

# Everyman Minis

## Favored Enemy Focuses



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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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## Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

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~ Alexander Augunas



### New Feat

Normally, a ranger can select a new favored enemy focus in place of selecting an additional favored enemy at 5th, 10th, 15th, or 20th level. Alternatively, a ranger can gain a favored enemy focus using the following feat.

#### Focused Favored Enemy (Combat)

You have mastered an array of deadly tactics for use against your favored enemies.

**Prerequisites:** Ranger level 5th, favored enemy class feature.

**Benefit:** You gain one focused favored enemy option. You must meet all of the prerequisites for this focused favored enemy option.

**Special:** This feat can be taken more than once, but at most once per 5 ranger levels.



## Favored Enemy Focuses

Although most rangers prefer to specialize in hunting a small but sizable array of creatures, some prefer to specialize their combat prowess and tracking abilities against a specific subset of opponents. This specialization limits a ranger's abilities to a smaller list of opponents, but in return they gain impressive tricks and techniques for battling the subject of their focus.

Beginning at 5th level, a ranger can choose a focused favored enemy option for one favored enemy type that he previously selected with the favored enemy class feature instead of choosing a new favored enemy. The ranger still chooses to increase the bonus against one favored enemy type at +2. Some focused favored enemy options can be selected only if the ranger meets the option's prerequisites.

Favored enemy focus options function against all creatures who belong to one or more of the ranger's favored enemies. If a focus option refers to the ranger's enemy bonus, this refers to the bonus that the ranger receives on weapon attack and damage rolls and skill checks against his favored enemy. As a result, the value of this bonus changes based upon which opponent he is using the focus option against unless noted otherwise. A ranger with an archetype that replaces favored enemy cannot select focused favored enemy options, and archetypes and prestige classes that grant the favored enemy class feature to other classes do not qualify for focused favored enemies unless the archetype or prestige class specifically notes otherwise.

**Aimed Strikes (Ex):** Whenever the ranger deals damage to a favored enemy with a manufactured weapon, a natural attack, or a ranger spell, he reduces his target's damage reduction, hardness, and resistances by an amount equal to his enemy bonus (minimum 0). This ability can only allow a ranger to reduce DR/adamantine, bludgeoning, piercing, or slashing, and it cannot reduce a creature's hardness if it has hardness that is higher than 20.

**Challenge Enemy (Ex):** The ranger can focus his efforts against a single favored enemy that he is aware of as a swift action. Against this favored enemy, his enemy bonus on weapon damage rolls increases by 50%. The ranger can use this ability a number of times per day equal to half his highest enemy bonus.

Challenging a favored enemy requires much of the ranger's attention. The ranger takes a –2 penalty to his Armor Class, except against the target of this focus option. The focus option remains in effect until the target is dead or unconscious or until the combat ends.

**Enemy Lore (Ex):** Whenever the ranger successfully uses a Knowledge skill to identify a favored enemy's abilities and weaknesses, he gains a number of additional pieces of information about his favored enemy equal to half his enemy bonus (minimum 1).

**Enemy Sense (Ex):** The presence of the ranger's favored enemy inspires him to react faster than normal. The ranger cannot be caught flat-footed by his favored enemies, functioning as the uncanny dodge class feature. Additionally, the ranger doubles his Perception bonus from his favored enemy class

feature on Perception checks made to notice an ambush.

**Expanded Expertise (Ex):** The ranger adds his enemy bonus to Diplomacy, Intimidate, Spellcraft, and Stealth checks made against his favored enemies.

**Focused Bull Rush (Ex):** Whenever the ranger succeeds on a bull rush attempt against a favored enemy, he can choose to end his movement in any space within his favored enemy's threatened area, provided he has sufficient movement to reach that space. The ranger must have Improved Bull Rush before selecting this focus option.

**Focused Casting (Ex):** Whenever the ranger targets a favored enemy with a ranger spell that he has cast, he adds his enemy bonus to the spell's caster level for the purpose of overcoming spell resistance and to the spell's save DC, if any.

**Focused Defense (Ex):** The ranger gains Favored Defense<sup>UC</sup> as a bonus feat. If the ranger has multiple favored enemies, he can switch which favored enemy he has chosen with the favored defense feat to a different favored enemy as a swift action. He can use this ability a number of times per day equal to half his highest enemy bonus.

**Focused Dirty Trick (Ex):** Whenever the ranger succeeds on a dirty trick attempt against a favored enemy, he can choose to end the condition's duration equal to half his enemy bonus. The ranger must have Improved Bull Rush before selecting this focus option.

**Focused Disarm (Ex):** Whenever the ranger succeeds on a disarm attempt against a favored enemy by 10 or more and has at least one free hand, he can catch and either wield, stow, or drop the disarmed weapon in his space. The ranger must have Greater Disarm before selecting this focus option.

**Focused Drag (Ex):** Whenever the ranger makes a drag combat maneuver attempt against a favored enemy, he counts as being a number of size categories larger equal to half his enemy bonus for the purpose of determining whether he can drag his target. The ranger must have Improved Drag before selecting this focus option.

**Focused Grapple (Ex):** Whenever the ranger successfully maintains a grapple against a favored enemy and deals natural attack or unarmed strike damage to his target, he rolls his weapon damage twice and adds the results together before adding bonuses from Strength, enhancement bonuses, and so on. The ranger must have Improved Grapple before selecting this focus option.

**Focused Overrun (Ex):** Whenever the ranger makes an overrun combat maneuver attempt against a favored enemy, he counts as being a number of size categories larger equal to half his enemy bonus for the purpose of determining whether he can overrun his target. The ranger must have Improved Overrun before selecting this focus option.

**Focused Reposition (Ex):** Whenever the ranger makes a reposition combat maneuver attempt against a favored enemy, he counts as being a number of size categories larger equal to half his enemy bonus for the purpose of determining whether he can reposition his target. The ranger must have Improved Overrun before selecting this focus option.

**Focused Steal (Ex):** Whenever the ranger makes a steal combat maneuver check against a favored enemy, selecting an item that is fastened to the target don't grant the favored enemy a +5 bonus (or greater) to its CMD. In addition, he can steal items from his favored enemies that are closely worn with the steal combat maneuver, but doing so grants the target a +5 bonus (or greater) to its CMD against the steal combat maneuver attempt. The ranger must have Improved Steal before selecting this focus option.

**Improved Sunder (Ex):** The ranger can use the sunder combat maneuver to sunder the natural weapons of his favored enemies, including unarmed strikes. For the purpose of this ability, a creature's natural weapons have a number of hit points equal to 1/10th of the creature's hit point total. If the creature has damage reduction, it is subtracted from this damage normally, and fast healing and similar abilities heal damage to the creature's natural weapons. If a natural attack has half its total hit points remaining or fewer, the creature takes a -2 penalty on attack and damage rolls, can only threaten a critical hit with the weapon on a natural 20, and deals only x2 damage on a confirmed critical hit. If a natural attack is reduced to 0 or fewer hit points, the creature cannot attack with the natural weapon until it has 1 or more hit points remaining. When a spell or ability heals hit point damage from a creature, it also heals an equal amount of hit point damage from each of its natural attacks. The ranger must have Improved Sunder before selecting this focus option.

**Focused Trip (Ex):** Whenever the ranger succeeds on a trip attempt against a favored enemy by 10 or more, standing from prone is a standard action for his opponent, even if they have an ability that would normally reduce the action required to stand from prone (such as a swashbuckler's kip-up deed). The ranger must have Greater Trip before selecting this focus option.

**Ranger's Initiative (Ex):** The ranger adds his enemy bonus on initiative checks, provided he is aware that one or more favored enemies are among his opponents.

**Ranger's Resolve (Ex):** The ranger adds half his highest enemy bonus on Will saves.

**Scent Tracker (Ex):** The ranger gains the scent universal monster ability, but he can only detect his favored enemies with scent. A ranger with an enemy bonus of +4 or higher can detect his favored enemies of the associated type at double the usual range (60 feet, or 120 feet upwind and 30 feet downwind). Against favored enemies for which his enemy bonus is +8 or higher, he can detect his favored enemies of the associated type at triple the usual range (90 feet, or 180 feet upwind and 45 feet downwind).

**Soften Blows (Ex):** Whenever the ranger's favored enemy attacks him with a natural attack or unarmed strike and hits, the ranger can attempt a Reflex save (DC 10 + the favored enemy's base attack bonus + the higher between the favored enemy's Strength or Dexterity modifier). If he succeeds, he takes half damage from the attack. Using this ability requires no action, but expends one use of an attack of opportunity.

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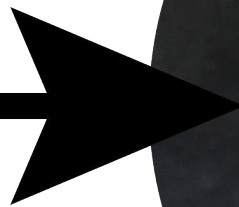
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