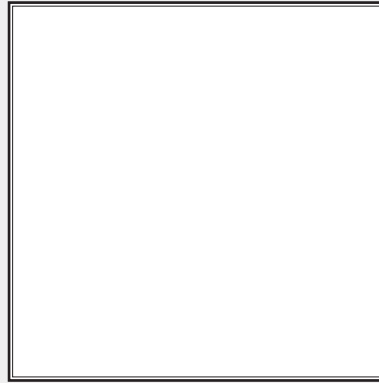


RAD FEATURE 1

## 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

## SHOCK LINE

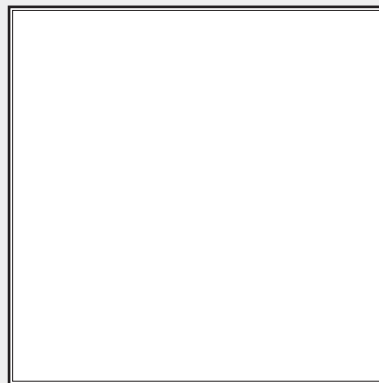
Choose a point on the battlefield as the origin of this feature. From that point, draw a line in any direction, affecting an area 5 feet wide by 40 feet long. Each creature in the line takes 2d8 lightning damage. Creatures with cover (half, three-quarter, or full cover) relevant to the origin point are not affected. Unlike a breath weapon, Shock Line does not require a recharge roll. It instead has the regular use-limitations of a RAD feature.

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

## SHOCK LINE

Choose a point on the battlefield as the origin of this feature. From that point, draw a line in any direction, affecting an area 5 feet wide by 40 feet long. Each creature in the line takes 2d8 lightning damage. Creatures with cover (half, three-quarter, or full cover) relevant to the origin point are not affected. Unlike a breath weapon, Shock Line does not require a recharge roll. It instead has the regular use-limitations of a RAD feature.

**Affinity.** Creatures with half cover or full cover are affected by the battle companion's Shock Line. Only those with full cover relative to the origin point can avoid the damage.