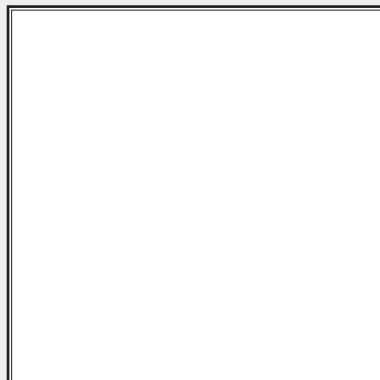


RAD FEATURE 1

## 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

## DARK WHISPERING

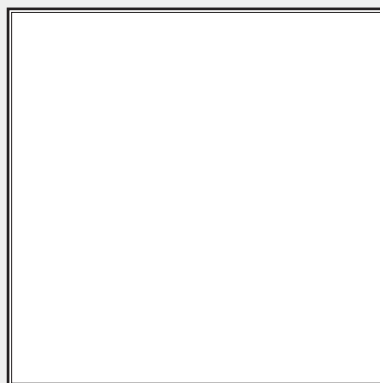
The battle companion's voice terrorizes one enemy, causing it to huddle in place. During the following round, the targeted creature can use its normal move for the turn or use its action, but it cannot do both.

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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Some enemies present Overwhelming Odds and are immune to RAD Features except *Teamwork*.

RAD FEATURE 2

## DARK WHISPERING

The battle companion's voice terrorizes one enemy, causing it to huddle in place. During the following round, the targeted creature can use its normal move for the turn or use its action, but it cannot do both.

**Affinity.** The targeted creature also falls prone and remains prone during the following round.