

# STAR LOG.EM-038

## HORIZON WALKER



**STARFINDER**  
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# STAR LOG.EM-038

## HORIZON WALKER

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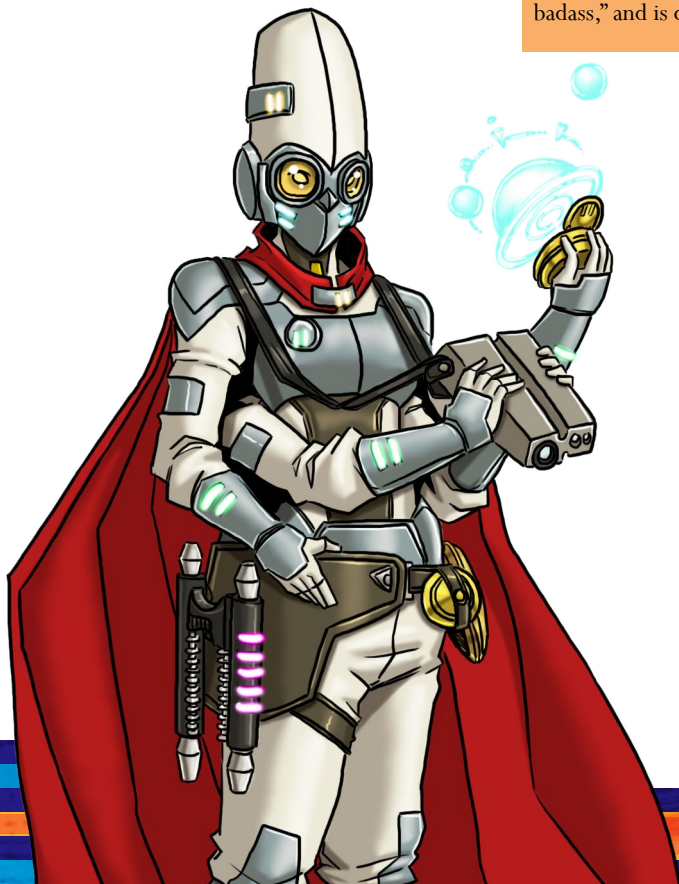
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## ACCESSING ARCHIVES QUERY: HORIZON WALKER

Hello, and thank you for purchasing *STAR LOG.EM038: HORIZON WALKER*! Although horizon walkers aren't particularly common in the Xa-Osoro System, elsewhere they are held in high esteem as heroes and adventurers who bring fame and glory to their home worlds. Much of the disconnect in how the citizens of the Xa-Osoro System view horizon walkers stems from the centuries of turmoil that the system has faced since the death of the god Osoro and the subsequent release of Blood Space—many rightfully feel that those looking outward for adventure display an arrogant negligence to the trials and tribulations accosting the people of Xa-Osoro at their very doorsteps, and would much prefer that resources spent by horizon walkers be invested into the system itself rather than be literally blasted into the depths of space. Despite this, several famous horizon walkers call the Xa-Osoro System home.

Perhaps the best-known horizon walker in the system, **Grand Explorer Thalvis Maud** (male human bard [horizon walker] 8) is the leader of the Reclamation's department of exploration. Specializing in both deep space and uncharted regions within the Xa-Osoro System, Thalvis orchestrates numerous expeditions into deep space each year as he sends agents to collect information and follow leads pertinent to unraveling the secrets of the Nova Age. In contrast, **Xenohunter Achyik Voilavee** (male yroometji ranger [horizon walker] 12) is a well-known infosphere icon who explores countless worlds outside of the Xa-Osoro System and their bestial inhabitants, offering a up-close look at many of the galaxy's most dangerous inhabitants while showcasing his own survival skills and abilities on his acclaimed sphere-series, *Xenohunter*. Achyik has a reputation for being a "jolly badass," and is dedicated to xenolife preservation.



## HORIZON WALKER ARCHETYPE

All starfarers harbor a measure of wanderlust, but none as much as the horizon walker, an individual who pushes themselves beyond the boundaries of the safe and known in favor of the unexplored wilds. They are souls of the wilds, willing to eschew the carefully crafted environments that mortals have so precariously built for themselves in favor of exploring the most dangerous environments in the world.

Although most horizon walkers are rangers, operatives with the explorer specialization and envoys looking to contact thus unknown governments and civilizations sometimes become horizon walkers as they travel across the stars. For this reason, most horizon walkers have the spacefarer or xenoseeker theme. In the Xa-Osoro System, horizon walkers are rare outside of the Reclamation simply because that system has few resources to devote to what is seen as frivolous exploration, and the majority of horizon walkers in the system are actually denizens of other worlds, such as Terros's yroometji and nashi (see Star Log. EM-023 and Star Log. EM-039, respectively) or Arcanavor's arich (see Star Log. EM-035). Even humans from other systems, such as those native to Hyperspace Station, are more likely to become horizon walkers than the battered and weary people of Xa-Osoro, who are still reeling from several centuries of mass destruction, governmental collapse, and system-wide memory loss following the Nova Age.

### ALTERNATE CLASS FEATURES

The horizon walker archetype grants alternate class features at 2nd level.

#### FAVORED HORIZON (EX); 2ND-LEVEL

At 2nd level, you gain the favored biome ranger methodology (*STARFARER'S COMPANION* 107).

Possessing this alternate class feature allows you to gain the favored biome ranger methodology or any biome mastery ability at 4th, 6th, 9th, 12th, or 18th levels, as if the ability were granted by this archetype. You must meet the ability's prerequisites.

If you add the horizon walker archetype to the ranger class, you can take the biome mastery ranger methodology (see page 5) starting at 4th level instead of 8th level, and do not take the indicated -4 penalty to your ranger level for the purpose of determining whether you meet a biome mastery's prerequisites.

## BIOME MASTERIES

As you gain experience, you can learn special techniques and strategies to master your favored biome. If you've added the horizon walker archetype to a class, you can learn biome masteries at 4th level and whenever you gain a replacement class feature. If a biome mastery allows a saving throw to resist its effects, the DC is equal to 10 + half your level in the added class + your key ability modifier. Unless otherwise specified, you can't take a single biome mastery more than once. All biome masteries require a minimum level in the added class and are organized accordingly.

### 4TH+LEVEL

You must be 4th level or higher to choose these biome masteries.

#### AERIAL BIOME MASTERY (SU)

You gain a supernatural fly speed equal to your land speed. Alternatively, if you already have a fly speed from a class feature, feat, or racial trait you can choose to either increase your fly speed's maneuverability by one step (clumsy to average or average to perfect) or increase your fly speed by 10 feet. This increase stacks with other effects that increase your fly speed, such as the Sky Jockey feat. You must have the favored terrain (aerial) ranger methodology to learn this biome mastery.

#### AQUATIC BIOME MASTERY (EX)

You gain a swim speed equal to your land speed and add your ranger level to your Constitution score to determine the amount of time that you can hold your breath. Alternatively, if you already have a swim speed from a class feature, feat, or racial trait you can increase your swim speed by 10 feet. This increase stacks with other effects that increase your swim speed. You must have the favored terrain (aquatic) ranger methodology to learn this biome mastery.

#### BIOME TRAINING (EX)

By spending 10 minutes drilling your allies in the dangers of the wilds, you can grant your allies the benefits of one of your favored biome ranger methodologies for 24 hours. An ally can only be drilled in one of your favored biomes at a time, and they lose the benefits of this ability whenever they are more than 100 feet from you or do not have line of effect to you. (These benefits resume as soon as an ally is within 100 feet of you and has line of effect to you.) You cannot drill an ally in a favored biome as part of a 10-minute rest to regain Stamina Points, and you being drilled in this manner interrupts any rest that your allies attempt to take. This biome mastery is a language-dependent effect.

#### DESERT BIOME MASTERY (EX)

You add your favored terrain bonus to all saving throws attempted against effects that cause the exhausted or fatigued conditions, as well as to Fortitude saves against exposure to cold and heat. You must have the favored terrain (desert) ranger methodology to learn this biome mastery.

#### FOREST BIOME MASTERY (EX)

You take no penalty for attempting Acrobatics and Stealth checks in undergrowth, and you add your favored terrain bonus to your KAC against grapple attempts. You must have the favored terrain (forest) ranger methodology to learn this biome mastery.

#### HILL AND MOUNTAIN BIOME MASTERY (EX)

You gain a climb speed equal to your land speed and always

count as being acclimated to high altitudes. Alternatively, if you already have a climb speed from a class feature, feat, or racial trait you can increase your climb speed by 10 feet. This increase stacks with other effects that increase your climb speed. You must have the favored terrain (hill and mountain) ranger methodology to learn this biome mastery.

#### MARSH BIOME MASTERY (EX)

You ignore the difficult terrain imposed by shallow bogs, and if you are Medium or larger a deep bog counts as difficult terrain for you instead of requiring 4 squares of movement to move through. In addition, you add your favored terrain bonus to Fortitude saves against disease and poison. You must have the favored terrain (marsh) ranger methodology to learn this biome mastery.

#### SUBTERRANEAN BIOME MASTERY (EX)

You gain darkvision out 60 feet. Alternatively, if you already have darkvision your darkvision increases by 30 feet. You must have the favored terrain (subterranean) ranger methodology to learn this biome mastery.

#### URBAN BIOME MASTERY (EX)

You add your favored terrain bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks. You must have the favored terrain (urban) ranger methodology to learn this biome mastery.

#### VACUUM BIOME MASTERY (EX)

You add your favored terrain bonus to all Constitution checks and saving throws against radiation and suffocation, treat the results of all d6s of damage from decompression as if a result of a '1' had been rolled, and gain an extraordinary fly speed equal to your land speed while in a zero gravity that counts as providing its own thrust. Alternatively, if you already have a magical fly speed or a extraordinary fly speed that provides its own thrust from a class feature, feat, or racial trait you can increase your fly speed by 10 feet. This increase stacks with other effects that increase your fly speed. You must have the favored terrain (vacuum) ranger methodology to learn this biome mastery.

#### 8TH-LEVEL

You must be 8th level or higher to choose this biome mastery.

#### BIOME JAUNT (SU)

Whenever you're within your favored biome, you can spend 1 Resolve Point as a move action to move to magically slip between spaces, as if using the spell *dimension door*. Your caster level for this effect is equal to your ranger level, and you must begin and end your movement within a favored biome. You cannot take other creatures with you when you use this ability. You must have the favored terrain ranger methodology to learn this biome mastery.

#### 14TH-LEVEL

You must be 14th level or higher to choose these ranger methodologies.

#### GREATER BIOME JAUNT (SU)

When you use biome jaunt, you can bring other creatures along with you as described by the *dimension door* spell, but the total distance you can travel using dimension door is divided by the total number of creatures teleported (yourself included). If you choose to bring no creatures along with you when you use this ability, you can take any other actions you have remaining after using biome jaunt. You must have the biome jaunt biome mastery and favored terrain ranger methodology to learn this methodology.

#### REACTIVE BIOME JAUNT (SU)

Whenever you're in your favored terrain and an opponent targets you with an attack or spell (including any ability that would end an invisibility spell), you can spend 1 Resolve Point as an immediate action to attempt a Reflex save opposed by a Reflex save attempted by the triggering opponent. If the result of your Reflex save is higher than your opponents, you teleport 30 feet as if using biome jaunt and the attack or spell that triggered your reaction fails. If your teleportation ends in a space with cover or concealment, you can immediately attempt a Stealth check to hide with a -10 penalty. If the result of the triggering opponent's Reflex save is higher than yours, the attack or spell that triggers your action triggers just before your teleportation, affecting you normally (your biome jaunt occurs normally after the attack results, even if you are dead, paralyzed, or similarly unable to act). You cannot attempt a Stealth check to hide as part of this ability if your opponent won the opposed Reflex save. You must have the biome jaunt biome mastery and favored terrain ranger methodology to learn this biome mastery.

### NEW RANGER METHODOLOGIES

The following ranger methodologies are available to all rangers.

#### 8TH-LEVEL

You must be 8th level or higher to choose these biome masteries.

#### BIOME COMBATANT (EX)

Whenever you use the studied target class feature, you can choose one of your favored biomes instead of choosing any creatures. When doing so, you apply your studied target bonus against all creatures that are native to the chosen biome. You must have the favored terrain ranger methodology to learn this methodology.

#### BIOME MASTERY

You gain a biome mastery ability (see page 4), as if you had added the horizon walker archetype to the ranger class. Your effective ranger level for the purpose of determining whether you meet the prerequisites for a biome mastery is equal to your ranger level - 4. You can choose a biome mastery in place of a ranger methodology whenever you gain a ranger level.

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