The Horizon Walker is a master nomad, the explorer of worlds, the greatest wanderer, and the perfect guide.

1st **Terrain MasteryEx**- Every circle you gain access to a terrain proficiency of your choice. This choice is permanent. You are also immune to hazardous conditions from terrains you are proficient in. For example you do not dehydrate quickly in the desert, you are not slowed when traveling long distances in the forest, you are immune to altitude sickness when you are on a mountain, etc.

2nd **World WalkerEx**- Your movement speed increases by 5 ft per circle when you are on a terrain or plane you are proficient in, you are also unaffected by difficult terrain.

3rd **Verizon GliderSu**- You gain flight speed equal to your land speed.

4th **Scholar of GaiaEx**- You may now make knowledge checks to identify creatures as part of a swift action. Additionally you gain +2 to knowledge checks.

5th **Planar MasterySu**- This circle and every circle after you gain access to a planar mastery. This choice is permanent. Additionally you are proficient with the material plane(the campaign's plane). You are immune to the hazardous conditions of the planes you are proficient in.

6th **Terra-formSp**- At will as a standard action you may change the terrain of a 40ft square to any terrain you are proficient in. You may only change the height of terrian by 40ft per cast. Anything on this terrain is effected by the change. For example if you change a forest into an aquatic environment all plants are subject to flooding, and creatures may drown if they cannot resurface fast enough. If you change a lake into a mountain then fish may suffocate and people may fall if they don't succeed an appropriate climb check.

7th **Planar-formSp**- At will as a standard action you may change the planar space of a 40ft square to any plane you are proficient in. This may have a dangerous and unstable outcome on the surrounding environment. For example if you invoke the plane of fire on a forest the fire will spread destroying the forest if not contained. If you invoke the plane of electric on a pond the entire pond would be subject to electric damage every round. Talk with the GM for appropriate outcomes.

**Terrain Proficiencies**: All benefits granted by Terrain Proficiency stack with each other.

**Arctic**: You gain a +2 Diplomacy and Intimidate checks, and a +1 AC and saves against creatures you have successfully identified.

**Aquatic**: You can now breathe under water, you gain a swim speed equal to your land speed, and a +2 to Athletics checks. +1 to attack and damage rolls to creatures you successfully identified.

**Desert**: You are immune to fatigue and exhaustion from anything aside from sleep depravity, and a +2 to Vigor checks. And you gain a +1 to saves and attack rolls against creatures you have successfully identified.

**Forest**: You gain a +2 to Nature, and Stealth checks. You also gain a +1 AC, and attack rolls to creature you have successfully identified.

**Hills**: You gain a +2 to Acrobatics and perception checks. You also gain a +1 AC and Damage rolls to creatures you have successfully identified.

**Swamp**: You are immune to natural environmental diseases, you also gain a +2 to Larceny checks. You gain a +1 saves and DCs against creatures you have successfully identified.

**Mountains**: You gain a climb speed equal to you land speed, +2 to Geography. You also gain +1 to damage rolls and saves against creatures you have successfully identified.

**Plains**: You gain +2 Medicine and Ride checks. You also gain +1 to damage rolls and DCs to creatures you have successfully identified.

**Underground**: You gain dark-vision and tremor sense to 20ft, you also gain a +2 to History. You also gain +1 to DCs and atk rolls to creatures you have identified.

**Urban**: You gain a +2 Bluff and Engineering checks, and a +1 AC and DCs against creatures you have successfully identified.

**Planar Proficiencies**-

**Fire**: [Resistance] to [Fire], +2 to Arcana checks. You deal an additional 4 points of [Fire] damage and render [On fire] until end of encounter to creatures you have successfully identified on hit.

**Cold**: [Resistance] to [Cold], You deal an additional 4 points of [Cold] damage and reduce the movement speeds by 10ft for two rounds to opponents you have successfully identified on hit.

**Acid**: [Resistance] to [Acid], Your attacks cause the opponents to take 2 points of [acid] damage on the beginning of their next three turns*(This effect stacks)* to opponents you have successfully identified on hit.

**Electric**: [Resistance] to [Electric] and you deal an additional 4 points of [Electric] damage and render the opponent [flat-footed] to opponents you have successfully identified on hit.

**Negative**: [Resistance] to [Negative], Your attacks inflict [hp reduction] equal to 1/2 of the damage dealt *(rounded down).*

**Positive**: [Resistance] to [Positive]*(This does not interfere with healing)*, When ever you are healed you gain 1/2 rounded down of the hit points as temporary hit-points.

**Ethereal**: [Resistance] to [Force], You can see invisible objects and creatures normally even if they are naturally invisible, you gain ghost wise sight out to 40ft, and you are immune to the [revealed] condition.

**Planar notes**-

**Plane of Fire** - Its hot this season.

**Plane of Cold**- This place is pretty cool.

**Plane of Electricity**- Shockingly this plane isn't that bad.

**Plane of Acid**- Getting my PHD from there.

**Positive Plane**- This plane is half full.

**Negative Plane**- This plane is half empty.

**Ethereal plane**- This plane isnt fake.