**Bound**

A [Bound] creature cannot take any independent action, and does not get a turn. However, it does recognize one or more other creatures as its controller, and it acts when ordered to by its controller(s). Orders usually take a Swift action, but exceptions do exist.

All [Bound] creatures may be ordered to make a single attack as a swift action once per [Round], or to use a move action as a free action once per [Round]. Depending on the creature, other orders may be available to the controller.

If a target provokes an attack of opportunity from the [Bound] creature, its controller may use an Immediate Action to order the [Bound] creature to make that attack of opportunity. This counts as the controller's attack of opportunity for that [Round].

If all of a [Bound] creature's controllers die, it loses the [Bound] status.

**Boon Companion**

1st Circle — It's You and MeEX: Due to your history, your talents, or sheer random chance, you and another creature are held together by the bonds of trust and mutual reliance. You are accompanied by a Companion — a mook of your level with your choice of the Scout, Striker, or Turret Archetype and the [Bound] condition, which cannot be removed by any means. You are your Companion’s sole controller. Your Companion is always your ally.

Your Companion uses the better of your attack bonus, Armor Class and save modifiers or its own. It does not have its own pool of hit points — all damage, [HP Reduction], healing and temporary hit points that would affect your Companion affect you instead. If a single source of the aforementioned would normally affect both of you (such as with an Area of Effect), it affects only you. If you are [Unconscious] or [Dead], so is your Companion. When you are no longer [Unconscious] or [Dead], neither is your companion.

Your Companion’s attacks have either a single weapon property of your choice if it uses a natural attack, or two if it uses a weapon. At 4th Circle and again at 7th Circle, it gains one additional weapon property of your choice. These choices are permanent.

2nd Circle — My Best FriendEX: Your Companion gains [Lesser resistance] to all damage, and once per [Round] when an opponent targets you or your square with an offensive action, it provokes an attack of opportunity from your companion. If your companion uses the Scout or Turret Archetype, it can make this attack of opportunity with its ranged attack against opponents at [Close], [Medium] or [Long] range who target you or your square (provided its attack can be used on targets at the relevant distance), but not against opponents within its [Melee] range.

3rd Circle — Hearts So TrueEX: Your Companion can now make attacks of opportunity without requiring you to spend an immediate action, and you can take actions to direct your companion even if you would otherwise be prevented from doing so by a condition or effect.

4th Circle — Pull Us ThroughEX: When you order your Companion to attack with a swift action, it can make additional attacks as normal for a mook of its level making an attack action, though it makes attacks after the first at a -5 penalty. This counts as your [Bonus attack] for that [Round].

5th Circle — You Teach MeEX: If your Companion hits an opponent with at least two attacks in the same [Round], that opponent suffers from your choice of [Vulnerability] to your offensive actions for 1 [Round], or a -2 to saves against your offensive actions for 1 [Round]. In addition, your Companion’s [Lesser resistance] to all damage improves to [Resistance] to all damage.

6th Circle — I Teach YouEX: Once per [Round] when you deal damage to an opponent, that opponent provokes an attack of opportunity from your companion. Your companion can now make one attack of opportunity each [Round] without expending your attacks of opportunity, and can still expend your attacks of opportunity for your companion to make additional ones.

7th Circle — Our DreamEX: Once per [Round] after you hit an opponent with an attack or an opponent fails a save against one of your offensive actions, you may grant your Companion a +1 bonus to attacks against that opponent for the remainder of the encounter. Once per [Round] after your companion hits an opponent with an attack, you may gain your choice of either a +1 bonus to attack rolls against that opponent or a +1 to save DCs on offensive actions you use against the opponent. These bonuses stack, and may be applied up to four times to your Companion, and up to four times to you. Your companion does not count the bonuses applied to you through this ability when it uses your attack bonus, but does count bonuses applied to it.

In addition, your Companion gains [Greater resistance] to all damage.

Passes:

Nohwl

Valixes

DragoonWraith