

STATUS CONDITIONS

Stat Up (x) - Your Stat modifier increases, where (x) is the number shown.

Stat Down (x) - Your Stat modifier decreases, where (x) is the number shown.

Paralyzed - When using a move whilst Paralyzed, roll a d6. On a 1 or 2, the Pokemon instead does not use the move. The Pokemon's Movement is also reduced by 1 until they are cured.

Burned - At the start of their first turn whilst afflicted, the Pokemon takes 1d6 damage, and each round of battle thereafter. Their Atk modifier is lowered by 2 until they are cured. Burn deals no damage outside of battle. Fire-Type Pokemon cannot be Burned.

Poisoned - At the start of their first turn, and each round of Battle thereafter when Poisoned, the Pokemon takes 1d6 damage. After every 3 turns outside of Battle, they take 1d6 damage. Steel-Type and Poison-Type Pokemon cannot be Poisoned.

Badly Poisoned - At the start of their turn, the Pokemon takes 1d6 damage, and an additional 1d6 damage for each turn they have been Badly Poisoned. Steel-Type and Poison-Type Pokemon cannot be Badly Poisoned.

Frozen - A Frozen Pokemon takes no Actions and cannot move. At the start of their first turn whilst Frozen, and the start of each subsequent turn, the Pokemon can roll the appropriate Status Resistance Check again to attempt to thaw out. Whilst Frozen, the Pokemon only takes damage from Fire type attacks. A Fire type attack, or the Burned Condition, thaws them early. Ice-Type Pokemon cannot be Frozen.

Asleep - At the start of their first turn whilst Asleep, the Pokemon rolls 1d6. They are Asleep for that many rounds. Whilst Asleep, the Pokemon does nothing. When starting subsequent turns whilst Asleep, you roll 1d6. Subtract the number of turns the Pokemon has been Asleep from 6. If the Pokemon rolls equal to or higher than the Target Number, they lose the Asleep condition. Attacking a Pokemon that is Asleep will end the Condition early.

Flinched - The Pokemon cannot use a Move this Round. This condition ends after the afflicted Pokémon's turn ends.

Confused - At the start of their first turn whilst Confused, the Pokemon rolls 1d6. On a 1-2, they

are Confused for 1 round. On a 3-4, they are Confused for 2 rounds. On a 5-6, they are Confused for 3 rounds.

When a Confused Pokemon begins using Movement, roll 1d6. Consult the following table to determine their direction:

- 1 The Pokemon moves North, if it can.
- 2 The Pokemon moves East, if it can.
- 3 The Pokemon moves South, if it can.
- 4 The Pokemon moves West, if it can.
- 5 The Pokemon has control of its movement this turn.
- 6 The Pokemon's Confused condition ends.

When a Confused Pokemon uses an Attack or Move, roll 1d6. Consult the following table to determine the action:

- 1 The Pokemon hits a nearby ally with their Attack or Move, if within range. Otherwise, it hits itself for 1d6 damage.
- 2 The Pokemon hits itself in confusion, dealing 1d6 damage to themselves.
- 3 The Pokemon hits a random target, friend or foe, within range. Designate each Pokemon in range a number, or set of numbers, and roll a d6 to determine the target. Use additional d6's as necessary. If there is an odd number in the list of available targets, include the Confused Pokemon.
- 4 The Pokemon has control of its Attack or Move this turn.
- 5 The Pokemon's Confused condition ends.
- 6 The Pokemon's Confused condition ends.

Restrained - Pokemon cannot use Movement whilst Restrained, and have Disadvantage on Movement Checks. At the start of each subsequent turn, the Pokemon can roll the appropriate Status Resistance Check, or Strength check, again to attempt to break free.

Blinded - A Blinded Pokemon cannot see. When a Pokemon with the Blinded Condition makes an Attack, it must roll a d6. On 3 or lower, the Pokemon misses. On a 4-5, the Pokemon hits. On a 6, the target is no longer Blinded, and their attack hits. At the start of each subsequent turn, the Pokemon can roll the appropriate Status Resistance Check again to attempt to break free.

Yawning - The Pokemon will be affected by the Asleep condition the next round.

Trapped - The Pokemon is Restrained, and takes the 1d6 damage of the Move's type at the start of their next turn.

Frightened -. The Pokemon must run away from the Pokemon that Frightened it. It has Disadvantage on Move rolls against the target. At the start of each subsequent turn, the Pokemon can roll the appropriate Status Resistance Check again to attempt to break free.

Silenced - A Pokemon with this Condition cannot use Sound-based Moves. At the start of each subsequent turn, the Pokemon can roll the appropriate Status Resistance Check again to attempt to break free.

Invisible - A Pokemon with this Condition cannot be seen by normal means. They roll 1 extra dice when making a Sneak Check. This effect ends once the Invisible Pokemon makes an attack.

Infatuated - When using a move against the Pokemon that infatuated you, you have Disadvantage. Your Movement is halved when going in a direction that is away from the Pokemon that Infatuated you. At the start of each subsequent turn, the Pokemon can roll the appropriate Status Resistance Check again to attempt to end the effect.

Taunted - A Taunted Pokemon must attack the target that Taunted it. Your Movement is halved when going in a direction that is away from the Pokemon that Taunted you. At the start of each subsequent turn, the Pokemon can roll the appropriate Status Resistance Check again to attempt to end the effect.

Counter - Physical Moves targeted at a Pokemon with Counter status deal half their damage back to the attacker.

Mirror Coat - Special Moves targeted at a Pokemon with Mirror Coat status deal half their damage back to the attacker.

Magic Coat - Status Moves targeted at a Pokemon with Magic Coat status are reflected to the attacker.

Eyedrop - A Pokemon with this Condition can see the unseen - Pokemon and Traps that are Invisible are considered visible to a Pokemon with this Condition.

Insomniac - A Pokemon with Insomniac cannot fall Asleep.

Invulnerable - This Pokemon cannot take damage or be afflicted with a Status this turn.