# Paladin

Paladin is a tank class; he is focused on damage reduction and protecting its allies while inciting his enemies to focus him.

**Iron Will**: Increase all resistances by +30%

**Thorn Will:** Brings back 5% (\* Tank Lv.) of damage taken.

**Cross Slash**: Delivers two hits with a power of 25 each one and makes this unit gain the agro of the creature that was hit

**Impact**: Delivers an attack with a power of 200

**Fast Pase:** Increase physic dmg by +25% for three turns

**Holy Rage:** Delivers an attack with a power of 100. If Iron Will is active its power increase to 300

**Aegis Shield**: Block the next incoming attack

**Protect**: Protect an ally with low health from a single-target attack.

**Fools Shield**: The next incoming attack is transformed to bleeding damage that has a potency equal to the attack / 100. Last four turns