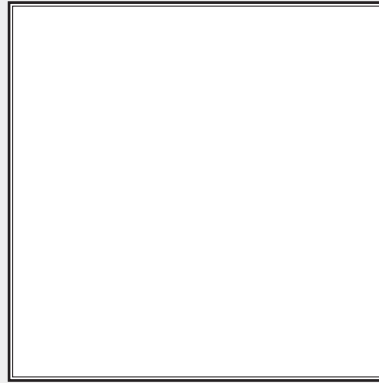


RAD FEATURE 1

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

GORY FEAST

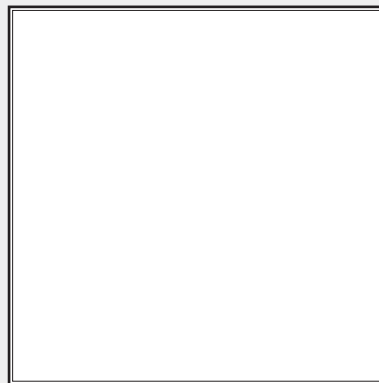
Once each round when an ally inflicts piercing or slashing damage on an enemy, the damaged creature suffers 2d6 slashing damage at the end of the current turn.

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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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RAD FEATURE 2

GORY FEAST

Once each round when an ally inflicts piercing or slashing damage on an enemy, the damaged creature suffers 2d6 slashing damage at the end of the current turn.

Affinity. If the damaged enemy falls to 0 hit points at the end of the turn—killed by the battle companion's feasting—the battle companion loses interest and flings the corpse at another enemy. If that secondary target is within 20 feet of the primary target, and the primary target is Medium or smaller, the secondary target takes the remainder of the battle companion's damage as bludgeoning damage.