**The Traveler**

Many people are wanderers, but the Traveler has developed movement into an art. The grace and ease with which Travelers walk across roads and battlefields leaves onlookers in awe; they are the undisputed rulers of the roads.

**1st Circle – Wanderer’s Gait (Ex):** Your constant travels have lent a certain jump to your step. Choose either your KOM or KDM. You gain a bonus to your land speed equal to that ability modifier multiplied by 5 ft. For example, a 1st level Monk who multiclassed into this track and chose KOM, with a Wisdom score of 18, would gain a 20 ft increase to their land speed. Additionally, diagonal movement only counts as 1 square of movement for you, instead of 1.5.

**2nd Circle – Skirmisher (Ex):** Movement is in your blood, even in the heat of battle. You gain either a bonus to damage rolls, and either a deflection bonus to AC or a fury bonus to attack rolls, equal to half the circles you have in this track. At the end of every [Round] in which you move 40 ft or more you may increase the bonus to damage rolls and either deflection AC or fury attack by 1. This means that you may select a bonus other than the one you chose originally to increase in any given [Round]. For example, if you chose to gain a fury bonus to attack rolls equal to half your circles in this track, you may still choose to give yourself a +1 deflection bonus to AC in subsequent [Rounds]. In this case, you gain an increase to that statistic, not a bonus (meaning it will not stack with other fury or deflection bonuses, respectively). You may benefit from these cumulative bonuses a number of times equal to the number of circles you have in this track.

Additionally, you gain a climb and swim speed of 20 ft.

**3rd Circle – Fleet of Foot (Ex):** The time you spend on the road have made you nimbler and heightened your senses. You may ignore difficult terrain when moving and gain a +2 bonus to Perception and Stealth checks. Additionally, you gain a bonus to your Awareness score equal to your circles in this track. Additionally, the bonus to land speed you gain from Wanderer’s Gait increases to your KOM or KDM multiplied by 10 ft.

**4th Circle – Careful Tread (SLA):** One per [Scene], you may cast either *greater invisibility* or *freedom of movement*, as a spell like ability, on yourself only.

Additionally, you gain one of the following abilities:

**Vicious Alacrity (Ex):** You use your momentum to pulverize your opponents, leaving them staggering and weakened. When you make an attack in any [Round] in which you have moved 60 ft or more, opponents you hit must make a Fortitude save (DC of 10 + 1/2 your level + your KOM) gain the [Battered] and [Bleeding] conditions for 3 [Rounds] each.

**Revitalizing Dash (Ex):** At the end of any [Round] in which you have moved 60 ft or more, you may heal yourself hit points equal to two times your KDM and remove one condition of your choice from yourself.

**5th Circle – Way of the Road (Su):** Your wanderings have made you constantly on the alert – catching you by surprise is nigh impossible. You gain [Immunity] to the [Flat-footed] condition and may add your circles in this track to Initiative checks. Additionally, the bonus to land speed you gain from Wanderer’s Gait and Fleet of Foot now extends to all modes of movement you have.

**6th Circle – Seasoned Traveler (Ex):** You may take a number of additional five foot steps per [Round] equal to the number of circles you have in this track. Additionally, twice per [Encounter], in any [Round] in which the total distance you move is equal to or greater than 80 ft, and you would gain a +1 increase to either your fury bonus to attack rolls or your deflection bonus to AC, and a +1 bonus to damage rolls, from your Skimisher ability, you instead gain a +2 increase to either your fury bonus to attack rolls or your deflection bonus to AC, and a +2 bonus to damage rolls. This still counts as one use of the Skirmisher ability (allowing the numerical value of the bonus you gain to exceed the number of circles you have in this track, even though the uses of the ability do not).

**7th Circle – Running River (Ex):** Your movement is as fluid, nimble, and powerful as rushing water. Whenever you move into and out of a square that is adjacent to an opponent, that opponent must make a Fortitude save (DC 10 + 1/2 your level + your KOM) or be [Knocked down].

(Thank you, Mystify, for suggesting in IRC that 7th circle inflicts a condition on passed opponents.)