

## Feats

### Honored Companion

**Requirement:** Level 2

**Benefit:** By forgoing training in your class, you gain an honored companion.

**Restriction:** You may not take this feat if you have a Class Feature that grants you a companion.

You sacrifice a class feature of your choice when you take this feat. You gain an Honored Companion.

Complete the statistics block below by following these rules:

- Select the race of your Honored Companion
- Grant attributes with the standard array (16, 14, 13, 12, 11, 10), and adding racial modifiers.
- Your Honored Companion is treated as being the same level as you. Your companion has hit points equal to 12, plus 6 times your level.
- All defenses are calculated according by applying the base 10, plus equipment modifiers and racial modifiers.
- Your companion gains training in one skill
- Choose a Companion role from *Defender*, *Striker*, or *Leader*
- *Defenders* gain the benefit of the Student of the Sword feat, and +2 to Fortitude
- *Strikers* gain the benefit from either Sneak of Shadows, or Warrior of the Wild, and +2 to Reflex
- *Leaders* gain the benefit of Student of Battle, and +2 to Will.
- All companions have simple melee, simple ranged, and light armor proficiencies.
- Your companion gains the same attribute increases at each level you do.
- Your companion has no action points, and healing surges equal to 1 + constitution modifier.

Your Honored Companion starts with one non-magical melee weapon, non-magical armor, and an adventurer's kit.

Your Honored Companion is subject to the same restrictions as detailed under "Commanding a Beast Companion" and "Beast Companions and Healing" in the Martial Power source book, with the exception that your Honored Companion can only be raised using the *Raise Dead* ritual, and you do not gain any rituals from this feat.

You may not retrain Honored Companion while your companion is not present and alive. You may not re-acquire this feat once you have retrained it. You may not acquire a new Honored Companion.

Honored Companion			<i>Special</i>
Medium natural humanoid			
Initiative		Senses Perception; as race	
HP			
AC ; Fortitude , Reflex , Will			
Speed			
Ⓣ <i>Weapon</i> (standard; at-will)			
<i>Melee basic attack</i>			
Ⓢ <i>Weapon</i> (standard; at-will)			
<i>Ranged basic attack</i>			
Racial Power			
<i>Gain the racial power appropriate for the race of the Honoured Companion</i>			
Alignment		Languages -	
Unaligned			
Str	Dex	Wis	
Con	Int	Cha	
Equipment <i>special</i>			

## Fatebound

*"Our lives are bound together, I live as you live, I fall as you fall."*

**Prerequisites:** Honored Companion feat

You have found your soul mate, and you have chosen to do battle against the darkness together. Walking and fighting as one, your shield complements the blade of your companion.

### Fatebound Path Features

**Fateshield (11<sup>th</sup> level):** While you are within 5 squares of your companion, the companion gains +2 to all defenses.

**Act as One(11<sup>th</sup> level):** When you spend an action point to take an extra action, your companion may take a move action.

**One Soul, Two Forms(16<sup>th</sup> level):** When you take a second wind, you can choose to spend a second healing surge and grant your companion additional hit points equal to your surge value.

### Fatebound Exploits

#### Dance of Fate Fatebound Attack 11

*You and your companion dance through the field of combat, dodging and weaving, providing opportunity to strike 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.

#### Guardian of the Fated Fatebound Utility 12

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

**Encounter • Companion**

**Immediate Reaction**

**Close Burst 10**

**Trigger:** An enemy within the burst that hits your companion

**Effect:** The enemy that hit your companion becomes *marked* by you; this mark lasts until the end of combat.

**Special:** If you have a marking class feature such as Divine Challenge or a Swordmage' Aegis, you may choose to use that power instead of marking your foe. Although the mark does not end until the end of combat, the duration of the power is unaffected.

#### Fatebound Fatebound Attack 20

*Your 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.