Fighter Class



(Gain the next level as a sorcery to add its ability.)

When Fighter Class enters the battlefield, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

1 : **Level 2**

Equip abilities you activate cost 2 less to activate.

3 : **Level 3**

Whenever a creature you control attacks, up to one target creature blocks it this combat if able.

Enchantment — Class

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