

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 ^[1]	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.