

Lesser Health Potion: Restores a small amount of HP
Greater Health Potion: Restores a large amount of HP
Lesser Energy Potion: Restores a small amount of SP
Greater Energy Potion: Restores a greater amount of SP
Bandages: Cures bleeding
Antidotes: Cures poison
Aloe Vera: Cures burn
Liquid Power: Temporarily raises strength
Liquid Armor: Temporarily raises defense

Refined Glossary of Status Effects:

Bleeding: incremental round-by-round damage, can be cured with Bandages
Poison: incremental round-by-round damage that decreases attack, can be cured with Antidotes, last beyond the battle and causes incremental damage beyond that
Burn: incremental round-by-round damage that decreases defense, can be cured with Aloe Vera, last beyond the battle and causes incremental damage beyond that
Fear: has a chance to cause the player to become frozen with fear and not attack for a round that can be either cured by exiting the battle, or waiting it out, where it has an ever-increasing chance to go away
Confusion: has a chance to cause the player to attack themselves out of confusion that can be cured by exiting the battle, or waiting it out, where it has an ever-increasing chance to go away