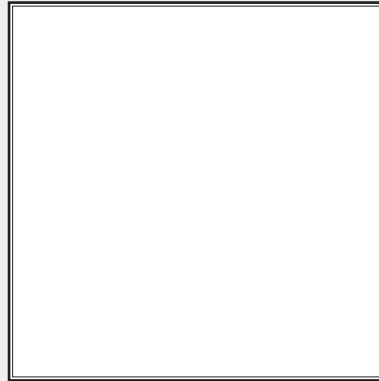## TEAMWORK

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*.
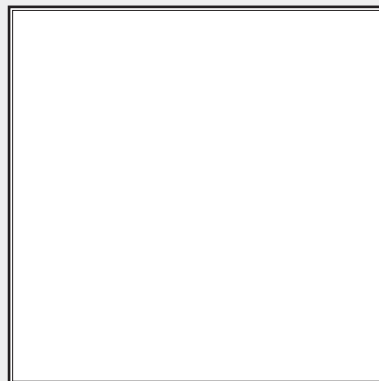
CLOUD OF CHAOS

Designate a 10-foot by 10-foot area somewhere on the battlefield. Each of the party's foes in that area is moved to an unoccupied space just outside of the affected area, touching its edge. Alternately, the foe is knocked prone and placed somewhere within the affected area. The Rad Wrangler chooses which option to apply to each foe and the location it ends up.

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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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Affinity. In the confusion, one of the affected creatures (chosen by the Rad Wrangler) loses any weapons or objects it was holding. The items fall to the ground in that foe's original location.