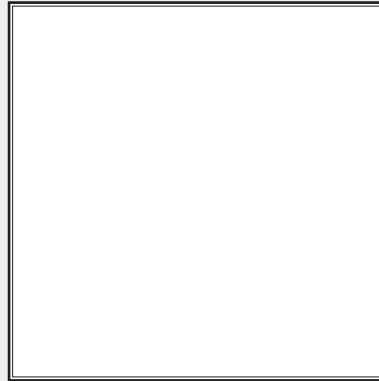


RAD FEATURE 1

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

PACK TACTICS

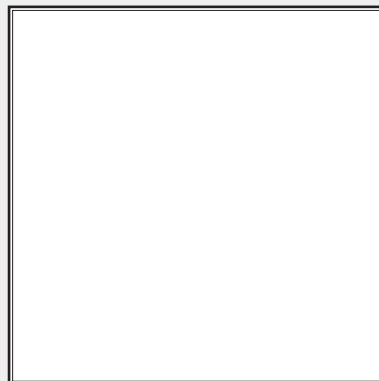
Choose one foe. In the coming round, all allies have advantage on melee weapon attacks against that foe.

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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

PACK TACTICS

Choose one foe. In the coming round, all allies have advantage on melee weapon attacks against that foe.

Affinity. The first time an ally hits the targeted creature with a melee weapon attack during the round, the battle companion takes advantage of the enemy's reaction or imbalance; it snatches a weapon or other held item from the enemy's hand and runs off, depositing the item somewhere within 40 feet of that enemy.