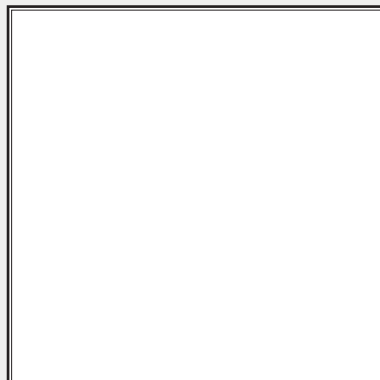


RAD FEATURE 1

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

BOTANICAL TOXIN

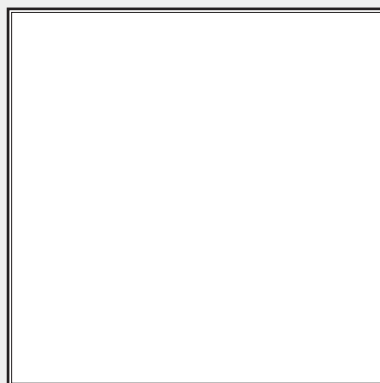
As a reaction the battle companion takes when a party member makes an attack with a weapon that would inflict piercing or slashing damage, the companion quickly poisons the weapon (or its ammunition) prior to the attack roll. If the attack hits, it inflicts an additional 1d8 poison damage and the target—if it is not immune to the poisoned condition—has its speed reduced by 10 feet until the end of its next turn. The toxin dries quickly, so it only affects the current attack.

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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. The battle companion uses enough poison for the ally's next weapon attack to also apply this toxin on a successful hit, so long as that next attack is made on the ally's current turn or following turn.