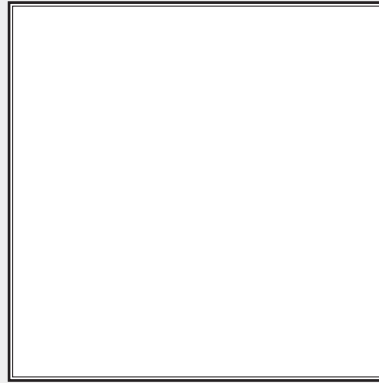


RAD FEATURE 1

## 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

## ROLLING ROCK

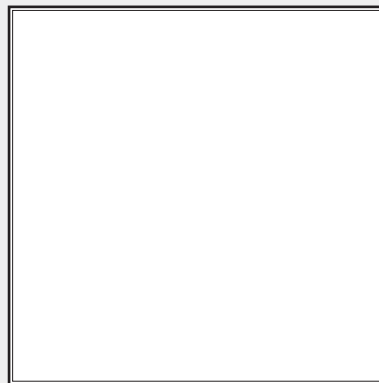
Select one enemy; regardless of its size, that target falls prone. If the creature is Medium or smaller, you can also push it up to 10 feet in any direction.

RAD FEATURE 1

## TEAMWORK

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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

## ROLLING ROCK

Select one enemy; regardless of its size, that target falls prone. If the creature is Medium or smaller, you can also push it up to 10 feet in any direction.

**Affinity.** The battle companion gets vengeful when his allies are harmed. He can affect two enemies if at least one of them inflicted damage on an ally in the current round.