

# Check-Point

**Check-Points** are monuments in *Tunic*. They are statues of The Heir with a cauldron of fire at their base. When interacted with, the player's health-points, stamina-points, magic-points, and Magic Potions are fully restored, and respawnable enemies are returned to their initial positions at full health.

As taught by page 18 of the instruction manual, offerings can be given to Check-Points, increasing the player's power.

## Normal Playthrough Prices

For a normal playthrough, stats cap out at 5/5/4/7/3/4 (4 Teeth, 4 Effigy Statues, 3 Ashes, 6 Flowers, 2 Feathers, and 3 Mushrooms).

Offering	Stat Boost	Price 1	Price 2	Price 3	Price 4	Price 5	Price 6
Tooth	ATT	100	150	200	250	-	-
Effigy Statue	DEF	100	150	200	250	-	-
Ash	POTION	100	300	1,000	-	-	-
Flower	HP	200	250	300	350	400	450
Feather	SP	200 <sup>[1]</sup>	400	-	-	-	-
Mushroom	MP	300	350	400	-	-	-

## New Game+

For New Game+, all stats can be increased indefinitely. ATT and DEF are invisibly capped at 9.

## Notes

1. This contradicts page 18 of the instruction manual, which states 300 for some reason.