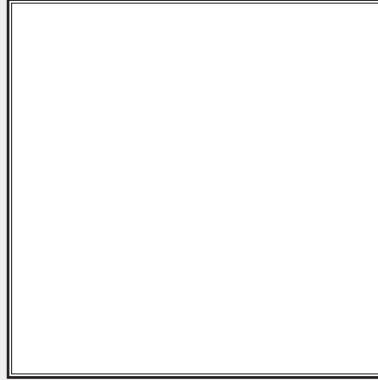


RAD FEATURE 1

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

TINKER'S TOY

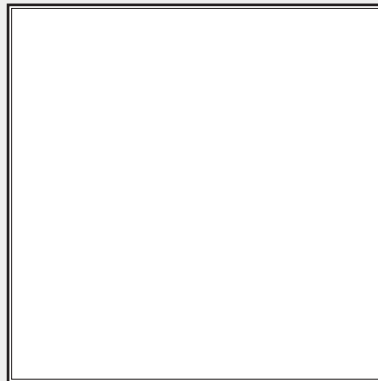
The contraption's only useful action is to leap into the path of an enemy attack. As a reaction battle companion takes in response to an ally being hit by a weapon attack, she directs the contraption to take the blow instead. If the ally agrees to be knocked prone (pushed out of the path of the attack) the ally is unhit and the contraption dies with a human-sounding scream of its grinding, bent gears. (By the time it goes silent, Myla will have assembled a replacement contraption.)

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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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Affinity. The battle companion deploys her best contraption parts in defense of her allies. The assembled creature can intercept a weapon attack or a spell attack, and an affected ally is not knocked prone.