	.	2×	2×	½	.

Colour key

- 2×** Super effective. Double damage.
- ½** Not very effective. Half damage.
- 0** No effect. The attack does nothing.
- .** Plain dot: normal damage (1×).

How to read it

Find the attacker in the left column, then run your finger across to the defender.

- Fire** attacks **Grass** = 2×
- Normal** attacks **Rock** = ½
- Normal** attacks **Ghost** = 0

Two-type Pokémon: multiply the two numbers. 2× and 2× makes 4×; 2× and ½ makes 1×. Page 2 explains each type in plain words.

Type Chart: Plain Words

For each type: who it beats, who shrugs it off, and who to watch out for.

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 Normal	STRONG AGAINST <i>nothing</i> WEAK AGAINST (½ OR 0) Rock Steel Ghost (0) CAREFUL: HURT MOST BY Fighting
 Water	STRONG AGAINST Fire Ground Rock WEAK AGAINST (½ OR 0) Water Grass Dragon CAREFUL: HURT MOST BY Electric Grass
 Grass	STRONG AGAINST Water Ground Rock WEAK AGAINST (½ OR 0) Fire Grass Poison Flying Bug Dragon Steel CAREFUL: HURT MOST BY Fire Ice Poison Flying Bug
 Fighting	STRONG AGAINST Normal Ice Rock Dark Steel WEAK AGAINST (½ OR 0) Poison Flying Psychic Bug Fairy Ghost (0) CAREFUL: HURT MOST BY Flying Psychic Fairy
 Ground	STRONG AGAINST Fire Electric Poison Rock Steel WEAK AGAINST (½ OR 0) Grass Bug Flying (0) CAREFUL: HURT MOST BY Water Grass Ice
 Psychic	STRONG AGAINST Fighting Poison WEAK AGAINST (½ OR 0) Psychic Steel Dark (0) CAREFUL: HURT MOST BY Bug Ghost Dark
 Rock	STRONG AGAINST Fire Ice Flying Bug WEAK AGAINST (½ OR 0) Fighting Ground Steel CAREFUL: HURT MOST BY Water Grass Fighting Ground Steel
 Dragon	STRONG AGAINST Dragon WEAK AGAINST (½ OR 0) Steel Fairy (0) CAREFUL: HURT MOST BY Ice Dragon Fairy
 Steel	STRONG AGAINST Ice Rock Fairy WEAK AGAINST (½ OR 0) Fire Water Electric Steel CAREFUL: HURT MOST BY Fire Fighting Ground
 Fire	STRONG AGAINST Grass Ice Bug Steel WEAK AGAINST (½ OR 0) Fire Water Rock Dragon CAREFUL: HURT MOST BY Water Ground Rock
 Electric	STRONG AGAINST Water Flying WEAK AGAINST (½ OR 0) Electric Grass Dragon Ground (0) CAREFUL: HURT MOST BY Ground
 Ice	STRONG AGAINST Grass Ground Flying Dragon WEAK AGAINST (½ OR 0) Fire Water Ice Steel CAREFUL: HURT MOST BY Fire Fighting Rock Steel
 Poison	STRONG AGAINST Grass Fairy WEAK AGAINST (½ OR 0) Poison Ground Rock Ghost Steel (0) CAREFUL: HURT MOST BY Ground Psychic
 Flying	STRONG AGAINST Grass Fighting Bug WEAK AGAINST (½ OR 0) Electric Rock Steel CAREFUL: HURT MOST BY Electric Ice Rock
 Bug	STRONG AGAINST Grass Psychic Dark WEAK AGAINST (½ OR 0) Fire Fighting Poison Flying Ghost Steel Fairy CAREFUL: HURT MOST BY Fire Flying Rock
 Ghost	STRONG AGAINST Psychic Ghost WEAK AGAINST (½ OR 0) Dark Normal (0) CAREFUL: HURT MOST BY Ghost Dark
 Dark	STRONG AGAINST Psychic Ghost WEAK AGAINST (½ OR 0) Fighting Dark Fairy CAREFUL: HURT MOST BY Fighting Bug Fairy
 Fairy	STRONG AGAINST Fighting Dragon Dark WEAK AGAINST (½ OR 0) Fire Poison Steel CAREFUL: HURT MOST BY Poison Steel