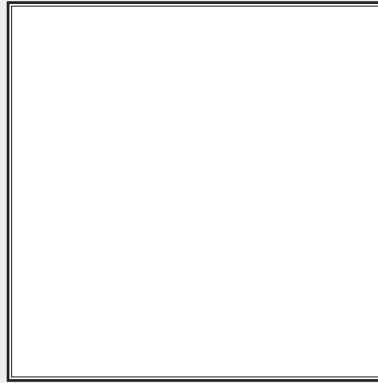


RAD FEATURE 1

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 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

HEY, GET SERIOUS!

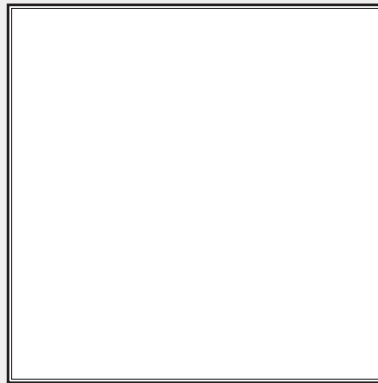
As a reaction she takes in response to an ally missing a melee attack roll, the battle companion causes that ally to make another attack of the same type (using the same weapon against the same target). This additional attack does not require the ally to use an action or reaction.

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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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HEY, GET SERIOUS!

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Affinity. If the ally's new attack hits, it inflicts an additional 1d6 damage of the weapon's type.