

Character Stats:

-Party member HP & SP slowly trickle charges passively over time.
*Excludes party members in 'death' status.

All party members have six simple stats that determine overall efficiency.

Might - Attack hit strength.

Magic - Overall power of magic spells or enchanted item summons.

Guard - Physical damage resistance.

Resist - Magic damage resistance.

Speed - Action timing %. Effects turn order, frequency and evade rate.

Karma - Chance % of action success. Effects all 5 of the above stats.

Bonus stat points are rewarded at the beginning of the journey, and will be dropped/rewarded as the character grows in experience.

*Bonus points can be viewed and metted out in the Status menu.

Equipment:

Each party member is core-equipped with specific, personal weapon(s) and armor that cannot be removed.

However, armor can be improved/upgraded by the blacksmith.

Combat:

-Turn order for both enemy and party member is determined by several stat %'s, with Speed maintaining the highest priority of all.

-Experience points (EXP) are shared equally among all party members who are not in 'dead' state. (If 3 members are dead, then the 1 remaining member will get all exp for that battle.)

-The AP (action point) bar must be filled to the brim (100) in order to activate a character's talent(s). Once the bar is filled however, special attacks can often be used more frequently, as the bar will only drain partially with each talent commanded. Each following attack by the player may subsequently refill the AP bar every, or every other turn action, allowing for repeated or stacked special attacks.

*AP for each party member is saved and carried over to the next battle.

Magic and Summon Items:

Enchanted empowerment items that host a spirit to summon require only a small amount of SP, as the item is the main source of power for these incantations. The party member never actually 'acquires' this ability, they simply host the entity while they are in possession of the item.

*Magic item(s) must be equipped to a party member to function.

Other spells that are learned via spellbooks require much more SP, as they are channelled through the user and powered by the Harry's soul power. This explains why party members other than Harry can equip a magic item and summon entities in combat.

*Certain party members have limited equip slots for additional boon items, as they are of a class equipped with two-handed weapons.

Saving Progress:

An auto-save feature is enabled for contingency, to ensure nearly no progress is ever lost in the case of an unexpected error or crash of the game window.

Save file 1 is the autosave slot. There are 3 additional optional slots available for manually saving progress as desired.

*For a more challenging (hard mode) experience, simply ignore the autosave slot, and use the other slots for saving manually.

Balance:

Nearly all special and magic items in The Warriorlock™ are randomized in their availability. As such, each player's individual experience and difficulty level will vary. It is not possible to predict which chest will yield which item(s), so planning your journey with a balanced party will be a more effective strategy toward success in completing the story. However, sometimes a little bit of luck—good and bad— just happens to be in your favor. You'll figure out the rest as you go.

The Warriorlock™ is an interactive storybook, so remember to relax, read and enjoy the story at your own pace. You can save/bookmark any time and come back later when you're ready. Smile. I made this for us. :)