STATUS EFFECTS

Some statuses have keywords. The meaning of the status keywords are as follows:

- **Defeating:** You are considered defeated. (A side wins the battle when all units on the opposing side are defeated.)

- **Persistent:** This status remains until removed, even outside of combat.

- **Resistable:** At the end of your turn, draw a number of cards equal to your Vit. If any of them are A, you lose this status.

- **Toggle:** When you gain this status, if you already have it, you lose it instead.

Berserk

Physical damage you deal has +1 Multiplier and you must attack on your turn. You choose targets for your attacks at random, but only from among units on the opposing side.

Blind

You draw 50% of the usual number of cards for determining whether your physical attacks hit.

Blink

If you are targeted by a physical attack, that attack misses and you lose this status. You may have up to two instances of this status at the same time.

Calcify

When you gain this status, if you don't already have it, you get four counters. Otherwise, if you do already have it, you lose a counter. At the end of each of your turns, you lose a counter. When you lose the last counter, you gain Petrify.

Charm

You choose targets at random from among the units on opposite side to the ones you would normally target. A player character with this status always uses its actions to attack. This status is automatically removed if you take physical damage.

Confuse

You choose targets at random from among all units on both sides. Each unit has an equal chance of being targeted. A character with this status always attacks on its turn. This status is automatically removed if you take physical damage.

Count

When you gain this status, if you don't already have it, you get three counters. At the end of each of your turns, you lose a counter. When you lose the last counter, you gain KO.

Critical   Persistent

When you gain this status, if your HP is greater than your (Max HP / 4), your HP becomes that amount. A unit whose HP is less than or equal to its (Max HP / 4) always has this status.

Fatal

After you act, you lose all HP.

Float   Persistent

You are immune to Earth (even if you would normally be weak or resistent to Earth), and are immune to certain kinds of traps (such as damage floors and pits). This status is automatically removed if you leave the current dungeon floor.

Frog   Toggle

Your physical attacks always have a Multiplier of 0. You can't cast spells, and physical damage you take has +1 Multiplier.

Halt

If you have initiative cards, you lose all of them and lose this status.

Haste

You draw twice as many initiative cards as you normally would. (If you already have initiative cards when you gain this status, draw extra cards equal to the difference.)
This status is automatically removed if you gain Slow or Stop.

Invite   Toggle
                                       Defeating

You are considered to be on the side opposite to the one you normally would be on. A monster with this status still behaves according to its pattern (the players don't make decisions for it). A character with this status always uses its actions to attack.

KO   Persistent
                                      Defeating

When you gain this status, your HP becomes 0 and you lose all other non-defeating statuses. You don't get turns and can't be targeted or affected in any way other than to remove this status. A unit with 0 HP always has this status.

Lock

You draw 50% of the usual number cards for evading physical attacks.

Mute

You can't cast spells.

Petrify

Defeating
Persistent

You can't act or be targeted or affected in any way except to remove this status.

Poison

At the end of each of your turns, you lose an amount of HP equal to your Vit.

Protect

Physical damage you take has -1 Multiplier.

Quick

The next time initiative is checked, you may take an immediate action. (It isn't an actual turn, only an action; thus, no initiative cards are removed afterwards, and things that trigger at the beginning or end of your turns do not trigger.) If you use this action to run away, it automatically succeeds. After the action (even if no action was taken), you lose this status. If multiple units have this status at the same time, the immediate actions are taken in order of highest initiative.

Reflect

Whenever you are targeted with a spell whose targeting type is anything other than GROUP, RANDOM, or RANDOM GROUP , a random unit on the opposing side is treated as the target instead (even if that unit also has this status; it won't retarget again). If a spell with the targeting type OTHER is reflected to a side whose only unit is the caster, the spell fails and does nothing.

Regen

At the beginning of each of your turns, you recover one rank card of HP.

Reraise

If you would gain KO, instead your HP becomes equal to your Vit and you lose this status. (You don't actually gain KO.)

Shell

Magic damage you take has -1 Multiplier.

Sleep

Resistable

You can't act and physical attacks targeting you ignore evasion. This status is automatically removed if you take physical damage.

Slow

You draw 50% of the usual number of initiative cards. (If you already have initiative cards when you gain this status, you lose cards equal to the difference.) This status is automatically removed if you gain Haste or Stop.

Stop

You don't draw initiative cards. (If you have initiative cards when you gain this status, discard all of them.) Physical attacks targeting you ignore evasion. Once four turns have been taken among units on the opposing side, you lose this status (but you don't draw initiative cards right away). This status is automatically removed if you gain Haste or Slow, or if all units on the opposing side also have this status.

Stun

Resistable

You can't act.

Undead

HP recovery causes you to instead lose the amount of HP you would have gained, unless that HP recovery is the result of a draining effect or of the Regen status. If you would gain KO as a result of anything other than running out of HP, instead your HP becomes your Max HP. If you are targeted by draining, instead you gain whatever resources you would have lost and the source of the effect loses whatever resources it would have gained.