

Type chart!

Type	Norm	Fight	Fly	Psn	Grnd	Rock	Bug	Ghst	Steel	Fire	Water	Grass	Elec	Psy	Ice	Drag	Dark	Fairy	Sound	Cosmic
Norm	2x	2x	1x	1x	.5x	1x	1x	0x	1x	1x	1x	.5x	1x	2x	2x	1x	2x	1x	2x	2x
Fight	.5x	.5x	2x	.5x	1x	.5x	.5x	1x	2x	1x	1x	1x	1x	2x	x/ 2	1x	.5x	2x	1x	1x
Flying	.5x	.5x	.5x	2x	0x	2x	1x	1x	1x	1x	.5x	.5x	2x	1x	2x	1x	1x	1x	1x	1x
Poison	1x	2x	1x	0x	1x	1x	.5x	1x	1x	1x	2x	.5x	1x	2x	1x	1x	1x	.5x	1x	1x
Ground	1x	1x	2x	.5x	.5x	.5x	2x	1x	.5x	.5x	2x	2x	0x	1x	2x	1x	1x	1x	1x	1x
Rock	.5x	2x	2x	1x	2x	1x	.5x	1x	2x	.5x	2x	2x	1x	1x	2x	1x	1x	1x	.5x	.5x
Bug	2x	.5x	2x	1x	.5x	2x	1x	1x	1x	2x	2x	.5x	2x	1x	1x	1x	.5x	1x	1x	1x
Ghost	0x	0x	1x	1x	.5x	1x	1x	2x	1x	1x	1x	1x	2x	2x	1x	1x	.5x	1x	1x	1x
Steel	.5x	2x	.5x	0x	2x	1x	.5x	2x	.5x	2x	2x	.5x	.5x	1x	x/ 2	1x	1x	.5x	1x	1x
Fire	1x	2x	.5x	1x	2x	2x	.5x	1x	.5x	.5x	2x	.5x	1x	1x	2x	.5x	.5x	.5x	1x	1x
Water	1x	1x	1x	2x	1x	1x	1x	1x	.5x	.5x	0x	2x	2x	1x	x/ 2	.5x	1x	1x	.5x	1x
Grass	.5x	1x	2x	2x	.5x	.5x	2x	1x	2x	2x	0x	.5x	.5x	1x	2x	1x	1x	1x	1x	1x
Elec	1x	1x	1x	1x	2x	1x	1x	.5x	.5x	1x	.5x	1x	.5x	1x	2x	1x	.5x	1x	.5x	1x
Psych	.5x	.5x	2x	2x	.5x	1x	1x	2x	1x	1x	1x	1x	1x	x/ 2	1x	1x	2x	1x	2x	2x
Ice	1x	.5x	1x	1x	1x	2x	1x	1x	2x	2x	.5x	.5x	2x	1x	x/ 2	1x	1x	1x	1x	1x
Dragon	1x	1x	1x	1x	.5x	2x	1x	1x	2x	.5x	.5x	.5x	.5x	1x	2x	.5x	1x	2x	1x	1x
Dark	1x	2x	1x	2x	1x	1x	1x	1x	.5x	2x	1x	.5x	2x	0x	1x	1x	.5x	2x	1x	1x
Fairy	0x	.5x	.5x	2x	1x	1x	.5x	1x	1x	2x	1x	.5x	1x	x/ 2	1x	.5x	.5x	1x	1x	1x
Sound	1x	.5x	.5x	1x	1x	1x	1x	1x	1x	.5x	1x	1x	1x	x/ 2	1x	1x	1x	1x	.5x	1x
Cosmic	2x	.5x	.5x	2x	0x	1x	1x	1x	.5x	2x	1x	1x	1x	1x	1x	1x	1x	1x	0x	.5x

Please note that x/2 and .5x are the same thing.

Power Rankings for each type
Formula

$$[(2*\text{strong hits} + \text{Neutral}_1) - (\text{weak hits} + 2*\text{ineffective})] + [(\text{cross-weak} + 2*\text{cross-resist} + 3*\text{resists} + 4*\text{cross-immune} + 5*\text{immunities}) - (\text{Neutral}_2 - 2*\text{weak})]$$

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Normal- 7 Offense, -6 Defense, .5 OVR Fighting-7 Offense, 2 Defense, 4.5 OVR Flying- 11 Offense, 4 Defense, 7.5 OVR
 Poison- 16 Offense, 4 Defense, 10 OVR Ground- 2 Offense, -4 Defense, -1 OVR Rock-16 Offense, -1 Defense, 7.5 OVR
 Bug- 10 Offense, -9 Defense, .5 OVR Ghost- 18 Offense, 2 Defense, 10 OVR Steel- 12 Offense, 6 Defense, 9 OVR
 Fire- 17 Offense, 5 Defense, 11 OVR Water- 4 Offense, 2 Defense, 3 OVR Grass- 3 Offense, -2 Defense, .5 OVR
 Electric- 15 Offense, 3 Defense, 9 OVR Psychic- 14 Offense, -8 Defense, 3 OVR Ice- 17 Offense, -2 Defense, 7.5 OVR
 Dragon- 16 Offense, -1 Defense, 7.5 OVR Dark- 8 Offense, -8 Defense, 0 OVR Fairy- 15 Offense, 11 Defense, 13 OVR
 Sound- 11 Offense, -1 Defense, 5 OVR Cosmic- 18 Offense, 4 Defense, 11 OVR

Ranks (Best to Worst):

High Tiers: Fairy, Cosmic\Fire, Poison\Ghost, Steel\Electric, Ice/Rock/Dragon/Flying

Low Tiers: Sound, Fighting, Water\Psyhic, Normal\Grass\Bug, Dark, Ground

Other changes

Solid Rock's effects stack if a move is more than 2x super effective on a Pokemon, capping at 2x reduction for 8x weaknesses.

Dual type moves that have two types that are super effective against the same type are 4x effective against that type.

Grass types are no longer immune to leech seed.

Ghosts cannot be Poisoned, and only will-o-wisp and Lava Plume can burn them.

Twister is now pure Flying, and has 60 base power.

Whirlwind has +1 priority against non-attacking moves and is also Flying type.

Self-Destruct now has the Base Power of Explosion, and is now special, not physical.

All deleted moves have returned.

Arceus plates and Silvally memories turn all normal type moves into the item's type.

Judgement is base Cosmic type, and will gain the appropriate dual typing.

