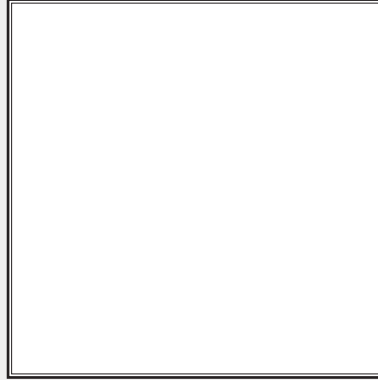


RAD FEATURE 1

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

PILFERED PROJECTS

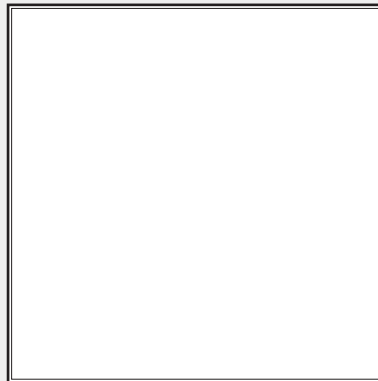
As a reaction the battle companions both take in response to an ally taking acid, cold, fire, lightning, radiant, or thunder damage, the their device sucks away some of that force, giving the ally resistance to that instance of damage. The device immediately converts the absorbed energy into a gout of flame that falls onto a selected foe, inflicting 2d6 fire damage.

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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. If the battle companions can't find energy to absorb, they stuff the flamethrower with rocks, debris, and other, smaller devices. This risky maneuver allows the battle companions to apply the damage to a foe even without absorbing damage first.