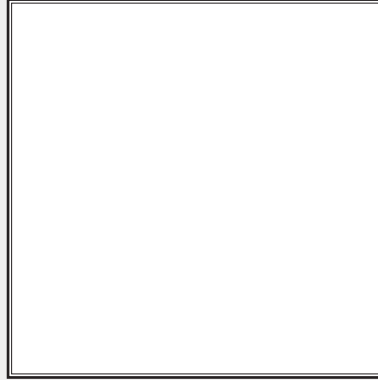


RAD FEATURE 1

TEAMWORK

Every battle companion possesses this RAD Feature. The battle companion targets one ally. In the coming round, that ally can claim advantage on a single attack roll or ability check they make. Teamwork is the only RAD feature which can target the same enemy on successive rounds or affect foes which present Overwhelming Odds.



Battle Companions go last in the initiative order.

You cannot apply the same RAD Features to the to the same target(s), whether allies or enemies, for two rounds in a row. The *Teamwork* RAD Feature is the exception to this rule.

Some enemies present Overwhelming Odds and are immune to RAD Features except *Teamwork*.

RAD FEATURE 2

BIG BULLY

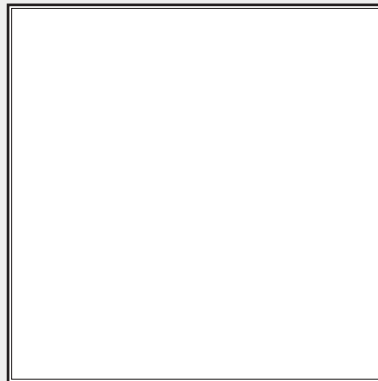
Select an ally of Medium size or smaller and move it to an unoccupied space within 60 feet. This does not use the target's movement. If the affected character opts to become prone upon arrival at the new location, having been thrown or rolled for part of the distance, that ally's movement does not provoke opportunity attacks.

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Affinity. The battle companion can instead use this RAD Feature at any point in the round when an ally makes a saving throw. The battle companion grants advantage to that ally's save. This ability must be declared before the ally has rolled their saving throw.



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BIG BULLY

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Affinity. Draw the shortest line possible between the affected ally's starting location and ending location. The line can bend, but only if doing so is necessary to take it around impassible obstacles. Up to three enemies within 5 feet of that line are knocked prone as the battle companion bowls past.