

# PROTECTOR

## Class Sheet

**Description:** A magical class that aids their allies when necessary

**Weapon(s):** Gloves

**Starting Weapon:** Basic Gloves (1 d4)

**Starting Equipment:** None

Moves:

- ☐ **Recharge:** Restore 1d8 SP (up to Max SP) to self or ally
- ☐ **Heal (1 SP):** Restore 1d4 HP (up to Max HP)
  - ☐ **Heal All (1 SP per character):** Restore 1d4 HP to self and all allies (up to Max HP)
  - ☐ **Heal+ (2 SP):** Restore 1d10 HP (up to Max HP)
- ☐ **Wall (1 SP):** Roll+Energy to create a magical barrier around a character that will stay up until character is attacked
  - ☐ **Wall+ (1 SP per character):** Can put up multiple barriers
- ☐ **Cure (1 SP):** Remove 1 status effect

Class Mastery Move (Requires all other moves in this class to be acquired)

- ☐ **Phoenix (6 SP):** Roll+Energy to pray for the revival of a character from 0 HP:
  - Success ⇒ Revive with Half or Max HP (rounded up)
  - Minor Success ⇒ Revive with 1 HP

