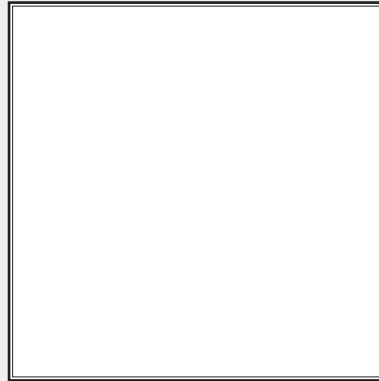


RAD FEATURE 1

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

BONE TACKLE

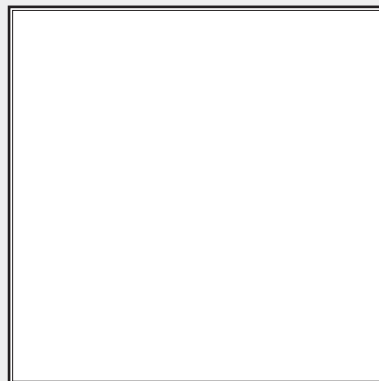
Pick one foe of Medium or smaller size; that creature is grappled by skeletal hands reaching out of the ground until the end of the following round, when the battle companion can again invoke this effect against another target.

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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

BONE TACKLE

Pick one foe of Medium or smaller size; that creature is grappled by skeletal hands reaching out of the ground until the end of the following round, when the battle companion can again invoke this effect against another target.

Affinity. When a foe currently grappled by this effect hits one of your allies with a melee weapon attack, the rest of the battle companion's magical creation—something vaguely skeleton-shaped—erupts from the earth to intercept it. This changes the hit into a miss, though it destroys the bony conjuration, freeing that foe from the grappled condition.