

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
- ☐ **Vaccine (1 SP):** Make a character immune to a specific status effect until start end of current battle or, if outside combat, the start of next battle
 - ☐ **Inoculation (2 SP):** Make a character immune to all status effects
- ☐ **Find Enemies (1 SP):** Add +2 to Sense when searching for signs of enemies
- ☐ **Blinding Light (1 SP):** Roll+Energy to create a blinding light
 - Success ⇒ Blinds all enemies
 - Minor Success ⇒ Blind one enemy
- ☐ **Sanctify (1 SP):** Imbue an item or weapon with Holy element

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

