A volatile status is a status condition that is inflicted by a [move](https://bulbapedia.bulbagarden.net/wiki/Move) or [Ability](https://bulbapedia.bulbagarden.net/wiki/Ability) from another Pokémon and will wear off when a Pokémon is [switched](https://bulbapedia.bulbagarden.net/wiki/Switch) out of battle or when a battle is over. Many volatile status conditions will also wear off after a number of turns have passed. A Pokémon can be affected by multiple volatile status conditions at a time. A volatile status condition is not indicated by an icon.

**Bound**

[](https://bulbapedia.bulbagarden.net/wiki/File:Jessie_Seviper_Wrap.png)

Gastrodon being trapped by [Seviper](https://bulbapedia.bulbagarden.net/wiki/Jessie%27s_Seviper)'s [Wrap](https://bulbapedia.bulbagarden.net/wiki/Wrap_(move))

When a Pokémon is hit by a [binding move](https://bulbapedia.bulbagarden.net/wiki/Category:Binding_moves) ([Magma Storm](https://bulbapedia.bulbagarden.net/wiki/Magma_Storm_(move)), [Sand Tomb](https://bulbapedia.bulbagarden.net/wiki/Sand_Tomb_(move)), [Whirlpool](https://bulbapedia.bulbagarden.net/wiki/Whirlpool_(move)), [Wrap](https://bulbapedia.bulbagarden.net/wiki/Wrap_(move)), [Bind](https://bulbapedia.bulbagarden.net/wiki/Bind_(move)), [Clamp](https://bulbapedia.bulbagarden.net/wiki/Clamp_(move)), [Infestation](https://bulbapedia.bulbagarden.net/wiki/Infestation_(move)), or [Fire Spin](https://bulbapedia.bulbagarden.net/wiki/Fire_Spin_(move))), it becomes bound. Prior to Generation V, this lasts 2-5 turns (5 turns if the user of the binding move held a [Grip Claw](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Grip_Claw)); from Generation V onward, the bound status lasts 4-5 turns (7 turns if the user of the binding move held a Grip Claw). A Pokémon can only be bound by one binding move at a time.

From Generation II to V, the bound status deals damage equal to 1/16 of the afflicted Pokémon's maximum HP at the end of each turn. If the Pokémon that used the binding move held a [Binding Band](https://bulbapedia.bulbagarden.net/wiki/Binding_Band), the damage is instead equal to 1/8 of the afflicted Pokémon's maximum HP.

From Generation VI onward, the bound status deals damage equal to 1/8 of the afflicted Pokémon's maximum HP at the end of each turn. If the Pokémon that used the binding move held a [Binding Band](https://bulbapedia.bulbagarden.net/wiki/Binding_Band), the damage is instead equal to 1/6 of the afflicted Pokémon's maximum HP. Furthermore, Ghost-type Pokémon can now switch out or flee even if they are trapped by a binding move.

**Generation I**

In Generation I, binding moves inflict damage for 2-5 turns. There is a 37.5% chance that the move will last 2 turns, a 37.5% chance that it will last 3 turns, a 12.5% chance that it will last 4 turns, and a 12.5% chance that it will last 5 turns. Although only the first attack can be a [critical hit](https://bulbapedia.bulbagarden.net/wiki/Critical_hit), every attack during the duration will do the same amount of damage. While a Pokémon is bound, it cannot use moves, including on the turn it is hit if it would move second.

Damage done by a binding move's continuing duration is done after recurrent damage. If the user of the binding move switches out before the target is released, the target will be unable to attack during that turn. If the target switches out before the turn duration ends, the binding move will automatically be used against the incoming Pokémon, deducting an additional [PP](https://bulbapedia.bulbagarden.net/wiki/Power_Point) from the move. If at such a time the binding move has 0 PP, it will still be used against the incoming Pokémon; in this case, due to [a glitch](https://bulbapedia.bulbagarden.net/wiki/List_of_glitches_in_Generation_I#Struggle_bypassing), the move's PP will roll over to 63 and full [PP Ups](https://bulbapedia.bulbagarden.net/wiki/Vitamin#PP_Up) will be applied to it.

Even if the binding move misses, the target will not need to recharge for [Hyper Beam](https://bulbapedia.bulbagarden.net/wiki/Hyper_Beam_(move)). Additionally, if the user of the binding move attacks before the user of Hyper Beam during a recharge turn and the use of the binding move misses, the user of Hyper Beam will automatically use Hyper Beam during that turn. If at such a time Hyper Beam has 0 PP, it will still be used; in this case, due to [the same glitch](https://bulbapedia.bulbagarden.net/wiki/List_of_glitches_in_Generation_I#Struggle_bypassing), the move's PP will roll over to 63 and full [PP Ups](https://bulbapedia.bulbagarden.net/wiki/Vitamin#PP_Up) will be applied to it.

In-game, the target will get to select a move during each turn of the binding move's duration, and will attack the incoming Pokémon with the selected move if the player switches before the duration is over.

In [Pokémon Stadium](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Stadium_(English)), it is possible to select a move during each turn of the binding move's duration. If the target switches out before the duration ends, the incoming Pokémon will not automatically be attacked. A binding move will negate the recharge turn of Hyper Beam only if successful.

**Generation II-IV**

The target is now able to attack during a binding move's duration, and can act normally. Instead, the afflicted Pokémon takes damage equal to 1/16 of its maximum HP for 2-5 turns, in addition to the damage dealt when it is used. A bound Pokémon is also trapped, preventing it from switching and [escape](https://bulbapedia.bulbagarden.net/wiki/Escape). A bound Pokémon can still flee (but not switch out) if it has the Ability [Run Away](https://bulbapedia.bulbagarden.net/wiki/Run_Away_(Ability)) or is holding a [Smoke Ball](https://bulbapedia.bulbagarden.net/wiki/Smoke_Ball). A bound Pokémon can still switch out (but not flee) if it is holding a [Shed Shell](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Shed_Shell).

If the user of the binding move is holding a [Grip Claw](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Grip_Claw), the duration will always be 5 turns.

If the user of the binding move switches out, all targets bound by that Pokémon's moves will be freed. If a bound Pokémon uses [Rapid Spin](https://bulbapedia.bulbagarden.net/wiki/Rapid_Spin_(move)), it will be freed.

**Generation V**

All binding moves now last 4-5 turns unless a Grip Claw is held, which causes the moves to last 7 turns.

If the user of the binding move held a [Binding Band](https://bulbapedia.bulbagarden.net/wiki/Binding_Band), the bound Pokémon takes 1/8 of its maximum HP as damage each turn (instead of 1/16).

**Generation VI**

A bound Pokémon now takes damage equal to 1/8 of its maximum HP each turn, instead of 1/16; if the user of the binding move held a [Binding Band](https://bulbapedia.bulbagarden.net/wiki/Binding_Band), the bound Pokémon takes damage equal to 1/6 of its maximum HP instead.

[Ghost-type](https://bulbapedia.bulbagarden.net/wiki/Ghost_(type)) Pokémon can no longer be trapped, meaning that they can switch out and flee regardless of being bound. They are still afflicted by all other effects of being bound as normal, however.

**Can't escape**

[](https://bulbapedia.bulbagarden.net/wiki/File:Lenora_Watchog_Mean_Look_effect.png)

[Ash's Oshawott](https://bulbapedia.bulbagarden.net/wiki/Ash%27s_Oshawott) failing to return to its Poké Ball after being hit by Mean Look

A Pokémon that can't escape is unable to [switch out](https://bulbapedia.bulbagarden.net/wiki/Recall) or [flee](https://bulbapedia.bulbagarden.net/wiki/Escape) as long as the Pokémon that trapped it is on the field. The moves [Mean Look](https://bulbapedia.bulbagarden.net/wiki/Mean_Look_(move)), [Spider Web](https://bulbapedia.bulbagarden.net/wiki/Spider_Web_(move)), [Block](https://bulbapedia.bulbagarden.net/wiki/Block_(move)), [Shadow Hold](https://bulbapedia.bulbagarden.net/wiki/Shadow_Hold_(move)), [Spirit Shackle](https://bulbapedia.bulbagarden.net/wiki/Spirit_Shackle_(move)), and [Anchor Shot](https://bulbapedia.bulbagarden.net/wiki/Anchor_Shot_(move)) can inflict the can't escape condition.

A Pokémon that can't escape can still switch out if it is holding a [Shed Shell](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Shed_Shell); uses [U-turn](https://bulbapedia.bulbagarden.net/wiki/U-turn_(move)), [Volt Switch](https://bulbapedia.bulbagarden.net/wiki/Volt_Switch_(move)), or [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)); or is hit by [Whirlwind](https://bulbapedia.bulbagarden.net/wiki/Whirlwind_(move)), [Roar](https://bulbapedia.bulbagarden.net/wiki/Roar_(move)), [Dragon Tail](https://bulbapedia.bulbagarden.net/wiki/Dragon_Tail_(move)), or [Circle Throw](https://bulbapedia.bulbagarden.net/wiki/Circle_Throw_(move)). Prior to Generation V, if a Pokémon that can't escape uses Baton Pass, the Pokémon brought out will be trapped instead; from Generation V onward, the effect disappears.

Starting in Generation VI, [Ghost-type](https://bulbapedia.bulbagarden.net/wiki/Ghost_(type)) Pokémon can switch out and flee regardless of the can't escape status.

[Fairy Lock](https://bulbapedia.bulbagarden.net/wiki/Fairy_Lock_(move)) is a similar move that instead traps all Pokémon on the field during the next turn, instead of inflicting the can't escape status.

**Confusion**

*See also:*[*List of moves that confuse*](https://bulbapedia.bulbagarden.net/wiki/List_of_moves_that_confuse)

[](https://bulbapedia.bulbagarden.net/wiki/File:Lapras_confused.png)

A [wild](https://bulbapedia.bulbagarden.net/wiki/Wild_Pok%C3%A9mon) [Lapras](https://bulbapedia.bulbagarden.net/wiki/Lapras_(Pok%C3%A9mon)) confused

The confused condition causes a Pokémon to sometimes hurt itself in its confusion instead of executing a selected move. From Generation I to VI, the chance to hurt itself is 50%; in Generation VII, it is 33%. The damage is done as if the Pokémon attacked itself with a 40-power typeless physical attack (without the possibility of a critical hit).

Confusion wears off after 1-4 attacking turns. This means that turns recharging, such as after using [Hyper Beam](https://bulbapedia.bulbagarden.net/wiki/Hyper_Beam_(move)), and turns unable to attack, such as from [paralysis](https://bulbapedia.bulbagarden.net/wiki/Paralysis_(status_condition)), will not lower the remaining number of turns of confusion. However, a sleeping Pokémon may hurt itself in confusion if using a move such as [Snore](https://bulbapedia.bulbagarden.net/wiki/Snore_(move)) or [Sleep Talk](https://bulbapedia.bulbagarden.net/wiki/Sleep_Talk_(move)). Multi-turn attacks such as [Fly](https://bulbapedia.bulbagarden.net/wiki/Fly_(move)) and [Dive](https://bulbapedia.bulbagarden.net/wiki/Dive_(move)) require confusion to be checked both turns, further reducing the chance of a successful attack.

[](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_anime_DP.png)

[Dawn's Piplup](https://bulbapedia.bulbagarden.net/wiki/Dawn%27s_Piplup) confused

Pokémon with the [Own Tempo](https://bulbapedia.bulbagarden.net/wiki/Own_Tempo_(Ability)) Ability are immune to being confused. Confusion can be cured with [Persim Berries](https://bulbapedia.bulbagarden.net/wiki/Persim_Berry), [Touga Berries](https://bulbapedia.bulbagarden.net/wiki/Touga_Berry), the [Yellow Flute](https://bulbapedia.bulbagarden.net/wiki/Flute#Yellow_Flute), and, [Generation II](https://bulbapedia.bulbagarden.net/wiki/Generation_II) onwards, items that cure all status conditions such as [Full Heals](https://bulbapedia.bulbagarden.net/wiki/Status_condition_healing_item#Full_Heal) and [Lum Berries](https://bulbapedia.bulbagarden.net/wiki/Lum_Berry); it is the only volatile status condition to be able to be cured by items that heal all status conditions.

Confusion is transferred by [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)).

[Focus Sash](https://bulbapedia.bulbagarden.net/wiki/Focus_Sash), [Focus Band](https://bulbapedia.bulbagarden.net/wiki/Focus_Band), and [Sturdy](https://bulbapedia.bulbagarden.net/wiki/Sturdy_(Ability)) can prevent a Pokémon from knocking itself out due to confusion.

A [Ninja Boy](https://bulbapedia.bulbagarden.net/wiki/Ninja_Boy_(Trainer_class)) on [Route 211](https://bulbapedia.bulbagarden.net/wiki/Sinnoh_Route_211) erroneously states that confusion only wears off if the Pokémon is switched out.

In [Pokémon Conquest](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Conquest), a confused Pokémon may move randomly, and if so, prevents the Pokémon from attacking, the [Warrior](https://bulbapedia.bulbagarden.net/wiki/Warrior)using an item or activating a [Warrior Skill](https://bulbapedia.bulbagarden.net/wiki/Warrior_Skill). Confusion may wear off in the first turn.

In the anime, the depiction and symptoms of confusion has varied over the course of the show's long run:

* In the [original series](https://bulbapedia.bulbagarden.net/wiki/Original_series) of the anime, Pokémon showed no physical difference when confused. They would often get dizzy and miss their attacks as opposed to attacking themselves.
* In the [*Advanced Generation* series](https://bulbapedia.bulbagarden.net/wiki/Advanced_Generation_series), Pokémon would get purple circles around their eyes as a sign of confusion and begin hurting themselves, or attacking their partner if in a [Double Battle](https://bulbapedia.bulbagarden.net/wiki/Double_Battle).
* In the [*Diamond & Pearl* series](https://bulbapedia.bulbagarden.net/wiki/Diamond_%26_Pearl_series), Pokémon's eyes become swirls and a circle of [Torchic](https://bulbapedia.bulbagarden.net/wiki/Torchic_(Pok%C3%A9mon)) run around the confused Pokémon's head, with the confusion causing its attacks to miss.
* In the [*Best Wishes* series](https://bulbapedia.bulbagarden.net/wiki/Best_Wishes_series), a Pokémon's eyes become stars and multiple stars spin around their head when they are confused.
* In the [*XY* series](https://bulbapedia.bulbagarden.net/wiki/XY_series), the Pokémon's eyes become sunken or glassy, and it will begin thrashing around, attacking itself or its allies in Double Battles.

**Appearance in the games**

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| [050Diglett.png](https://bulbapedia.bulbagarden.net/wiki/File:050Diglett.png) | **This section is incomplete.** Please feel free to edit this section to add missing information and complete it.  Reason: Generation VI appearance. |

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| [Confusion status I.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_I.png) | [Confusion status II.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_II.png) | [Confusion status III.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_III.png) |
| [**Generation I**](https://bulbapedia.bulbagarden.net/wiki/Generation_I) | [**Generation II**](https://bulbapedia.bulbagarden.net/wiki/Generation_II) | [**Generation III**](https://bulbapedia.bulbagarden.net/wiki/Generation_III) |

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| [Confusion status DP.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_DP.png) | [Confusion status PtHGSS.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_PtHGSS.png) | [Confusion status V.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_V.png) |
| [**DP**](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Diamond_and_Pearl_Versions) | [**Pt**](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Platinum_Version)[**HGSS**](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_HeartGold_and_SoulSilver_Versions) | [**Generation V**](https://bulbapedia.bulbagarden.net/wiki/Generation_V) |

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| [Confusion status Stad.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_Stad.png) | [Confusion status Stad2.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_Stad2.png) |
| [**Stadium**](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Stadium_(English)) | [**Stadium 2**](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Stadium_2) |

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| [Confusion status Colo.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_Colo.png) | [Confusion status XD.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_XD.png) | [Confusion status PBR.png](https://bulbapedia.bulbagarden.net/wiki/File:Confusion_status_PBR.png) |
| [**Colosseum**](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Colosseum) | [**XD**](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_XD:_Gale_of_Darkness) | [**Battle Revolution**](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Battle_Revolution) |

**Curse**

[](https://bulbapedia.bulbagarden.net/wiki/File:Masked_Man_Gastly_Curse.png)

[Suicune](https://bulbapedia.bulbagarden.net/wiki/Suicune_(Pok%C3%A9mon)) is hurt by the Curse

If a [Ghost-type](https://bulbapedia.bulbagarden.net/wiki/Ghost_(type)) Pokémon uses [Curse](https://bulbapedia.bulbagarden.net/wiki/Curse_(move)), its target will be afflicted by the cursed condition. A cursed Pokémon takes damage equal to ¼ of its maximum HP every turn. The cursed condition remains as long as the afflicted Pokémon is on the field. If a cursed Pokémon uses [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)), the cursed condition is passed to its replacement.

In [Generation II](https://bulbapedia.bulbagarden.net/wiki/Generation_II), if a cursed Pokémon knocks out its opponent, it will not take damage from curse that turn.

[](https://bulbapedia.bulbagarden.net/wiki/File:Cyrus_Weavile_Embargo_Adventures.png)

[Spiritomb](https://bulbapedia.bulbagarden.net/wiki/Spiritomb_(Pok%C3%A9mon)) being prevented from using items

**Embargo**

A Pokémon under the effect of [Embargo](https://bulbapedia.bulbagarden.net/wiki/Embargo_(move)) is unable to use its [held item](https://bulbapedia.bulbagarden.net/wiki/Held_item) and its Trainer cannot use items on it (including [Wonder Launcher](https://bulbapedia.bulbagarden.net/wiki/Wonder_Launcher) items) for five turns. A Pokémon under the effect of Embargo cannot use [Fling](https://bulbapedia.bulbagarden.net/wiki/Fling_(move)).

**Encore**

[Encore](https://bulbapedia.bulbagarden.net/wiki/Encore_(move)) forces the Pokémon to repeat its last attack for 2-5 turns in Generation II, 4-8 turns in Generations III and IV, and 3 turns in Generation V and VI. In Generation V, if the Pokémon has [Magic Coat](https://bulbapedia.bulbagarden.net/wiki/Magic_Coat_(move)) active, the move will fail.

**Flinch**

*See also:*[*List of moves that cause flinching*](https://bulbapedia.bulbagarden.net/wiki/List_of_moves_that_cause_flinching)

[](https://bulbapedia.bulbagarden.net/wiki/File:Paul_Magmar_flinch.png)

[Magmar](https://bulbapedia.bulbagarden.net/wiki/Paul%27s_Magmar) flinching

The flinch status is a one-turn status that prevents a Pokémon from attacking. A Pokémon can only flinch if it is hit by another Pokémon's move before using its move. A Pokémon who is holding a [King's Rock](https://bulbapedia.bulbagarden.net/wiki/King%27s_Rock) or [Razor Fang](https://bulbapedia.bulbagarden.net/wiki/Razor_Fang) has a 10% (~12% in Generation II) chance of causing a target to flinch when using certain moves; in Generation II, III, and IV, any of several moves on a list exclusive to the items (the list differs between generations); from Generation V onward, any move that deals damage and does not already have a chance to flinch. Most [moves that cause flinching](https://bulbapedia.bulbagarden.net/wiki/List_of_moves_that_cause_flinching) are [physical moves](https://bulbapedia.bulbagarden.net/wiki/Physical_move). In [Generation II](https://bulbapedia.bulbagarden.net/wiki/Generation_II) only, [sleeping](https://bulbapedia.bulbagarden.net/wiki/Sleep_(status_condition)) Pokémon cannot flinch when hit by moves that cause flinching (but can flinch via King's Rock), and are thus able to successfully execute [Sleep Talk](https://bulbapedia.bulbagarden.net/wiki/Sleep_Talk_(move)) or [Snore](https://bulbapedia.bulbagarden.net/wiki/Snore_(move)) regardless.

Pokémon with the [Inner Focus](https://bulbapedia.bulbagarden.net/wiki/Inner_Focus_(Ability)) Ability are immune to flinching. Pokémon with [Steadfast](https://bulbapedia.bulbagarden.net/wiki/Steadfast_(Ability)) still flinch, but gain [Speed](https://bulbapedia.bulbagarden.net/wiki/Statistic#Speed) each time they do so.

It is known as "cringing" in [Pokémon Mystery Dungeon](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Mystery_Dungeon_series): [Red Rescue Team, Blue Rescue Team](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Mystery_Dungeon:_Red_Rescue_Team_and_Blue_Rescue_Team), [Explorers of Time, Explorers of Darkness](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Mystery_Dungeon:_Explorers_of_Time_and_Explorers_of_Darkness) and [Explorers of Sky](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Mystery_Dungeon:_Explorers_of_Sky). It is known as "flinching" from [Pokémon Mystery Dungeon: Gates to Infinity](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Mystery_Dungeon:_Gates_to_Infinity) onward.

In [Pokémon Conquest](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Conquest), a Pokémon that has flinched is unable to perform any actions (i.e. move around, use moves), along with its partner [Warrior](https://bulbapedia.bulbagarden.net/wiki/Warrior) (i.e. use [Warrior Skills](https://bulbapedia.bulbagarden.net/wiki/Warrior_Skill), use [items](https://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_Conquest_items), link). Since battles in this game are turn-based, flinching does not require a first strike via an advantage in [Speed](https://bulbapedia.bulbagarden.net/wiki/Statistic#Speed) or [priority](https://bulbapedia.bulbagarden.net/wiki/Priority), unlike in the main series. The turn-based gameplay and the duration of flinching also makes consecutive flinching impairment impossible, unlike in the main series.

**Heal Block**

[](https://bulbapedia.bulbagarden.net/wiki/File:Mars_Bronzor_Heal_Block_Adventures.png)

[Blissey](https://bulbapedia.bulbagarden.net/wiki/Blissey_(Pok%C3%A9mon)) being prevented from healing

A Pokémon affected by [Heal Block](https://bulbapedia.bulbagarden.net/wiki/Heal_Block_(move)) is prevented from healing for five turns. It cannot use [Moonlight](https://bulbapedia.bulbagarden.net/wiki/Moonlight_(move)), [Morning Sun](https://bulbapedia.bulbagarden.net/wiki/Morning_Sun_(move)), [Roost](https://bulbapedia.bulbagarden.net/wiki/Roost_(move)), [Recover](https://bulbapedia.bulbagarden.net/wiki/Recover_(move)), [Heal Order](https://bulbapedia.bulbagarden.net/wiki/Heal_Order_(move)), [Rest](https://bulbapedia.bulbagarden.net/wiki/Rest_(move)), [Soft-Boiled](https://bulbapedia.bulbagarden.net/wiki/Soft-Boiled_(move)), [Wish](https://bulbapedia.bulbagarden.net/wiki/Wish_(move)), [Milk Drink](https://bulbapedia.bulbagarden.net/wiki/Milk_Drink_(move)), [Slack Off](https://bulbapedia.bulbagarden.net/wiki/Slack_Off_(move)), [Synthesis](https://bulbapedia.bulbagarden.net/wiki/Synthesis_(move)), or [Heal Pulse](https://bulbapedia.bulbagarden.net/wiki/Heal_Pulse_(move)) while it is under effect. It is unaffected by the healing effects of Wish, [Ingrain](https://bulbapedia.bulbagarden.net/wiki/Ingrain_(move)), [Aqua Ring](https://bulbapedia.bulbagarden.net/wiki/Aqua_Ring_(move)), [Leech Seed](https://bulbapedia.bulbagarden.net/wiki/Leech_Seed_(move)), and Heal Pulse.

In Generation IV and V, a Pokémon affected by Heal Block can use [HP-draining moves](https://bulbapedia.bulbagarden.net/wiki/Category:HP-draining_moves) and still inflict damage, but will not restore [HP](https://bulbapedia.bulbagarden.net/wiki/Statistic#HP). In Generation VI, a Pokémon affected by Heal Block cannot use HP-draining moves, except [Leech Seed](https://bulbapedia.bulbagarden.net/wiki/Leech_Seed_(move)).

Pokémon with the Ability [Volt Absorb](https://bulbapedia.bulbagarden.net/wiki/Volt_Absorb_(Ability)) or [Water Absorb](https://bulbapedia.bulbagarden.net/wiki/Water_Absorb_(Ability)) will take damage, as opposed to healing, from [Electric](https://bulbapedia.bulbagarden.net/wiki/Electric_(type))- or [Water-type](https://bulbapedia.bulbagarden.net/wiki/Water_(type))attacks respectively while Heal Block is in effect. A [poisoned](https://bulbapedia.bulbagarden.net/wiki/Poison_(status_condition)) Pokémon with [Poison Heal](https://bulbapedia.bulbagarden.net/wiki/Poison_Heal_(Ability)) is neither healed nor damaged.

From Generation V onward, [Leftovers](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Leftovers) and [Shell Bell](https://bulbapedia.bulbagarden.net/wiki/Shell_Bell) cannot heal Pokémon affected by Heal Block. In Generation VI, [Black Sludge](https://bulbapedia.bulbagarden.net/wiki/Black_Sludge) cannot heal Pokémon affected by Heal Block. Items such as [Potions](https://bulbapedia.bulbagarden.net/wiki/Potion) can still be used to heal the Pokémon.

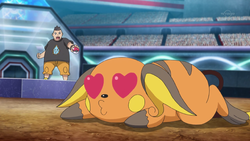
**Identified**

[](https://bulbapedia.bulbagarden.net/wiki/File:Ash_Noctowl_Foresight_effect.png)

[Noctowl](https://bulbapedia.bulbagarden.net/wiki/Ash%27s_Noctowl)'s Foresight identifying [Gastly](https://bulbapedia.bulbagarden.net/wiki/Gastly_(Pok%C3%A9mon))

The opponent's evasion modification will not affect the accuracy of a Pokémon that uses [Foresight](https://bulbapedia.bulbagarden.net/wiki/Foresight_(move)), [Odor Sleuth](https://bulbapedia.bulbagarden.net/wiki/Odor_Sleuth_(move)), or [Miracle Eye](https://bulbapedia.bulbagarden.net/wiki/Miracle_Eye_(move)). In addition, a [Normal](https://bulbapedia.bulbagarden.net/wiki/Normal_(type))- or [Fighting-type](https://bulbapedia.bulbagarden.net/wiki/Fighting_(type)) move used by a Pokémon that has used Foresight or Odor Sleuth will affect [Ghost-type](https://bulbapedia.bulbagarden.net/wiki/Ghost_(type)) Pokémon, and [Psychic-type](https://bulbapedia.bulbagarden.net/wiki/Psychic_(type)) moves used by a Pokémon that has used Miracle Eye will affect [Dark-type](https://bulbapedia.bulbagarden.net/wiki/Dark_(type)) Pokémon.

**Infatuation**

[](https://bulbapedia.bulbagarden.net/wiki/File:Tierno_Raichu_infatuated.png)

[Raichu](https://bulbapedia.bulbagarden.net/wiki/Raichu_(Pok%C3%A9mon)) is infatuated

A Pokémon that is infatuated cannot attack 50% of the time, even against Pokémon other than the one it is infatuated with. It is caused when [Attract](https://bulbapedia.bulbagarden.net/wiki/Attract_(move)) is used on an opponent of the opposite [gender](https://bulbapedia.bulbagarden.net/wiki/Gender), may be caused when a Pokémon makes [contact](https://bulbapedia.bulbagarden.net/wiki/Contact) with a Pokémon of the opposite gender that has [Cute Charm](https://bulbapedia.bulbagarden.net/wiki/Cute_Charm_(Ability)) as its [Ability](https://bulbapedia.bulbagarden.net/wiki/Ability), and is caused to the target of the infatuation when a Pokémon holding a [Destiny Knot](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Destiny_Knot) is infatuated.

Pokémon with the [Oblivious](https://bulbapedia.bulbagarden.net/wiki/Oblivious_(Ability)) Ability are immune to infatuation. Infatuation cannot be passed with [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)). Infatuation will end as soon as either the affected Pokémon or the Pokémon it is attracted to is removed from the battle. It can also be removed by consuming a [Mental Herb](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Mental_Herb) or an [Eggant Berry](https://bulbapedia.bulbagarden.net/wiki/Eggant_Berry), or by playing a [Red Flute](https://bulbapedia.bulbagarden.net/wiki/Flute#Red_Flute).

In [Pokémon Mystery Dungeon series](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Mystery_Dungeon_series), [Infatuation](https://bulbapedia.bulbagarden.net/wiki/Status_conditions_in_Mystery_Dungeon#Volatile_status_conditions) prevents the Pokémon from doing anything for 5-6 turns, and causes linked moves to cease.

**Leech Seed**

[](https://bulbapedia.bulbagarden.net/wiki/File:Ash_Bulbasaur_Leech_Seed_effect.png)

A [Solrock](https://bulbapedia.bulbagarden.net/wiki/Solrock_(Pok%C3%A9mon)) affected by Leech Seed

The Leech Seed status can only be caused by [Leech Seed](https://bulbapedia.bulbagarden.net/wiki/Leech_Seed_(move)). Each turn, a Pokémon afflicted with Leech Seed loses 1/8 (1/16 in [Generation I](https://bulbapedia.bulbagarden.net/wiki/Generation_I)) of its maximum hit points. The opponent is healed by the same amount. [Grass-type](https://bulbapedia.bulbagarden.net/wiki/Grass_(type)) Pokémon cannot be afflicted with Leech Seed.

If a Pokémon afflicted with Leech Seed uses [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)), Leech Seed is transferred to its replacement, even if it is Grass-type. If the Pokémon that used Leech Seed switches out or faints, any Pokémon in the same position as the original user gains the drained HP instead.

Unlike in the games, [Leech Seed](https://bulbapedia.bulbagarden.net/wiki/Leech_Seed_(move)) does not appear to restore the health of the Pokémon that used the attack in the anime.

**Nightmare**

[Nightmare](https://bulbapedia.bulbagarden.net/wiki/Nightmare_(move)) only affects a sleeping Pokémon. The sleeping Pokémon loses ¼ of its maximum hit points every turn. If the sleeping Pokémon awakens, then the nightmare will no longer be in effect. If Baton Pass switches in a Pokémon that is not asleep (via [Sleep Talk](https://bulbapedia.bulbagarden.net/wiki/Sleep_Talk_(move))), then the nightmare will no longer be in effect.

**Perish Song**

After three turns, all Pokémon who heard the [Perish Song](https://bulbapedia.bulbagarden.net/wiki/Perish_Song_(move)) will faint, excluding Pokémon with the [Soundproof](https://bulbapedia.bulbagarden.net/wiki/Soundproof_(Ability)) Ability. Any Pokémon who heard it can avoid the effect of fainting if it is switched out before the three-turn count finishes. [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)) transfers the Perish Song countdown.

**Spooked**

This status condition is inflicted by Pokémon with the Spookify [Skill](https://bulbapedia.bulbagarden.net/wiki/Skill) in [Pokémon Shuffle](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Shuffle). A spooked Pokémon takes 50% more damage from [Ghost-type](https://bulbapedia.bulbagarden.net/wiki/Ghost_(type)) Pokémon.

[Fighting](https://bulbapedia.bulbagarden.net/wiki/Fighting_(type)), [Poison](https://bulbapedia.bulbagarden.net/wiki/Poison_(type)), [Ground](https://bulbapedia.bulbagarden.net/wiki/Ground_(type)), [Rock](https://bulbapedia.bulbagarden.net/wiki/Rock_(type)), [Bug](https://bulbapedia.bulbagarden.net/wiki/Bug_(type)), [Steel](https://bulbapedia.bulbagarden.net/wiki/Steel_(type)), [Grass](https://bulbapedia.bulbagarden.net/wiki/Grass_(type)), [Ice](https://bulbapedia.bulbagarden.net/wiki/Ice_(type)), [Dragon](https://bulbapedia.bulbagarden.net/wiki/Dragon_(type)), and [Dark](https://bulbapedia.bulbagarden.net/wiki/Dark_(type))-type Pokémon are immune to being spooked.

**Taunt**

A [taunted](https://bulbapedia.bulbagarden.net/wiki/Taunt_(move)) Pokémon cannot use any [status moves](https://bulbapedia.bulbagarden.net/wiki/Status_move) for 3 turns (2-4 turns prior to Generation V), including status moves that will always [turn into](https://bulbapedia.bulbagarden.net/wiki/Category:Moves_that_call_other_moves) damaging moves like [Nature Power](https://bulbapedia.bulbagarden.net/wiki/Nature_Power_(move)). The Taunt status can only be inflicted by the move [Taunt](https://bulbapedia.bulbagarden.net/wiki/Taunt_(move)).

From [Generation V](https://bulbapedia.bulbagarden.net/wiki/Generation_V) onward, the [Mental Herb](https://bulbapedia.bulbagarden.net/wiki/Mental_Herb) cures the Pokémon of Taunt. From [Generation VI](https://bulbapedia.bulbagarden.net/wiki/Generation_VI) onward, Pokémon with [Oblivious](https://bulbapedia.bulbagarden.net/wiki/Oblivious_(Ability)) are immune to the Taunt condition; if a Pokémon with Oblivious is afflicted by Taunt (such as if it is taunted by a Pokémon with an Ability like [Mold Breaker](https://bulbapedia.bulbagarden.net/wiki/Mold_Breaker_(Ability))), it will be cured immediately. Pokémon with [Aroma Veil](https://bulbapedia.bulbagarden.net/wiki/Aroma_Veil_(Ability)) and their allies are immune to Taunt.

A taunted Pokémon can still use a status [Z-Move](https://bulbapedia.bulbagarden.net/wiki/Z-Move).

**Telekinesis**

[](https://bulbapedia.bulbagarden.net/wiki/File:Christie_Gothita_Telekinesis.png)

A group of people being telekinetically levitated

A Pokémon telekinetically levitated by [Telekinesis](https://bulbapedia.bulbagarden.net/wiki/Telekinesis_(move)) is immune to [Ground-type](https://bulbapedia.bulbagarden.net/wiki/Ground_(type)) moves, [Spikes](https://bulbapedia.bulbagarden.net/wiki/Spikes_(move)), [Toxic Spikes](https://bulbapedia.bulbagarden.net/wiki/Toxic_Spikes_(move)), and [Arena Trap](https://bulbapedia.bulbagarden.net/wiki/Arena_Trap_(Ability)) for three turns. In addition, all other moves, except [one-hit knockout moves](https://bulbapedia.bulbagarden.net/wiki/One-hit_knockout_move), hit the target regardless of [accuracy](https://bulbapedia.bulbagarden.net/wiki/Statistic#Accuracy)and [evasion](https://bulbapedia.bulbagarden.net/wiki/Statistic#Evasion); however, it does not allow moves to hit semi-invulnerable Pokémon.

The effect of Telekinesis is canceled when [Gravity](https://bulbapedia.bulbagarden.net/wiki/Gravity_(move)) is used, the levitated Pokémon uses [Ingrain](https://bulbapedia.bulbagarden.net/wiki/Ingrain_(move)), or the levitated Pokémon obtains an [Iron Ball](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Iron_Ball); Telekinesis cannot lift targets if Gravity is in effect, and will fail if used on a target that is rooted or holding an Iron Ball.

**Torment**

A [tormented](https://bulbapedia.bulbagarden.net/wiki/Torment_(move)) Pokémon cannot use the same move twice in a row. If the Pokémon is holding a [choice item](https://bulbapedia.bulbagarden.net/wiki/Choice_item) or only has one move remaining with [PP](https://bulbapedia.bulbagarden.net/wiki/Power_Point), it is forced to use [Struggle](https://bulbapedia.bulbagarden.net/wiki/Struggle_(move)) every second turn. 

Volatile battle status

|  |  |
| --- | --- |
| [292Shedinja.png](https://bulbapedia.bulbagarden.net/wiki/File:292Shedinja.png) | **The contents of this section have been suggested to be split into**[**Battle status**](https://bulbapedia.bulbagarden.net/w/index.php?title=Battle_status&action=edit)**.** Please discuss it on [the talk page for this section](https://bulbapedia.bulbagarden.net/wiki/Talk:Status_condition). |

A volatile battle status is usually self-inflicted and will wear off when a Pokémon is taken out of battle or a battle is over. Many of these will also wear off after a number of turns pass. Since they aren't shown in battle as a status condition (having an icon) a Pokémon can be affected with multiple volatile battle statuses, volatile conditions and a non-volatile condition at the same time.

**Aqua Ring**

[](https://bulbapedia.bulbagarden.net/wiki/File:Skyla_Swanna_Aqua_Ring.png)

[Swanna](https://bulbapedia.bulbagarden.net/wiki/Swanna_(Pok%C3%A9mon)) enveloped in a veil of water

When a Pokémon surrounds itself with a veil of water by using [Aqua Ring](https://bulbapedia.bulbagarden.net/wiki/Aqua_Ring_(move)), it restores 1/16th of its maximum HP every turn. This effect can be transferred by [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)).

**Bracing**

[](https://bulbapedia.bulbagarden.net/wiki/File:Ash_Heracross_Endure.png)

[Heracross](https://bulbapedia.bulbagarden.net/wiki/Ash%27s_Heracross) bracing itself

When a Pokémon uses [Endure](https://bulbapedia.bulbagarden.net/wiki/Endure_(move)), it braces itself so that whenever it takes damage that turn it will always survive with at least 1HP. The [Focus Sash](https://bulbapedia.bulbagarden.net/wiki/Focus_Sash), [Focus Band](https://bulbapedia.bulbagarden.net/wiki/Focus_Band), and Ability [Sturdy](https://bulbapedia.bulbagarden.net/wiki/Sturdy_(Ability)) all have similar effects. 

**Center of attention**

[](https://bulbapedia.bulbagarden.net/wiki/File:Daisy_Clefairy_Courtney_Vulpix_Follow_Me_Tail_Whip_Adventures.png)

[Clefairy](https://bulbapedia.bulbagarden.net/wiki/Clefairy_(Pok%C3%A9mon)) drawing attention to itself

A Pokémon can become the center of attention by using [Follow Me](https://bulbapedia.bulbagarden.net/wiki/Follow_Me_(move)) or [Rage Powder](https://bulbapedia.bulbagarden.net/wiki/Rage_Powder_(move)), or by being affected by [Spotlight](https://bulbapedia.bulbagarden.net/wiki/Spotlight_(move)).

If a Pokémon is the center of attention, its opponents are forced to target the center of attention rather than their intended target for the rest of the turn, if it is a valid target for those moves (even if the move originally targeted an ally, unless it is a move that cannot target an opponent such as [Acupressure](https://bulbapedia.bulbagarden.net/wiki/Acupressure_(move)) or [Helping Hand](https://bulbapedia.bulbagarden.net/wiki/Helping_Hand_(move))). If a move cannot target the center of attention, it will be used on its intended target. Even if a Pokémon becomes the center of attention, its allies will not be forced to target it.

If the center of attention [faints](https://bulbapedia.bulbagarden.net/wiki/Fainting), [switches out](https://bulbapedia.bulbagarden.net/wiki/Recall), or is taken into the air by [Sky Drop](https://bulbapedia.bulbagarden.net/wiki/Sky_Drop_(move)), it no longer draws moves.

In [Triple Battles](https://bulbapedia.bulbagarden.net/wiki/Triple_Battle), the center of attention will draw the attacks of all opponents in the field, but it can only draw attacks from non-adjacent opponents if they use a [move which is able to strike non-adjacent targets](https://bulbapedia.bulbagarden.net/wiki/Category:Moves_that_can_target_non-adjacent_Pok%C3%A9mon).

The center of attention cannot draw [moves with a charging turn](https://bulbapedia.bulbagarden.net/wiki/Category:Moves_with_a_charging_turn) like [Sky Drop](https://bulbapedia.bulbagarden.net/wiki/Sky_Drop_(move)) or [Solar Beam](https://bulbapedia.bulbagarden.net/wiki/Solar_Beam_(move)), even if they are executed in one turn due to [Power Herb](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Power_Herb).

The center of attention draws [Electric](https://bulbapedia.bulbagarden.net/wiki/Electric_(type))- and [Water-type](https://bulbapedia.bulbagarden.net/wiki/Water_(type)) moves even if a Pokémon with [Lightning Rod](https://bulbapedia.bulbagarden.net/wiki/Lightning_Rod_(Ability)) or [Storm Drain](https://bulbapedia.bulbagarden.net/wiki/Storm_Drain_(Ability)) is on the field. If another Pokémon on the same team is already the center of attention, the first user takes priority; if the first user is outside of range or stops being the center of attention, the attack will be drawn to the next center of attention.

From [Generation VI](https://bulbapedia.bulbagarden.net/wiki/Generation_VI) onward, [Grass-type](https://bulbapedia.bulbagarden.net/wiki/Grass_(type)) Pokémon, Pokémon with [Overcoat](https://bulbapedia.bulbagarden.net/wiki/Overcoat_(Ability)), and Pokémon holding [Safety Goggles](https://bulbapedia.bulbagarden.net/wiki/Safety_Goggles) will not have their moves drawn to a Pokémon that becomes the center of attention due to Rage Powder. 

**Defense Curl**

[](https://bulbapedia.bulbagarden.net/wiki/File:Ash_Phanpy_Defense_Curl.png)

[Phanpy](https://bulbapedia.bulbagarden.net/wiki/Ash%27s_Phanpy) curls up, ready to use [Rollout](https://bulbapedia.bulbagarden.net/wiki/Rollout_(move))

Using [Defense Curl](https://bulbapedia.bulbagarden.net/wiki/Defense_Curl_(move)) causes the power of [Rollout](https://bulbapedia.bulbagarden.net/wiki/Rollout_(move)) and [Ice Ball](https://bulbapedia.bulbagarden.net/wiki/Ice_Ball_(move)) to double for the Pokémon. This effect is not transferred by [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)). 

**Glowing**

A Pokémon readying [Sky Attack](https://bulbapedia.bulbagarden.net/wiki/Sky_Attack_(move)) becomes cloaked in light for one turn, in which it cannot act. This turn can be skipped with a [Power Herb](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Power_Herb). 

**Rooting**

[](https://bulbapedia.bulbagarden.net/wiki/File:Roxanne_Cradily_Ingrain_Adventures.png)

[Cradily](https://bulbapedia.bulbagarden.net/wiki/Cradily_(Pok%C3%A9mon)) planting its roots

When a Pokémon plants its roots by using [Ingrain](https://bulbapedia.bulbagarden.net/wiki/Ingrain_(move)), it restores 1/16th of its maximum HP every turn but cannot switch out or [flee](https://bulbapedia.bulbagarden.net/wiki/Escape), even if hit by a move that would force this such as [Roar](https://bulbapedia.bulbagarden.net/wiki/Roar_(move)) and [Dragon Tail](https://bulbapedia.bulbagarden.net/wiki/Dragon_Tail_(move)). If a [Flying-type](https://bulbapedia.bulbagarden.net/wiki/Flying_(type)) Pokémon or a Pokémon with [Levitate](https://bulbapedia.bulbagarden.net/wiki/Levitate_(Ability)) is rooted to the ground, it is susceptible to [Ground-type](https://bulbapedia.bulbagarden.net/wiki/Ground_(type)) moves, [Spikes](https://bulbapedia.bulbagarden.net/wiki/Spikes_(move)) and [Toxic Spikes](https://bulbapedia.bulbagarden.net/wiki/Toxic_Spikes_(move)). The Pokémon cannot be affected by [Magnet Rise](https://bulbapedia.bulbagarden.net/wiki/Magnet_Rise_(move)) and [Telekinesis](https://bulbapedia.bulbagarden.net/wiki/Telekinesis_(move)) and they are removed if active upon rooting. This effect can be transferred by [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)).

**Magic Coat**

[](https://bulbapedia.bulbagarden.net/wiki/File:Absol_Magic_Coat_Adventures.png)

[Absol](https://bulbapedia.bulbagarden.net/wiki/Absol_(Pok%C3%A9mon)) bouncing back an attack

A Pokémon shrouded with [Magic Coat](https://bulbapedia.bulbagarden.net/wiki/Magic_Coat_(move)) will reflect most status moves used against it or its side of the field back at the user during the turn it used the move. The Ability [Magic Bounce](https://bulbapedia.bulbagarden.net/wiki/Magic_Bounce_(Ability)) reflects the same moves.

**Magnetic levitation**

[](https://bulbapedia.bulbagarden.net/wiki/File:Psychic_Metagross_Magnet_Rise.png)

[Metagross](https://bulbapedia.bulbagarden.net/wiki/Metagross_(Pok%C3%A9mon)) levitating on magnetism

A Pokémon levitating on magnetism via [Magnet Rise](https://bulbapedia.bulbagarden.net/wiki/Magnet_Rise_(move)) is immune to [Ground-type](https://bulbapedia.bulbagarden.net/wiki/Ground_(type)) attacks for five turns. Like [Flying-type](https://bulbapedia.bulbagarden.net/wiki/Flying_(type)) Pokémon and Pokémon with [Levitate](https://bulbapedia.bulbagarden.net/wiki/Levitate_(Ability)), the user is immune to the damage of [Spikes](https://bulbapedia.bulbagarden.net/wiki/Spikes_(move)) and [Toxic Spikes](https://bulbapedia.bulbagarden.net/wiki/Toxic_Spikes_(move)), and is unaffected by [Arena Trap](https://bulbapedia.bulbagarden.net/wiki/Arena_Trap_(Ability)). Magnet Rise is completely negated by [Gravity](https://bulbapedia.bulbagarden.net/wiki/Gravity_(move)), [Ingrain](https://bulbapedia.bulbagarden.net/wiki/Ingrain_(move)), and holding an [Iron Ball](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Iron_Ball).

This effect can be transferred by [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)).

**Minimize**

A Pokémon that has used the move [Minimize](https://bulbapedia.bulbagarden.net/wiki/Minimize_(move)) (or had the effect passed to it via [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move))) will be affected more harmfully by some moves.

From [Generation II](https://bulbapedia.bulbagarden.net/wiki/Generation_II) onward, Pokémon that have used Minimize will take double damage from [Stomp](https://bulbapedia.bulbagarden.net/wiki/Stomp_(move)). From [Generation V](https://bulbapedia.bulbagarden.net/wiki/Generation_V)onward, Pokémon that have used Minimize will also receive double damage from [Steamroller](https://bulbapedia.bulbagarden.net/wiki/Steamroller_(move)). In [Generation VI](https://bulbapedia.bulbagarden.net/wiki/Generation_VI), Pokémon that have used Minimize will take double damage from [Body Slam](https://bulbapedia.bulbagarden.net/wiki/Body_Slam_(move)), [Dragon Rush](https://bulbapedia.bulbagarden.net/wiki/Dragon_Rush_(move)), [Flying Press](https://bulbapedia.bulbagarden.net/wiki/Flying_Press_(move)), and [Phantom Force](https://bulbapedia.bulbagarden.net/wiki/Phantom_Force_(move)); also in Generation VI, all of these moves will always hit a target that has used Minimize.

**Protection**

A Pokémon that uses [Protect](https://bulbapedia.bulbagarden.net/wiki/Protect_(move)), [Detect](https://bulbapedia.bulbagarden.net/wiki/Detect_(move)), [Spiky Shield](https://bulbapedia.bulbagarden.net/wiki/Spiky_Shield_(move)), or [Baneful Bunker](https://bulbapedia.bulbagarden.net/wiki/Baneful_Bunker_(move)) will be unaffected by both damaging moves and [status moves](https://bulbapedia.bulbagarden.net/wiki/Status_move) during that turn. A Pokémon that uses [King's Shield](https://bulbapedia.bulbagarden.net/wiki/King%27s_Shield_(move)) will be unaffected by damaging moves for the rest of that turn.

If the protected Pokémon is hit by [Feint](https://bulbapedia.bulbagarden.net/wiki/Feint_(move)), [Shadow Force](https://bulbapedia.bulbagarden.net/wiki/Shadow_Force_(move)), [Hyperspace Fury](https://bulbapedia.bulbagarden.net/wiki/Hyperspace_Fury_(move)), [Hyperspace Hole](https://bulbapedia.bulbagarden.net/wiki/Hyperspace_Hole_(move)), or [Phantom Force](https://bulbapedia.bulbagarden.net/wiki/Phantom_Force_(move))—which can all hit regardless of protection—the Pokémon's protection is removed for the rest of the turn.

Some moves cannot be stopped by protection, such as [Future Sight](https://bulbapedia.bulbagarden.net/wiki/Future_Sight_(move)) and [Curse](https://bulbapedia.bulbagarden.net/wiki/Curse_(move)).

* [](https://bulbapedia.bulbagarden.net/wiki/File:Serena_Eevee_Protect.png)

Eevee protecting itself

* [](https://bulbapedia.bulbagarden.net/wiki/File:Tyson_Sceptile_Detect_dodge.png)

Sceptile detecting Aggron's attack

**Team protection**

If a Pokémon uses [Mat Block](https://bulbapedia.bulbagarden.net/wiki/Mat_Block_(move)), [Wide Guard](https://bulbapedia.bulbagarden.net/wiki/Wide_Guard_(move)), [Quick Guard](https://bulbapedia.bulbagarden.net/wiki/Quick_Guard_(move)), or [Crafty Shield](https://bulbapedia.bulbagarden.net/wiki/Crafty_Shield_(move)), that Pokémon and its allies will be unaffected by particular moves for the rest of that turn.

* A Pokémon protected by Mat Block is unaffected by damaging moves.
* A Pokémon protected by Wide Guard is unaffected by moves that can target multiple Pokémon at once (such as [Heat Wave](https://bulbapedia.bulbagarden.net/wiki/Heat_Wave_(move)) and [Earthquake](https://bulbapedia.bulbagarden.net/wiki/Earthquake_(move))).
* A Pokémon protected by Quick Guard is unaffected by increased [priority](https://bulbapedia.bulbagarden.net/wiki/Priority) moves.
* A Pokémon protected by Crafty Shield is unaffected by [status moves](https://bulbapedia.bulbagarden.net/wiki/Status_move).

If any protected Pokémon is hit by [Feint](https://bulbapedia.bulbagarden.net/wiki/Feint_(move)), [Shadow Force](https://bulbapedia.bulbagarden.net/wiki/Shadow_Force_(move)), [Hyperspace Fury](https://bulbapedia.bulbagarden.net/wiki/Hyperspace_Fury_(move)), [Hyperspace Hole](https://bulbapedia.bulbagarden.net/wiki/Hyperspace_Hole_(move)), or [Phantom Force](https://bulbapedia.bulbagarden.net/wiki/Phantom_Force_(move))—which can all hit regardless of protection—the effects of all team protection moves will be lifted from that Pokémon and its allies.

**Recharging**

A Pokémon that successfully uses [Hyper Beam](https://bulbapedia.bulbagarden.net/wiki/Hyper_Beam_(move)), [Frenzy Plant](https://bulbapedia.bulbagarden.net/wiki/Frenzy_Plant_(move)), [Blast Burn](https://bulbapedia.bulbagarden.net/wiki/Blast_Burn_(move)), [Hydro Cannon](https://bulbapedia.bulbagarden.net/wiki/Hydro_Cannon_(move)), [Giga Impact](https://bulbapedia.bulbagarden.net/wiki/Giga_Impact_(move)), [Rock Wrecker](https://bulbapedia.bulbagarden.net/wiki/Rock_Wrecker_(move)), or [Roar of Time](https://bulbapedia.bulbagarden.net/wiki/Roar_of_Time_(move)) must recharge during the next turn. While recharging, the Pokémon cannot perform an action.

**Semi-invulnerable**

Several two-turn moves have a turn where a Pokémon becomes semi-invulnerable, and most moves will miss regardless of accuracy, even moves that never miss. If a Pokémon has been [taken aim at](https://bulbapedia.bulbagarden.net/wiki/Status_condition#taking_aim), the aimed Pokémon can still hit Pokémon during their semi-invulnerable turn. A Pokémon with [No Guard](https://bulbapedia.bulbagarden.net/wiki/No_Guard_(Ability)) can hit the Pokémon during their semi-invulnerable state, and a Pokémon with No Guard in the semi-invulnerable state can be hit by any Pokémon. In Generation I, semi-invulnerable Pokémon cannot avoid [Swift](https://bulbapedia.bulbagarden.net/wiki/Swift_(move)), [Transform](https://bulbapedia.bulbagarden.net/wiki/Transform_(move)), or [Bide](https://bulbapedia.bulbagarden.net/wiki/Bide_(move)), but can avoid Bide in [Pokémon Stadium](https://bulbapedia.bulbagarden.net/wiki/Pok%C3%A9mon_Stadium_(English)). With the exception of [Sky Drop](https://bulbapedia.bulbagarden.net/wiki/Sky_Drop_(move)), the semi-invulnerable turn can be skipped with a [Power Herb](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Power_Herb).

Pokémon that have used [Fly](https://bulbapedia.bulbagarden.net/wiki/Fly_(move)), [Bounce](https://bulbapedia.bulbagarden.net/wiki/Bounce_(move)), or [Sky Drop](https://bulbapedia.bulbagarden.net/wiki/Sky_Drop_(move)) (both the user and target) fly up high. Pokémon that have flown up high are vulnerable to [Gust](https://bulbapedia.bulbagarden.net/wiki/Gust_(move)), [Smack Down](https://bulbapedia.bulbagarden.net/wiki/Smack_Down_(move)), [Sky Uppercut](https://bulbapedia.bulbagarden.net/wiki/Sky_Uppercut_(move)), [Thunder](https://bulbapedia.bulbagarden.net/wiki/Thunder_(move)), [Twister](https://bulbapedia.bulbagarden.net/wiki/Twister_(move)), and [Hurricane](https://bulbapedia.bulbagarden.net/wiki/Hurricane_(move)). If the move [Gravity](https://bulbapedia.bulbagarden.net/wiki/Gravity_(move)) is used, Fly, Bounce, and Sky Drop cannot be used, and any Pokémon in the air return to the ground with their move cancelled; due to [a glitch](https://bulbapedia.bulbagarden.net/wiki/Sky_Drop_glitch) in the [Generation V](https://bulbapedia.bulbagarden.net/wiki/Generation_V) games, if Gravity is used while Sky Drop is in effect, only the user will be returned to the ground—the target will be permanently stuck airborne.

Pokémon that have used [Dig](https://bulbapedia.bulbagarden.net/wiki/Dig_(move)) burrow underground, and can be hit by [Earthquake](https://bulbapedia.bulbagarden.net/wiki/Earthquake_(move)), [Magnitude](https://bulbapedia.bulbagarden.net/wiki/Magnitude_(move)), and [Fissure](https://bulbapedia.bulbagarden.net/wiki/Fissure_(move)).

Pokémon that have used [Dive](https://bulbapedia.bulbagarden.net/wiki/Dive_(move)) dive underwater, and can be hit by [Surf](https://bulbapedia.bulbagarden.net/wiki/Surf_(move)) and [Whirlpool](https://bulbapedia.bulbagarden.net/wiki/Whirlpool_(move)).

Pokémon that have used [Shadow Force](https://bulbapedia.bulbagarden.net/wiki/Shadow_Force_(move)) or [Phantom Force](https://bulbapedia.bulbagarden.net/wiki/Phantom_Force_(move)) suddenly disappear, and there is no move that can hit these Pokémon without aiming or No Guard.

* [](https://bulbapedia.bulbagarden.net/wiki/File:Juanita_Golurk_Black_Fly.png)

Golurk flying up

* [](https://bulbapedia.bulbagarden.net/wiki/File:May_Eevee_Dig.png)

[Eevee](https://bulbapedia.bulbagarden.net/wiki/May%27s_Eevee) burrowing underground

* [](https://bulbapedia.bulbagarden.net/wiki/File:Relly_Dive.png)

Relicanth diving underwater

* [](https://bulbapedia.bulbagarden.net/wiki/File:Giratina_Shadow_Force_2.png)

[Giratina](https://bulbapedia.bulbagarden.net/wiki/Giratina_(movie)) disappearing

**Substitute**

[](https://bulbapedia.bulbagarden.net/wiki/File:Juniper_Accelgor_Substitute.png)

[Accelgor](https://bulbapedia.bulbagarden.net/wiki/Accelgor_(Pok%C3%A9mon)) launching a substitute

The Pokémon that uses [Substitute](https://bulbapedia.bulbagarden.net/wiki/Substitute_(move)) uses up to ¼ of its total HP (rounded down) to make a substitute which will absorb hits until it "breaks" (damage the substitute has taken is equal to or greater than the HP used to make it).

Substitutes also prevent the opponent from lowering the user's [stat stages](https://bulbapedia.bulbagarden.net/wiki/Stat_stages). From [Generation II](https://bulbapedia.bulbagarden.net/wiki/Generation_II) onward, substitutes block the opponent from inflicting all status conditions. In [Generation I](https://bulbapedia.bulbagarden.net/wiki/Generation_I), a substitute will only block certain status conditions under certain circumstances, and attacks like [Thunder Wave](https://bulbapedia.bulbagarden.net/wiki/Thunder_Wave_(move)) and [Spore](https://bulbapedia.bulbagarden.net/wiki/Spore_(move)) will completely circumvent the substitute.

Substitutes can be transferred by [Baton Pass](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)).

**Taking aim**

[](https://bulbapedia.bulbagarden.net/wiki/File:Brandon_Registeel_Lock-On.png)

[Registeel](https://bulbapedia.bulbagarden.net/wiki/Brandon%27s_legendary_titans) taking aim at its opponent

When a Pokémon uses [Mind Reader](https://bulbapedia.bulbagarden.net/wiki/Mind_Reader_(move)) or [Lock-On](https://bulbapedia.bulbagarden.net/wiki/Lock-On_(move)) to take aim at a target, the user's next damage-dealing move will hit that target without fail, even if the opponent uses a move that offers a turn of semi-invulnerability, such as [Fly](https://bulbapedia.bulbagarden.net/wiki/Fly_(move)). This effect can be [Baton Passed](https://bulbapedia.bulbagarden.net/wiki/Baton_Pass_(move)).

**Taking in sunlight**

A Pokémon readying [Solar Beam](https://bulbapedia.bulbagarden.net/wiki/Solar_Beam_(move)) or [Solar Blade](https://bulbapedia.bulbagarden.net/wiki/Solar_Blade_(move)) takes in sunlight for one turn, in which it cannot act. This turn can be skipped with a [Power Herb](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Power_Herb) or if used in [harsh sunlight](https://bulbapedia.bulbagarden.net/wiki/Harsh_sunlight).

**Withdrawing**

A Pokémon readying [Skull Bash](https://bulbapedia.bulbagarden.net/wiki/Skull_Bash_(move)) withdraws it head for one turn, in which it cannot act. From Generation II onwards, this also boosts the Pokémon's [Defense](https://bulbapedia.bulbagarden.net/wiki/Statistic#Defense). This turn can be skipped with a [Power Herb](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Power_Herb).

**Whipping up a whirlwind**

A Pokémon readying [Razor Wind](https://bulbapedia.bulbagarden.net/wiki/Razor_Wind_(move)) whips up a whirlwind for one turn, in which it cannot act. This turn can be skipped with a [Power Herb](https://bulbapedia.bulbagarden.net/wiki/In-battle_effect_item#Power_Herb).

Trivia

* If a Pokémon under a status condition (such as a poisoned [Cascoon](https://bulbapedia.bulbagarden.net/wiki/Cascoon_(Pok%C3%A9mon))) evolves, the condition will be kept even if the Pokémon gains a new [type](https://bulbapedia.bulbagarden.net/wiki/Type) or [Ability](https://bulbapedia.bulbagarden.net/wiki/Ability) that would normally prevent it.