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| --- | --- | --- | --- | --- |
| Status name | Status effect | Duration | Induced by | Cure |
| Burning | Does 2 dmg per turn | 3 turns | Some fire attacks | Bottle of water |
| Charred | Does 5 dmg per turn | 10 turns | Casualty naturally has this status, perhaps induced by laser exposure, creeper knockoff | Incurable |
| Bamboozled | Chance to hurt self or lose items every turn | 2 turns | Mind tricks, parmie’s love skills | Guarding |
| Stricken | Defence and speed capped | 2 turns | Nuz’s attacks | Incurable |
| Space flu | MP reduces by 3 per turn | 10 turns | Fighting sick enemies | Soup |
| Insane | Every 5 turns, performs a random attack on self or enemy | Endless | Occurs in Keldoc post-lv4 | Incurable |
| Objected | Temporarily reduces speed and attack by 2 | 2 turns | Fighting some dumb ace attorney-esque character | Incurable |
| Oily | Speed increases, but vulnerable to fire attacks | 3 turns | Oil thrown, natural in some enemies | Bottle of water |
| Wet | Speed decreases, but resistant to fire attacks | 3 turns | Bottle of water, water attacks | Towel |
| Possessed | Can instakill self – 1 in 40 chance | Turn of use | From using the dark sword, or having dark sword thrown at you | Incurable |
| Blessed | Sets MP to max | 7 turns | Being blessed | Why would you want to cure this? |
| Traumatised | Sets MP to 0 | 4 turns | Certain cutscenes | Incurable |