

PROTECTOR

Class Sheet

Description: A magical class that aids their allies when necessary

Weapon(s): Gloves

Starting Weapon: Basic Gloves (1 d4)

Moves:

✓ **Heal (1 SP):** Restore 1 d4 HP (up to Max HP)

☐ **Heal All (1 SP per character):** Restore 1 d4 HP to self and all allies (up to Max HP)

☐ **Heal+ (2 SP):** Restore 1 d10 HP (up to Max HP)

☐ **Recharge:** Restore 1 d8 SP (up to Max SP) to self or ally

☐ **Wall (1 SP):** Roll+Energy to create a magical barrier around a character that will stay up until character is attacked and prevent all damage for that attack

☐ **Wall+ (1 SP per character):** Can put up multiple barriers

☐ **Wellness (1 SP):** Remove 1 status effect

☐ **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

☐ **Revival (3 SP):** Roll+Energy to revive an ally from 0 HP

- *Success* ⇒ Restore half of max HP (rounded up)
- *Minor Success* ⇒ Restore 1 HP

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

☐ **Phoenix (6 SP):** Pray for the revival of a character from 0 HP. Their HP is restored to max.