**Dynamic Weapon Sets**

* Allows each companion to have specific sets of weapons to be used in either “battlefield” or “siege” mode. Battlefield mode is the normal default, but siege mode will activate whenever:
  + A city siege is fought in.
  + A bandit lair is attacked.
* Each companion can have the DWS system enabled or disabled individually.
* Each companion can have their sets traded on an “all or nothing” system where if the companion doesn’t have every item in the set available then he will not switch to it.
* A global option is available to “report activity” letting you know when companions switch sets or whenever they are unable to do so.
* A daily trigger will verify that each companion has all of their “set” marked items. If any do not have their set items a menu will pop up listing each companion that needs updating.

**Automatic Looting System**

**Companion Relation Matrix**