

Non-Volatile Conditions

A non-volatile status condition is a status condition that remains outside of battle and after being switched out. A Pokémon can only be afflicted by one non-volatile status condition at a time.

- **(Poison)** - A Pokémon is poisoned until it is healed or shakes the effect. At the end of each round, if a poisoned Pokémon is active it takes 10 damage; save 15. If it successfully saves, it takes no damage and shakes off the status condition.
- **(Paralyze)** - A Pokémon is paralyzed until it is healed or shakes the effect. Each time a paralyzed Pokémon attempts an action, it makes a save of 11. If the save fails, the action is cancelled. If the save succeeds, that Pokémon is no longer Paralyzed and it can make an immediate attack.
- **(Frozen)** - A Pokémon is Frozen until it is healed or shakes the effect. A frozen Pokemon's speed is halved. If a Fire type Pokemon attacks it, it is no longer frozen.
- **(Burn)** - A Pokémon is burned until it is healed or shakes the effect. At the end of each round, if a burned Pokémon is active it takes 10 damage; save 15. If it successfully saves, it takes no damage and shakes off the status condition. This attack also thaws a frozen target.
- **(Sleep)** - A Pokémon is sleeping until it is healed or shakes the effect. Target is asleep. Before a sleeping Pokemon can wake up and attack; save 7. If it fails, it cannot make an attack that round and stays sleeping.

Volatile Conditions

A volatile status is a status condition that is inflicted by an action from another Pokémon and will wear off when a Pokémon is switched out of battle or when a battle is over. Some volatile status conditions will also wear off after a number of turns have passed.

- **(Confusion)** - A Pokémon is confused as long as it remains active or until the end of the battle. Each time a confused Pokémon attacks, it makes a save 7 (30% chance). If it fails, it attacks itself instead dealing 10 damage.
- **(Flinching)** - If you fail to pass a flinch save roll, you lose your attack action for the round. If you already attacked this round, you are unaffected by this bonus effect.
- **(Bound)** - While a Pokémon is bound, it is unable to retreat until becoming unbound.
- **(Can't Escape)** - If a bonus effect of an attack say that your Pokémon cannot escape/retreat, you will be unable to swap your active Pokémon with an inactive Pokémon until this effect ends or the Pokémon is knocked out.

Weather Effects

Some Pokemon abilities or items have effects that change the weather condition of the battlefield. At the start of battle, the weather condition is always clear. When an item or an ability is used that would change the battlefield weather, that new weather condition persists for the remainder of the battle unless a new weather effect replaces it. Weather effects can swing the momentum of battle and can turn a losing matchup into a sweeping victory when used correctly. The various weather effects are as follows:

- **(Sunny)** - The clouds clear and the Sun seems to become brighter enabling certain Grass and Fire Pokemon to become stronger
- **(Hail)** - A chill rolls in and hail starts to pelt the ground. All Pokemon except Ice type Pokemon are frozen while it is hailing.
- **(Raining)** - Clouds creep in and thunder starts rolling. All Pokemon except Lightning type Pokemon are weak to Lightning type Pokemon.
- **(Sandstorm)** - A sandstorm whips up unexpectedly. All Pokemon except Rock, Steel, and Ground type Pokemon take 10 damage at the end of each turn; save 7.