

HONORED COMPANION

GAINING AN HONORED COMPANION

Any player character can acquire an Honored Companion. An honored companion is a stalwart ally who never leaves your side, or a lover who travels with you during your adventures.

You gain an Honored Companion by taking the Unbreakable Bond multiclass feat.

UNBREAKABLE BOND

[MULTICLASS HONORED COMPANION]

Prerequisite: Level 2

Benefit: By forgoing training in your class, you gain an honored companion. You qualify for the Novice Power, Acolyte Power, and Adept Power feats (PHB). You gain the Honored Companion features *Overwhelming Loyalty*, *and Crushing Loss*, and the abilities described in *Companion Actions*.

Special: You must sacrifice a class feature of your choice to take this feat. You may not take this feat if you have a Class Feature, Feat, Paragon Path, or Epic Destiny that grants you a companion.

Overwhelming Loyalty: Whenever a condition causes a character to attack his companion, or vice-versa, the attacker may make an immediate saving throw with a bonus equal to the target's Charisma modifier to cancel the attack.

Crushing Loss: If your companion or character dies, the survivor takes a -1 penalty to all rolls until the dead ally is raised.

CREATING AN HONORED COMPANION

There are many ways an Honored Companion may join you: a childhood friend, a close ally who has taken up the sword in your name, or someone you have grown close to.

At this point, your companion becomes bound to you, and you can share your actions with your companion in combat, and work together in skill challenges.

When you take the Novice, Acolyte, or Adept power feats, you give up the swapped power, and your Companion gains a power of the appropriate level from their affinity class. Honored Companions do not use core multi-class paragon path rules.

When your companion joins you, the companion starts with no equipment, save that which you provide them. Apply one of the Companion Templates described below you choose, assigning attributes from the standard array (16, 14, 13, 12, 11, 10). Select the race for your companion, and apply all modifiers, including racial powers, bonus skills, and language selection. You must be able to communicate with your companion. Where a race grants skills or powers, those powers must be selected from the Affinity class for the template.

COMPANION ACTIONS

Your companion does not receive its own turn in combat; it acts on your turn, and follows your commands using the tactical options below. You must be able to communicate with your companion in order to give these commands.

Move as One (Move Action): Your companion takes a move action. You may choose to take a move action after your companions move action has completed.

Shared Opportunity (Immediate Interrupt): When a creature provokes an opportunity attack from your companion, you may spend an immediate interrupt to have your companion make an opportunity attack. If the target provokes an opportunity attack from both you and your companion simultaneously, both may attack as a part of this action.

Skill Checks and Challenges: Your companion may participate in Skill Challenges and Skill checks in any circumstance where another party member may help.

Other Actions: For any other action, you spend the required action, and your companion completes the action.

INDEPENDENT ACTIONS

When you are dead, unconscious or unable to communicate with your companion, your companion will move to a square adjacent to you. Your companion can take a full turn on your turn (that is, a standard, move, and minor action). At the beginning of your turn in combat, if you are unconscious or dead, if your companion is not adjacent to you, the first action taken must end with your companion adjacent to you.

COMPANIONS AND HEALING

Your companion has a limited number of healing surges, and can use these only when they are granted the ability to heal through a power such as *inspiring word*, or *healing word*. In addition to this, when you spend a second wind, you can choose to have your companion spend a healing surge as well.

Your companion follows the same rules as any other character for death and dying. Your companion can be raised using the *Raise Dead* ritual.

LOSING YOUR COMPANION

Your companion is a partner or ally to whom you have made a life-long companion; as such there are penalties for abandoning that promise. Once you have taken the *Honored Companion* feat, you cannot retrain the feat while your companion is died, or not present.

In addition to this, if you retrain *Honored Companion*, you permanently lose access to it. Other allies may join you, you may form a bond with another companion, but no bond will be as strong as the one that was broken.

COMPANION TEMPLATES

Bodyguard Companion Template Fighter Affinity

Role: Defender; your companion values you and your life, and will defend it with sword and shield.

Armor Proficiencies: Cloth, leather, hide, chainmail

Weapon Proficiencies: Simple melee, Military melee, simple ranged

Bonus to Defenses: +2 to Fortitude

Hit Points: 15 + Constitution Modifier

Hit Points gained per level: 5

Healing Surges: Constitution Bonus, +2 per tier.

Skills: Endurance and one fighter class skill

Student of the Sword (free; encounter)

Gain a +1 to hit on the next attack roll; the target of this attack is marked until the end of your next turn.

Scoundrel Companion Template Rogue Affinity

Role: Striker; your companion is a liar and a cheat, and uses these talents to strike from the shadows.

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Dagger, Hand-Crossbow, Shuriken, Sling, Short sword

Bonus to Defenses: +2 to Reflex

Hit Points: 8 + Constitution Modifier

Hit Points gained per level: 4

Healing Surges: Constitution Bonus, +1 per tier.

Skills: Thievery and one rogue class skill

Sneak of Shadows (free; encounter)

Once per encounter, your companion can use the rogue's Sneak Attack class feature.

Scout Companion Template Ranger Affinity

Role: Striker; your companion holds from a distance and launches attacks against your foes.

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, Simple ranged, Military ranged

Bonus to Defenses: +1 to Fortitude, +1 to Reflex

Hit Points: 8 + Constitution Modifier

Hit Points gained per level: 4

Healing Surges: Constitution Bonus, +1 per tier.

Skills: Nature and one ranger class skill

Warrior of the Wild (free; encounter)

Once per encounter, your companion can use Hunters Quarry.

Advisor Companion Template Warlord Affinity

Role: Leader; your companion is an ally in combat and engages in battle with you.

Armor Proficiencies: Cloth, leather, hide, chainmail

Weapon Proficiencies: Simple melee, Military melee, simple ranged

Bonus to Defenses: +1 to Fortitude, +1 to Will

Hit Points: 10 + Constitution Modifier

Hit Points gained per level: 5

Healing Surges: Constitution Bonus, +2 per tier.

Skills: Diplomacy and one warlord class skill

Student of Battle (minor; daily)

Once per day your companion can use the Inspiring word power.

PARAGON PATHS

FATEBOUND

"Forward! Strike as one and we will be victorious!"

Prerequisites: Honored Companion feat

You and your companion have sworn to do battle against the darkness together. Walking and fighting as one, the blade of your companion complements your own skills and tactics.

FATEBOUND PATH FEATURES

Fateshield (11th level): While you are within 3 squares of your companion, you gain +1 to damage, and your companion gains +1 to all defenses.

Act as One (11th level): When you spend an action point, your companion may also take a move action.

Soulbond (16th level): When your companion acquires a condition that a save can end, you can choose to have your companion lose a healing surge, and have the condition affect you instead.

FATEBOUND EXPLOITS

Dance of Fate Fatebound Attack 11

You and your companion maneuver around your foes, dodging and weaving, and striking blows against a common foe.

Encounter • Companion

Standard Action

Melee companion 1

Special: You and your companion must be adjacent to the target.

Target: One creature

Effect: Your companion may shift to a square adjacent to the target that allows flanking.

Attack: Companion Melee vs. Reflex

Hit: 1[C] + Strength, and you can make a melee basic attack against the target.

Effect: You may shift to any square adjacent to your target and your companion.

Pin the Foe Fatebound Utility 12

With a shout you draw attention from an enemy that has engaged your companion.

Encounter • Companion

Immediate Reaction

Personal

Trigger: An enemy adjacent to you or your companion shifts

Effect: You and your companion move to flank the enemy. The total movement by you and your companion may not exceed 5 squares.

Fatebound Fatebound Attack 20

The strength of your bond to your companion grants you both the power to attack and move as one.

Daily • Companion, Stance

Standard Action

Personal

Effect: Until the stance end, each time you move, your companion may shift one square, and each time you make an attack, your companion may make a melee basic attack against a target you hit.