



Midnight's Blessing Strategy Guide

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Midnight's Blessing Strategy Guide

Welcome to Midnight's Blessing! Midnight's Blessing is an old-school style RPG that tells the story of Sidni, a young girl who discovers a dark secret about her past. The game is full of adventure, mystery, and humor.

Controls

The controls in Midnight's Blessing are simple. The game supports both mouse and keyboard controls, so you can pick your personal preference. If you play with the keyboard, you use the arrow keys to move and scroll through menu options, the spacebar or the Z key to confirm choices, open doors, pick up items, and talk to people, and the Esc key or the X key to access the menu and cancel choices. If you use the mouse, left-click to move, talk to people, and select menu options, and right-click to access the menu. The controls will quickly become second-nature after you use them for a while.

Battles

Just like in most RPGs, you must fight monsters in order to level up and get stronger. Midnight's Blessing uses a turn-based battle system much like that of other RPGs. When it's your turn in battle, you are offered four options. Attack simply makes the character attack with whatever weapon he or she has equipped. Talent lets a character use a magic skill of your choice, but be careful, since most skills cost talent points to use. Defend means your character will do nothing, but he or she will only take half as much damage if attacked. Item means you can use an item on one of your characters or on a monster.

Menu

The menu lets you use items, equip weapons and armor, save a game, and other useful things. Access the menu at any time (except during battles and cutscenes) by pressing the Esc key or clicking the right mouse button and you'll be presented with the following options.

Items

This is where you can access your inventory and use healing items on party members.

Skill

Look at what skills each party member has. You can also use healing skills here.

Equip

You can't simply leave powerful weapons and armor in your inventory; you must equip them, and this is the place to do so. To equip weapons and armor, select Equip, select a character, select a slot, and then select the item you want equipped. Each character can equip one weapon, one shield, one

helmet, one armor, and one button.

Status

When you select Status, you can see your party members' statistics. HP stands for Health Points and TP stands for Talent Points (also known as mana points), so these stats show how much health and talent points a character currently has, along with his or her maximum HP or TP. If, for example, a character's HP reads "30/50," that means a character currently has 30 HP, but can have up to 50 HP if you were to heal him or her. Attk stands for Attack, or how strong your character's physical attack is, Pdef stands for Physical Defense, or how strong his or her defense against physical attacks is, and Mdef stands for Magical Defense, or how strong his or her defense is against magical attacks. The other stats are STR, or Strength, DEX, or Dexterity, AGI, or Agility, and INT, or Intelligence. The Status screen also shows the characters' current level and experience points, as well as how many experience points he or she needs to gain a level.

Save

Lets you save your game. Select a slot to save your game in and you're ready to play some more.

Quest Log

This lets you see the quests and sidequests that you currently need to complete. If you don't remember what you're supposed to be doing, select a quest and you'll receive information about it.

Quit

Quits the game. You'll be given the choice between returning to the title screen (where you can load a different game if you wish), or shutting down the whole game. Be sure to save your progress before quitting.

Cast



Sidni Larkhearst

The game's protagonist is a young, bubbly, innocent teenager. She lives a simple life delivering the mail for her mother, but then when vampires attack her home, her life is changed forever. She fights with a bow and she has decent attack and defense. As the game progresses, she learns various skills, most of which are very useful in battle.



Brenna MacBav

Brenna is a brash, violent Tracker who seems to get enjoyment out of killing, but through her friendship with Sidni, she starts to learn compassion. Thanks to her Tracker training, she has a very strong attack and her skills learned along the way help her take down monsters.



Estradi Yskonivitch

An 800-year-old vampire who only drinks animal blood and has taken it upon himself to protect humans from others of his kind. He has strong attack and defense and learns a variety of both offensive and healing skills as the game progresses.



Cathan

A werewolf who lives in a monastery that is a sanctuary of sorts for werewolf. His attack isn't anything special. When he's in his wolf form, his attack is stronger than normal, but he's also more susceptible to magic attacks. The skills he learns are mostly defensive, though he can learn a couple of offensive skills.