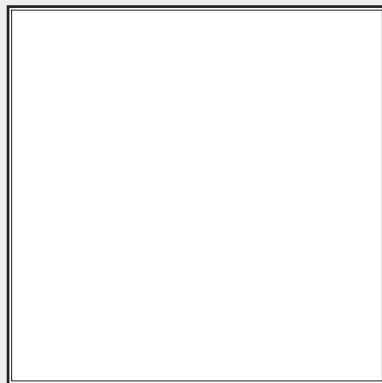


RAD FEATURE 1

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

STAREDOWN

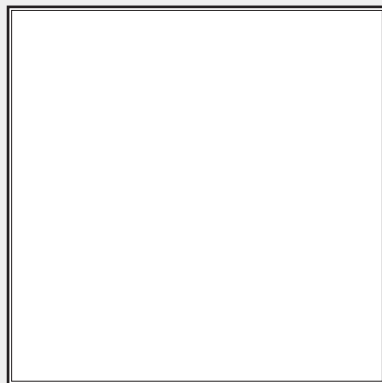
The battle companion's piercing gaze intimidates one enemy that can see him, causing its confidence to waiver. Until the end of its next turn, the enemy has disadvantage on attack rolls and on ability checks to shove or grapple another creature.

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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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STAREDOWN

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Affinity. The affected creature "retreats" from the battle companion; move it 10 feet in any direction. This uses the creature's movement but does not provoke opportunity attacks.