

<h1>Fighter Class</h1>	 
	<p><i>(Gain the next level as a sorcery to add its ability.)</i></p> <p>When Fighter Class enters the battlefield, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.</p> <p>1   Level 2</p> <p>Equip abilities you activate cost 2 less to activate.</p> <p>3   Level 3</p> <p>Whenever a creature you control attacks, up to one target creature blocks it this combat if able.</p> <p>Enchantment — Class</p> <p></p>
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