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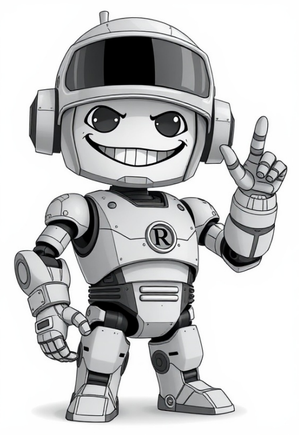

Clothing is an essential part of daily life, serving both functional and aesthetic purposes. It includes garments designed for comfort, protection, and style, ranging from casual tops to formal dresses. Understanding clothing types allows you to make informed choices that suit your lifestyle, occasion, and personal preferences.Different apparel categories, such as casual wear, formal outfits, activewear, and traditional garments, each serve specific purposes. Knowing these classifications helps you organize your wardrobe effectively and ensures that you always have the right outfit for work, leisure, or special events.By learning about garment classifications and clothing types, you can build a versatile wardrobe that balances style, comfort, and practicality. This knowledge also supports smarter shopping decisions and helps create coordinated outfits with ease.Clothing can be divided into broad categories based on purpose, style, and occasion. Understanding these main types of clothes makes it easier to choose outfits that fit your lifestyle, body shape, and seasonal needs.These categories include casual, formal, active, cultural, seasonal, and workwear. Each type has subcategories that serve specific functions and reflect different clothing styles.Casual clothing includes everyday wear designed for comfort and ease. This category covers items such as t-shirts, tank tops, jeans, leggings, shorts, casual dresses, hoodies, and cardigans. Casual clothing emphasizes practical fabrics and relaxed fits, making it suitable for daily activities, social gatherings, and informal events.Formal clothing is intended for professional settings, business meetings, and special occasions. Common items include tailored suits, blazers, waistcoats, button-down shirts, silk blouses, sheath dresses, wrap dresses, and overcoats. Formal clothing focuses on structured designs, polished fabrics, and refined styling to convey professionalism and elegance.Active clothing is created for physical activities, workouts, or sports events. This includes performance tops, compression shirts, athletic shorts, track pants, yoga leggings, sports jackets, sneakers, and running shoes.Activewear often combines breathable fabrics, stretchable materials, and moisture-wicking technology to support movement and comfort during exercise.Traditional clothing reflects cultural heritage, regional identity, and ceremonial customs. Examples include saris, kimonos, abayas, hanboks, dashikis, wedding attire, and festival garments.Accessories like scarves, headwraps, and jewelry often accompany cultural clothing to complete the outfit. Wearing these clothes honors traditions while also offering unique fashion expressions.Seasonal clothing adapts to climate changes and weather conditions. Winter clothing includes coats, parkas, puffer jackets, and wool sweaters. Summer clothing features lightweight dresses, linen shirts, and shorts.Rainwear consists of waterproof jackets and ponchos. Layering pieces such as vests, shawls, and wraps allow versatility across changing temperatures.Workwear consists of clothing designed for specific professions or tasks. This category includes uniforms, overalls, protective gear, and safety clothing. Specialized clothing also encompasses functional gear like swimwear, hiking outfits, and maternity wear. These items prioritize durability, protection, and suitability for specific activities or environments.Clothing can be categorized based on function, style, and occasion. Grouping clothes into categories helps individuals, designers, and fashion enthusiasts make informed wardrobe choices. Below are the main categories and examples of clothing types in each.Everyday wear consists of casual clothing designed for comfort and practicality. These clothes are suitable for daily activities, errands, social gatherings, or relaxed settings. The fabrics are often breathable and the designs focus on ease of movement.Common everyday tops include t-shirts, tank tops, blouses, and polo shirts. They can be paired with different bottoms for versatile casual outfits.Jeans, trousers, leggings, and shorts form the foundation of casual daily wear. Each type offers varying levels of comfort, fit, and style to suit personal preferences.Casual dresses, sundresses, and shirt dresses are ideal for informal occasions or everyday outings. They combine comfort with simple styling that works for most settings.Hoodies, cardigans, and denim jackets provide lightweight layering options for everyday outfits. These pieces can be mixed and matched with tops and bottoms for functional casual wear.Formal and professional clothing is intended for office environments, business events, and special occasions. These outfits prioritize structure, polished fabrics, and sophisticated designs. Wearing formal clothes conveys professionalism and a sense of style.Blazers, trousers, skirts, and waistcoats form the core of professional suits. They provide a coordinated and refined appearance suitable for meetings or presentations.Button-down shirts, tailored tops, and silk blouses are staples in office clothing. These pieces can be combined with suits or skirts for a complete professional look.Sheath dresses, wrap dresses, and evening gowns are common formal dress options. They are designed to balance elegance and appropriate coverage for formal occasions.Trench coats and tailored overcoats are functional additions that maintain the polished appearance of formal outfits while offering protection against weather.Active clothing is designed to support movement, performance, and comfort during exercise or sports activities. Fabrics are typically breathable, moisture-wicking, and stretchable to ensure ease of motion.Jerseys, tank tops, and compression shirts allow flexibility and airflow during workouts or athletic activities.Joggers, track pants, yoga leggings, and athletic shorts provide comfort and freedom of movement for physical activity.Windbreakers and sports jackets offer protection from wind and rain while maintaining comfort during outdoor exercise.Sneakers and running shoes are essential for sports and active routines, combining support with shock absorption for different surfaces.Traditional and cultural clothing represents regional heritage, customs, and ceremonial practices. These garments are often worn for celebrations, rituals, and festivals, reflecting both identity and cultural artistry.Examples include saris, kimonos, abayas, hanboks, and dashikis. These pieces often incorporate specific fabrics, patterns, or techniques unique to the culture.Wedding attire and festival garments are specialized outfits designed for formal cultural events or religious celebrations.Scarves, headwraps, belts, and traditional jewelry often accompany cultural clothing to complete the outfit and enhance its authenticity.Seasonal clothing is designed to adapt to changing weather and provide comfort throughout the year. Each season requires garments that are both practical and stylish, helping individuals stay comfortable while expressing their personal style.Coats, parkas, puffer jackets, and wool sweaters provide warmth during cold months. These items often feature insulated fabrics and layering options to protect against harsh weather conditions.Lightweight dresses, shorts, and linen shirts are ideal for hot weather. Breathable fabrics and relaxed fits help maintain comfort while keeping outfits stylish.Waterproof jackets and ponchos are essential for wet climates. These garments combine protection with mobility, ensuring you remain dry without restricting movement.Vests, shawls, and wraps offer flexible options for adjusting warmth across seasons. They can be combined with other clothing types to create functional and fashionable outfits.Intimates and sleepwear focus on comfort, personal care, and relaxation. This category includes undergarments, loungewear, and nightwear suitable for daily wear at home or for sleeping.Bras, briefs, boxers, and camisoles provide foundational support and comfort. Fabrics are typically soft and breathable to ensure all-day wearability.Pajamas, nightgowns, and robes are designed for rest and relaxation. These garments often use lightweight or cozy materials to enhance comfort during sleep.Soft joggers, oversized tees, and cozy sets are perfect for home wear, combining comfort with casual style for everyday lounging.Accessories complement clothing and enhance overall outfits. They include practical items for protection or comfort as well as decorative pieces that add style and personality to any wardrobe.Hats, caps, and beanies protect from weather while completing a look. They can be functional or purely fashion-forward.Gloves and mittens provide warmth and protection, especially in colder climates.Boots, sandals, loafers, and heels suit a range of occasions, from casual outings to formal events, supporting both comfort and style.Belts, bags, scarves, and sunglasses add finishing touches that elevate outfits and improve functionality.Special purpose clothing serves specific functions beyond general daily wear. These garments are designed for work, performance, protection, or themed occasions.Overalls, uniforms, and protective gear are created for professional or industrial use. They focus on durability, safety, and practicality while ensuring appropriate appearance for the role.Theatrical outfits, cosplay, and festive wear are intended for events or performances. These garments emphasize creativity, cultural relevance, and thematic styling.Swimwear, hiking clothes, and maternity wear are designed for specific activities or life stages. Fabrics, fit, and design elements prioritize function, comfort, and mobility.The fabric used in clothing plays a crucial role in comfort, durability, and overall style. Different fabrics provide distinct textures, breathability, and care requirements, which can influence how clothing is worn, layered, and maintained. Understanding common clothing materials helps you make informed choices for everyday wear, formal outfits, and seasonal needs.Cotton is a natural fiber known for its softness, breathability, and absorbency. It is widely used in t-shirts, shirts, dresses, casual wear, and underwear. Cotton garments are comfortable for everyday wear and suitable for most climates, although they may wrinkle easily and require regular washing care.Polyester is a synthetic fabric valued for its durability, wrinkle resistance, and moisture-wicking properties. It is commonly found in activewear, outerwear, formal clothing, and blended fabrics. Polyester maintains shape well and dries quickly, making it practical for sports and travel.Linen is a lightweight, natural fiber known for its cooling properties and textured appearance. It is ideal for summer shirts, dresses, and casual trousers. Linen offers breathability but wrinkles easily, which gives it a relaxed and natural look suitable for casual or vacation wear.Denim is a strong cotton-based fabric often used in jeans, jackets, skirts, and casual dresses. Its durability and texture make it a staple for everyday wear, workwear, and casual outfits. Denim can be styled in a variety of ways, from relaxed to semi-formal looks.Wool is a natural fiber obtained from animals such as sheep or alpacas. It provides insulation, warmth, and moisture-wicking properties. Wool is commonly used in sweaters, coats, scarves, and winter accessories. Different types of wool, such as merino or cashmere, offer varying softness and warmth levels.Silk is a luxurious natural fiber known for its smooth texture, sheen, and drape. It is used in blouses, dresses, scarves, and formal wear. Silk is lightweight and breathable but requires gentle care to maintain its quality. It is ideal for elegant or ceremonial clothing.Chiffon is a lightweight, sheer fabric often used in dresses, blouses, and layering pieces. It adds softness and flow to garments, making it popular for formal and festive outfits. Chiffon can be combined with lining fabrics for opacity and structure.Fleece is a synthetic fabric known for warmth, softness, and quick-drying properties. It is commonly used in jackets, hoodies, sweatshirts, and activewear. Fleece provides comfort in colder weather and is easy to care for, making it suitable for casual and outdoor clothing.Clothing fit and style greatly influence comfort, appearance, and confidence. Different fits suit different body types, occasions, and personal preferences. Understanding these variations helps in selecting garments that enhance your look while providing ease of movement. Common fits include slim fit, regular fit, oversized, relaxed, and tailored styles.Slim fit clothing follows the contours of the body without being restrictive. It is commonly used in shirts, trousers, and dresses to create a streamlined, polished appearance. Slim fit works well for individuals with lean or athletic body types and can be layered under jackets or sweaters without adding bulk.Regular fit garments offer a balanced silhouette with moderate room through the body and sleeves. This fit is versatile and suits most body types. Regular fit clothing is ideal for casual wear, office attire, and everyday outfits where comfort and style are both important.Oversized clothing provides extra volume and relaxed proportions. This style is popular in sweaters, t-shirts, jackets, and hoodies. Oversized clothing offers comfort and a modern, street-style aesthetic. When styling oversized garments, pairing them with fitted bottoms helps maintain a balanced look.Relaxed fit clothing combines comfort with subtle structure. It is less fitted than slim or regular styles but not as exaggerated as oversized clothing. Relaxed fit is ideal for casual wear, loungewear, and layered outfits, providing freedom of movement without appearing too baggy.Tailored fit clothing is designed to follow precise measurements for a sharp, structured appearance. This fit is common in blazers, trousers, formal shirts, and dresses. Tailored pieces enhance professional attire, evening wear, and occasions where a polished look is desired.Selecting the right clothing involves more than simply picking items that look good. It requires considering occasion, season, body shape, and personal style. Applying these factors ensures comfort, confidence, and a polished appearance while making the most of your wardrobe.Different occasions require different types of clothing. Formal events call for suits, tailored dresses, or polished separates, while casual gatherings work well with t-shirts, jeans, and relaxed dresses.Seasonal considerations also matter: choose breathable fabrics like linen or cotton for summer, and warm materials such as wool, fleece, or layered outerwear for winter.Planning clothing by occasion and season helps you stay comfortable and appropriately dressed at all times.Understanding your body shape can guide your clothing choices. Slim or tailored fits may complement lean or hourglass figures, while relaxed or regular fits can suit broader or rectangular shapes.Personal style is equally important: select clothing that aligns with your aesthetic preferences, whether that is classic, modern, minimalistic, or eclectic.Combining body shape awareness with style preferences ensures that every outfit enhances your natural proportions and expresses individuality.What are the main types of clothes?The main types of clothes include casual wear, formal and professional outfits, active and sportswear, traditional and cultural clothing, seasonal clothing, intimates and sleepwear, accessories, and special-purpose garments. Each category serves a specific function and fits different occasions and lifestyles.How are clothes categorized by purpose?Clothes are categorized by their intended use, such as everyday wear for casual comfort, formal outfits for professional or special occasions, activewear for exercise, and specialized clothing for work, costumes, or functional needs. This classification helps in wardrobe planning and styling.What clothing types are suitable for different occasions?Casual clothing is ideal for relaxed or social settings. Formal outfits are suited for office work, meetings, or events. Activewear is appropriate for sports or workouts, while traditional and ceremonial clothing is best for cultural celebrations or special occasions.What is the difference between everyday wear and casual outfits?Everyday wear refers to comfortable, practical clothing used daily, including t-shirts, jeans, and casual dresses. Casual outfits are slightly more styled versions of everyday wear, often chosen to look put-together while remaining comfortable.How to mix and match clothing types for a versatile wardrobe?Combine different fits, fabrics, and styles to create layered outfits. Pair slim-fit tops with relaxed bottoms, mix textures like denim and cotton, or use accessories to change the look. Understanding clothing categories allows for flexible combinations suitable for multiple occasions.Understanding the main clothing types and categories is essential for building a functional and stylish wardrobe. From casual wear and formal outfits to activewear, traditional garments, seasonal clothing, and specialized pieces, each category serves a distinct purpose and meets different lifestyle needs.Knowledge of clothing categories and fabric types helps with smarter shopping, selecting the right fit, and creating coordinated outfits. It also allows individuals to dress appropriately for occasions, climates, and personal style preferences.Exploring different clothing types, fits, and fabrics encourages creativity and confidence in styling. By applying this fashion knowledge, you can curate a versatile wardrobe that combines comfort, practicality, and personal expression. If you were looking for the property of a Pokémon called "type" in The Official Pokémon Handbook, see Pokémon category. Types (Japanese: タイプ Type) are properties applied to Pokémon and their moves, which affect the power of moves in battles. As of Generation IX, there are 19 types, with 18 regular types and the special Stellar type. Most of the types were introduced during Generation I, but the Dark and Steel types were introduced in Generation II, the Fairy type was introduced in Generation VI, and the Stellar type was introduced in Generation IX. A unique ??? type also existed from Generations II to IV. The types are largely based on the concept of classical elements in popular culture. Terminology In Generation I, types were occasionally referred to as elements. In the Pokémon Trivia Challenge minigame from Pokémon Masters Arena, this was sometimes written as Type starting with a capital letter. For instance: "Which of the following Pokémon is the same Type as Marshtomp?" Summary A Pokémon may have either one or two types. For instance, Charmander is a Fire type, while Bulbasaur is both a Grass type and a Poison type. Pokémon with two types are known as dual-type Pokémon, while Pokémon with only one type are known as pure type Pokémon. With this system and there currently being 18 types, there is a total of 324 possible ways to assign types to Pokémon, with 171 unique combinations, 162 of which have been used as of Generation IX. Similarly to Pokémon, Pokéstar Studios opponents also have types. All moves have exactly one type each. The type of a damaging move typically determines which types of Pokémon it is super effective against, which types of Pokémon it is not very effective against, and which types of Pokémon it is completely ineffective against (with very few exceptions). If the type of a move matches one of the types of the Pokémon using it, it gains a boost in power. Most Gym Leaders, Elite Four members, Trial Captains, and island kahunas have a type-specific theme. The Stellar type is a special case, as no Pokémon or moves naturally bear it. However, a Pokémon can Terastallize into the Stellar type, which can also change Tera Blast and Tera Starstorm into the type as well. List of types Each type is assigned a particular index number used to identify it within a particular game, such as the data structures defining the types of a Pokémon or move. Prior to Generation IV, a type's index number is also used to determine whether a move of that type deals physical or special damage, with all types from the Fire type onward dealing special damage. In the Generation III games, a damaging ???-type move would be treated as dealing neither physical nor special damage, and deal 2 base damage. Value 6 in Generations I and II is the unused Bird type, which was removed in subsequent games. Values 9–19 (in Generation I) or 10–18 (in Generation II) are placeholders that display as "Normal". Values beyond the last defined entry may be used as the types of glitch Pokémon or glitch moves, and are known as glitch types. Value 19 in Generation IX is used as a magic number to indicate that a Pokémon's Tera Type has not been changed from its original value.[1] Type effectiveness Sylveon using a super effective move on Hydreigon "Super effective" redirects here. For the webcomic, see Super Effective (webcomic). "It's super effective" redirects here. For the podcast, see It's Super Effective (podcast). "Weakness" and "Resistance" redirect here. For the TCG mechanics, see Appendix:Glossary (TCG) → Weakness and Appendix:Glossary (TCG) → Resistance. Damaging moves typically vary in effectiveness (Japanese: 効果(こうか) effectiveness) depending on the move's type and the type(s) of its target. Type effectiveness greatly influences how much damage moves deal: If the type of a move is super effective (Japanese: 効果(こうか)はバツグン super effective) against a type of its target, the damage is doubled; If the type of a move is not very effective (Japanese: 効果(こうか)は今一(いまひと)つ not very effective) against a type of its target, the damage is halved; If the type of a move has no effect (Japanese: 効果(こうか)がない not effective) against a type of its target, the target is completely immune to it, and the move will deal no damage. For targets that have multiple types, the type effectiveness of a move is the product of its effectiveness against each of the types: If the type of a move is super effective against both of the opponent's types (such as a Ground-type move used against a Steel/Rock Pokémon), then the move does 4 times the damage. In Pokémon Champions, this is referred to as extremely effective (Japanese: 効果(こうか)はちょうバツグン extremely effective). If the type of a move is not very effective against both of the opponent's types (such as a Fighting-type move used against a Psychic/Flying Pokémon), then the move only does ¼ of the damage. In Pokémon Champions, this is referred to as mostly ineffective (Japanese: 効果(こうか)はかなり今一(いまひと)つ quite ineffective). If the type of a move is super effective against one of the opponent's types but not very effective against the other (such as a Grass-type move used against a Water/Flying Pokémon), then the move deals regular damage. If the type of a move is completely ineffective against one of the opponent's types, then the move does no damage regardless of how the Pokémon’s other type would be affected (as in an Electric-type move used against a Water/Ground Pokémon). Pokémon Legends: Arceus uses a different calculation for type effectiveness against multiple types: If the type of a move is super effective against both of the opponent's types, then the move does 2.5 times the damage. If the type of a move is not very effective against both of the opponent's types, then the move does 0.4 times the damage. In all other cases, the type effectiveness is the same as in other games. Comparison between Quaxly's type effectiveness compared to Bellibolt made by Dot in Trending Terastallization! Dance, Dance, Quaxly!. The moves Flying Press, Freeze-Dry, and Thousand Arrows have custom interactions with defending types and do not strictly obey the type chart. Foresight, Odor Sleuth, and Miracle Eye remove certain type immunities from their targets. Fire-type moves double in effectiveness against Pokémon affected by Tar Shot. Moves that deal direct damage (including one-hit knockout moves) do not employ effectiveness, although since Generation II Pokémon are immune to them based on type interactions. Certain Abilities, held items, or types of weather (such as Levitate, the Ring Target, or strong winds, respectively) may modify the effectiveness of specific types of moves. Status moves typically do not employ type effectiveness. There are some exceptions; Ground-type Pokémon are immune to Thunder Wave based on type interactions, and Ghost-type Pokémon are immune to Glare based on type interactions in Generations II and III only. Furthermore, status moves may be unable to affect Pokémon based on type-related interactions other than effectiveness; for example, Poison-type Pokémon cannot be afflicted with poison and are thus unaffected by Poison Gas. Different sounds are played depending on the effectiveness of a move, with super effective attacks having a different sound from the normal hit, and not very effective attacks also having a distinct sound. Moves with no effect do not play a sound at all. Type chart For type charts from previous generations, see Type/Type chart The type chart as shown in Pokémon Legends: Z-A. A type chart, also known as type matchup chart, shows which modifiers are applied to move types when attacking Pokémon of each type. If the defending Pokémon has two types, the two modifiers will be multiplied together: a Flying-type move would hit for 4× damage on a Bug/Grass Pokémon, while a Ground-type move used against the same would do only a quarter of the regular damage. (A complete ineffectiveness against either type will make the move deal no damage, since 0 multiplied by any number is 0.) The type chart differs depending on the generation of games it is from. The type chart for Generation VI onward is shown below. × Defending type Normal Fighting Flying Poison Ground Rock Bug Ghost Steel Fire Water Grass Electric Psychic Ice Dragon Dark Fairy Attacking type Normal 1× 1× 1× 1× 1× ½× 1× 0× ½× 1× 1× 1× 1× 1× 1× 1× 1× Fighting 2× 1× ½× ½× 1× 2× ½× 0× 2× 1× 1× 1× 1× ½× 2× 1× 2× ½× Flying 1× 2× 1× 1× 1× ½× 2× 1× ½× 1× 1× 2× ½× 1× 1× 1× 1× Poison 1× 1× 1× ½× ½× ½× 1× ½× 0× 1× 2× 1× 1× 1× 1× 2× Ground 1× 1× 0× 2× 1× 2× ½× 1× 2× 2× 1× ½× 2× 1× 1× 1× 1× Rock 1× ½× 2× 1× ½× 1× 2× 1× ½× 2× 1× 1× 1× 2× 1× 1× 1× Bug 1× ½× ½× ½× 1× 1× 1× ½× ½× ½× 1× 2× 1× 2× 1× 1× 2× ½× Ghost 0× 1× 1× 1× 1× 1× 1× 2× 1× 1× 1× ½× 1× Steel 1× 1× 1× 1× 2× 1× ½× ½× ½× 1× ½× 1× 2× 1× 1× 2× Fire 1× 1× 1× 1× ½× 2× 1× 2× ½× ½× 2× 1× 1× 2× ½× 1× Water 1× 1× 1× 1× 2× 2× 1× 1× 2× ½× ½× 1× 1× ½× 1× 1× Grass 1× 1× ½× ½× 2× 2× ½× 1× ½× ½× 2× ½× 1× 1× 1× ½× 1× 1× Electric 1× 1× 2× 1× 0× 1× 1× 1× 1× 2× ½× ½× 1× 1× ½× 1× 1× Psychic 1× 2× 1× 2× 1× 1× 1× 1× ½× 1× 1× 1× ½× 1× 0× 1× Ice 1× 1× 2× 1× 2× 1× 1× 1× ½× ½× ½× 2× 1× 1× ½× 2× 1× Dragon 1× 1× 1× 1× 1× 1× 1× ½× 1× 1× 1× 1× 1× 2× 1× 0× Dark 1× ½× 1× 1× 1× 1× 2× 1× 1× 1× 1× 1× 2× 1× ½× ½× Fairy 1× 2× 1× ½× 1× 1× 1× 1× ½× ½× 1× 1× 1× 1× 2× 2× 1× These matchups are suitable for Generation VI onward. In Inverse Battles, a different type chart is used that essentially inverts the regular type chart, turning immunities and resistances into weaknesses, and weaknesses into resistances. The Stellar type is super effective against Terastallized Pokémon, but is otherwise considered neutral against all types. It has no defensive properties at all, as a Stellar-type Pokémon will be treated as having its regular typing for defensive purposes. Dual-type damage misinformation glitch Main article: Dual-type damage misinformation In Generation I only, if a damaging move is used on a Pokémon with two types such that one of its types is weak to the move and the other type resists the move, it will correctly receive neutral damage, but the incorrect message will be displayed on-screen. This does not occur in Pokémon Stadium. Type-affected game mechanics Prior to Generation IV, the category of damaging moves only depends on the move's type; for example, all Normal-type damaging moves are physical moves and all Water-type damaging moves are special moves. From Generation IV onward, each individual move has a damage category that is independent of its type. When the type of a move matches one of the types of the Pokémon using it, the attack power will be increased by 50%. This is referred to as same-type attack bonus, or STAB for short. As an example, an Aron that knows the Steel-type move Metal Claw will have the move's power increased by 50% because one of Aron's types is Steel; the power of Cut would not be increased as Normal is not one of Aron's types. Some Pokémon types are immune to certain status moves or effects. For example, Grass-type Pokémon are immune to Leech Seed, and Ice-type Pokémon are not damaged by Hail. Some moves, field effects, Abilities, and held items affect moves of a certain type. Sunny Day, for example, causes Fire-type moves to increase in power, while Levitate causes Ground-type moves to not work on the Pokémon with this Ability. Likewise, each type has a specific held item that can be given to a Pokémon that will power up one of the specific types by 20% (or 10%, prior to Generation IV), such as the Metal Coat for Steel-type moves. Some moves and Abilities can temporarily change a Pokémon's type in battle. For example, the move Camouflage changes the user's type to a type corresponding to the battlefield terrain. Some type-changing Abilities include Color Change, Multitype, Protean, RKS System, and Libero. Additionally, the type of some moves may depend on the circumstances they are used in; for example, Weather Ball may be Fire-, Water-, Ice-, Rock-, or Normal-type depending on the weather it is used in. Additionally, there are Abilities that can modify move types as well as exactly three moves: (Electrify, Ion Deluge, and Plasma Fists). When a Pokémon has two types, those two types are always listed in an order specific to the Pokémon. This order is mostly aesthetic, but it affects Present in Generation II, Revelation Dance, and Judgment in Pokémon Legends: Arceus when used by Arceus holding a Legend Plate. Terastallizing can change a Pokémon's type to any single type, which will also change the type of the move Tera Blast. Typeless Struggle, a Normal-type move, dealing typeless damage to Gastly There are situations where Pokémon or moves behave as if they were typeless, unable to receive STAB and boosts from type-enhancing items or Abilities. This is most commonly possible through effects that make one lose a type, such as Burn Up, Roost, and Double Shock. Typeless Pokémon take regular damage from all moves, and typeless moves deal regular damage against all Pokémon. Struggle acts typelessly from Generation II onward. The move Weather Ball acts typelessly under shadowy aura, and the move Revelation Dance acts typelessly if used by a typeless user. Beat Up, Future Sight, and Doom Desire deal typeless damage before Generation V. Prior to Generation V, typeless damage will ignore Wonder Guard. From Generation V onwards, typeless moves are blocked by Wonder Guard, with the exception of Struggle. A typeless Pokémon has no types displayed on its battle summary. In Generations I and II, the core series games just used the type's name, with the only icons being in Pokémon Stadium series games. In Pokémon GO, icons were introduced to represent each of the types during gameplay. Very similar icons were later adopted into the core series, starting with Pokémon Sun and Moon on Z-Crystals and then following up with the subsequent core series games and Pokémon HOME. Some alternate icons associated with types appeared before. In Pokémon X and Y, the floor of the Pokémon League's Radiant Chamber features a set of type icons as decoration. The Indigo Disk DLC for Pokémon Scarlet and Violet introduced a Pokémon named Terapagos, whose shell displays icons for every type, reflecting its unique power to change types. This section is incomplete.Please feel free to edit this section to add missing information and complete it. Reason: Type icons in mobile versions of Pokémon HOME & Documentation of abreviations in other languages In Pokémon Stadium and Pokémon Stadium 2, a one- or two-character abbreviation is used for each type. From Generation III to V, the full name is used for all types in Japanese and Korean, but an abbreviated name is still used for some types in Western languages. Starting in Generation VI, the full name is used for all types in all languages, except for the Bug type in Italian. In Generation IV games, the smaller icons are used in the summary and in-battle, while the larger icons are used in the Pokédex. Symbol icons In the spin-off games Pokémon Mystery Dungeon series Main article: Damage modification (Mystery Dungeon) In Pokémon Mystery Dungeon: Red Rescue Team and Blue Rescue Team, the matchup multipliers are 0.5×, 0.9×, 1× and 1.5×. In Explorers of Time, Darkness and Sky, the multipliers have been changed to 0.5×, 0.7×, 1× and 1.4×; if either the attacker or the defender has Erratic Player IQ skill, they are 0.25×, 0.5×, 1× and 1.7×, instead. Immunities provided from Abilities or moves, such as Levitate or Magnet Rise, are still 0×. Type matchups that would usually be immunities are instead announced as “It had little effect...” In Pokémon Super Mystery Dungeon and Pokémon Mystery Dungeon: Rescue Team DX, moves that are ineffective in the core series are now ineffective as well (0× damage). Pokémon Ranger series In the Pokémon Ranger series, each Pokémon has a group, equivalent to a type in the core series. The effectiveness of Poké Assists on wild Pokémon is dependent on the Pokémon's group. Pokémon Rumble series In the Pokémon Rumble series, the type effectiveness chart differs from the equivalent type chart in contemporaneous core series games. Moves that are ineffective in the core series deal 0.6× damage instead, moves that would be not very effective against one or both of the target's types deal ~0.8× or ~0.7× damage, respectively, and moves that would be super effective against one or both of the target's types deal ~1.2× and ~1.4× damage, respectively. Pokémon Battrio Main article: Type (Battrio) Pokémon in Pokémon Battrio all have one type in line with one of their types in the core games. Battrio also includes two unique types exclusively for Arceus, the Full Plate and Eleven-Plate types. Pokémon Battrio's type effectiveness chart is also unique, with different possible strengths for weaknesses or resistances. For example, while Grass-type Pokémon are weak to both Ice- and Fire-type moves, they are weaker to Fire-type moves than to Ice-type moves. Players with a Memory Key can also gain experience towards different types that will level up their Type Levels, granting Pokémon of that type a bonus in Attack or HP. Pokémon Shuffle Main article: Pokémon Shuffle → Type Pokémon in Pokémon Shuffle each only have one type. Pokémon Shuffle's type effectiveness chart is also slightly different than the contemporaneous Generation VI chart, with 0× effectivenesses turned into ½× effectiveness. Type is also used to determine immunity to certain status conditions. Pokémon Quest Pokémon have types (either one or two, as normal), and moves have types, but there are no type advantages in Pokémon Quest. Types still serve several roles, usually through matching a prompted type. When Pokémon use moves of the same type they are, the move deals additional damage. Certain bingo bonuses increase the Attack of moves of a specified type that the Pokémon knows, or reduces the Wait of those moves. There are also bingo bonuses that reduce oncoming damage of a specific type. Each of the game's areas has a bonus Type. When playing a stage of that area, the player's Pokémon of that Type get a boost to their HP and Attack. Level-Up Training provides increased Exp to the Training Pokémon if the Training Pokémon and the Supporting Pokémon share a type. Similarly, Move Learning Training has a higher success rate for changing the Training Pokémon's moves when the Training Pokémon and the Supporting Pokémon share a type. Most of the game's dishes attract Pokémon with a specific type to the base camp, allowing the player to befriend them. The dish is themed to match the type in question. For example, the Honey Nectar à la Cube is the favorite food of Bug-type Pokémon, and the Get Swole Syrup à la Cube is the favorite food of Fighting-type Pokémon. While there are eighteen different dishes, equal to the number of types, six of them attract Pokémon based on qualities that are not type. This means that Dark, Steel, Fairy, Ghost, Dragon, and Ice all do not have an associated dish. Some Challenge Quests relate to Pokémon types, tasking the player with defeating Pokémon of specific types and befriending Pokémon of specific types. One group of Quests is about going on expeditions with teams where all three Pokémon have a specific type. Pokémon GO In Pokémon GO, type effectiveness multipliers differ from the core series games, but using the same type effectiveness chart. The multiplier for Pokémon GO is 1.6n (1.4 prior to December 12, 2018 and 1.25 prior to June 21, 2017). The exponent n starts at 0, with weakness adding 1, resistance substracting 1, and an immunity being equal to a double resistance, subtracting 2. As such, the following multipliers are possible: Type effectiveness Multiplier Doubly super effective ×2.56 Super effective ×1.6 Neutral ×1 Resisted ×0.625 Doubly resisted ×0.390625 Triply resisted* ×0.244140625 Pokémon Masters EX Each Pokémon in Pokémon Masters EX is assigned with a singular type and one type that Pokémon is weak against, regardless of how many weaknesses it has in the core series games. In addition, type immunities do not exist in this game. Mostly these types and weaknesses follow the core series; the only exceptions to these are Pryce's Seel (which is classified as an Ice type, despite being a pure Water type in the core series) and Barry's Empoleon (which is weak against Grass, despite not being weak to it in the core series games). Different Pokémon of the same species can have a different type or weakness, depending on which Trainer it belongs to. Pokémon UNITE There are no type advantages in Pokémon UNITE. However, events make use of Pokémon types. The Dragon Carnival event rewarded players for collecting and using the Dragon types on the roster. It included the event only Quick Battle Full-Burst Battle! Dragon Dustup, which is themed entirely around Dragon types. Every wild Pokémon in this kind of battle is Dragon-type except for Swablu, the pre-Evolution of the Dragon-type Altaria. Further, players can only use Dragon-type Pokémon. The Fairy Festival event is similar but is focused on Fairy-type Pokémon. There is also a bonus for having any Fairy-type Pokémon in a battle, even if they are on the opposing team. Instead of having a original Quick Battle, Panic Parade was changed to grant players a 10% boost to their event points for each Fairy-type Pokémon on the players' team and allow the allied Tinkaton to use an extra move for each Fairy-type Pokémon on the player's team. Both benefits cap out at three Fairy-type Pokémon. Pokémon Sleep Pokémon in Pokémon Sleep each only have one type. Types in Pokémon Sleep are solely used to determine the Berries that the Pokémon may gather, as follows. Types should not be confused with sleep types. In the TCG Main article: Type (TCG) There are eleven types in the Pokémon Trading Card Game, significantly fewer than in other Pokémon media. Because of the smaller number of types, Pokémon often have different types in the TCG to other Pokémon media. Due to the fact that Pokémon in the TCG can usually only have one type, dual-type Pokémon often have different cards which correspond to the Pokémon's two different types, since type is a property of the individual card and not the species. In the TCG, moves do not have their own type. Instead, for Weakness and Resistance, the type of the Pokémon card is used instead. Trivia Bug and Fighting are the only two types that are not very effective against each other both ways. Normal and Ghost are the only two types that are immune to each other both ways. Dragon and Ghost are the only two types that are super effective to themselves. In other languages Related articles References Look up type in Wiktionary, the free dictionary. Type may refer to: Typing, producing text via a keyboard, typewriter, etc. Data type, collection of values used for computations. File type TYPE (DOS command), a command to display contents of a file. Type (Unix), a command in POSIX shells that gives information about commands. Type safety, the extent to which a programming language discourages or prevents type errors. Type system, defines a programming language's response to data types. Type (model theory) Type theory, basis for the study of type systems Arity or type, the number of operands a function takes Type, any proposition or set in the intuitionistic type theory Type, of an entire function Exponential type Type (biology), which fixes a scientific name to a taxon Dog type, categorization by use or function of domestic dogs A font style, e.g., "italic type" Movable type, in letterpress printing Sort (typesetting), in letterpress printing Typeface, the overall design of lettering used in a collection of related fonts Ideal type Normal type Typification Type (acting), a way of characterizing an actor by the sort of role they are well-suited for or fit into easily, or by their performance style Type, also antitype, in Typology, in Christian theology and biblical exegesis "Type" (song), a 1990 song by the band Living Colour Type (designation), a model numbering system used for vehicles or military equipment A layer in the nomenclature of aircraft, as in type certificate and type rating Architectural type, classification of architecture by functional types (houses, institutions), morphological types or historical types Architectural style subcategories U.S. Navy type commands, senior commands for the specific "type" of weapon system (i.e., naval aviation, submarine warfare, surface warships) employed Type of Constans, a 648 edict issued by Byzantine Emperor Constans II Type-token distinction, in logic, linguistics, and computer programming Typology (disambiguation), the study of types Tipo (disambiguation) Categorization Kind (disambiguation) Topics referred to by the same term This disambiguation page lists articles associated with the title Type.If an internal link led you here, you may wish to change the link to point directly to the intended article. Retrieved from " All Pokémon creatures and their moves are assigned certain types. Each type has several strengths and weaknesses in both attack and defense. In battle, you should use Pokémon and moves that have a type advantage over your opponent; doing so will cause much more damage than normal. A single-type advantage (for instance a Water attack against a Ground-type Pokémon) will net you double normal damage. The advantages also stack up, so a double-type advantage (for instance a Water attack against a Ground/Rock-type Pokémon) will net you quadruple damage. In both these cases you will see the message It's super effective! in-game after the attack. Conversely, a single- and double-type disadvantage will afflict half and a quarter normal damage respectively. Here you will see the message It's not very effective... in-game. Another advantage you can gain is Same Type Attack Bonus (STAB). As the name implies, this increases the power of the move if the attacking Pokémon has the same type as the move used (for example a Fire-type Pokémon using a Fire-type move). In this case the damage is 1.5 times normal. Again this is added to any other advantages, so a Water-type Pokémon using a Water-type move against a Ground/Rock-type Pokémon will bag you six times (2×2×1.5) normal damage! The full type chart here displays the strengths and weaknesses of each type. Look down the left hand side for the attacking type, then move across to see how effective it is against each Pokémon type. Note: this chart is for games from 2013 onwards - Pokémon X/Y, OR/AS, Pokémon GO and Sun/Moon. Type charts for older games have some minor differences - see below. Chart key 0 No effect (0%) ½ Not very effective (50%) Normal (100%) 2 Super-effective (200%) Downloads You can download the type chart as an image to print out and keep handy as you are playing and battling! Gen 6+ type chart image The majority of the type chart has remained the same over the years, but there have been a few changes. In Generation 2, Dark and Steel types were added, while in Generation 6 (Pokémon X and Pokémon Y) the Fairy type was added. Below are the differences compared to the current type chart. The charts can be seen on the Old Type Charts page. Generation 2-5 There was no Fairy type. Ghost and Dark type moves were not very effective against Steel type Pokémon. From Generation 6 they do neutral damage. Generation 1 There were no Dark or Steel types. Ghost-type moves had no effect on Psychic Pokémon. (Note that this only affected Lick as Confuse Ray and Night Shade affected all Pokémon equally.) This was supposedly a mistake in the programming: several game guides stated that Ghost was super-effective on Psychic, and an in-game trainer at Saffron City says that Psychic Pokémon fear only ghosts and bugs! It was corrected in Generation 2 when Ghost became super-effective against Psychic. Bug was super-effective on Poison and vice-versa. This was changed so that Bug is now not very effective against Poison, and Poison now does regular damage against Bug. Ice type moves were neutral against Fire type Pokémon. Now they are not very effective. Universal donors are those with an O negative blood type. Why? O negative blood can be used in transfusions for any blood type. Type O is routinely in short supply and in high demand by hospitals – both because it is the most common blood type and because type O negative blood is the universal blood type needed for emergency transf