# *Soul Tether*

**Three time per long rest**, a 10th-level PC may **channel a surge through the Soul Tether** to grant their 4th-level ally:

* **Regain half their maximum hit points**
* **Regain one expended feature (Action Surge, Arcane Shot, Focus Points, etc.)**
* **Remove one condition (Frightened, Charmed, or Stunned)**

**Cost to the 10th-level PC** *(choose one)*:

* Take **2 levels of exhaustion**
* Lose **spell slots equal to half their level (rounded down)**
* Take **4d10 psychic damage**, ignoring resistance

**Soul Tether** can be utilized but a new cost must be chosen each time.

**Exhaustion Levels (5e Rules):**

* **Level 1:** Disadvantage on Ability Checks
* **Level 2:** **Speed halved**
* **Level 3:** Disadvantage on Attack Rolls and Saving Throws
* **Level 4:** Hit point maximum halved
* **Level 5:** Speed reduced to 0
* **Level 6:** Death

**🛡️ Optional Limits (to keep it fair)**

* May only be used when the 4th-level PC is below half HP
* Can only affect one 4th-level PC per combat
* Cannot be used if the 10th-level PC is below 25% HP

**✅ Why This Works**

* It *feels epic and thematic*
* It's *controlled by strict timing and cost*
* It *empowers the 4th-level without making them 10th-level strong*
* And it *keeps the 10th-level player invested in defending and preserving their partner*