

CAREERS

In *Myths of the Far Future*, the classes are known as careers. They represent your outlook on the worlds to which you travel as well as how the natives of those worlds react and interact with you. You can use any PATHFINDER class in *Myths of the Far Future*. In this section, we have "reskinned" several core classes to fit in with our default far future setting.

You'll notice that, in most cases, these careers are identical mechanically to the original classes; they're simply themed differently.

[[[Sidebar – Start]]]

The Gunslinger

Those familiar with Pathfinder may have access to the Gunslinger class; which was first presented as an Ultimate Combat option. Though not reflected here, that class is a viable (and potentially powerful) option for *Myths of the Far Future*. No changes are required to play a Gunslinger in this setting, though his choice of firearms may improve (see pistols and rifles in equipment).

[[[Sidebar – End]]]

[[[Table - Start]]]

Career	Equivalent Class
Barrister	Paladin
Cartographer	Bard
Engineer	Cleric
Frontiersman	Ranger
Naturalist	Druid
Olympian	Barbarian
Pioneer	Monk
Scientist	Wizard
Scion	Sorcerer
Scoundrel	Rogue
Soldier	Fighter

[[[Table - End]]]

BARRISTER

*His name is Father William,
His aim is hard to ken;
His game is saving sinners;
His fame is killing men.*

Where a world's laws would ordinarily get in the way, Barrister's often have some means of getting around them. Alien species sometimes refer to these individuals as Paladins on a crusade to stop law breakers, even if that means breaking the law themselves. A longstanding rumor on the Inner Frontier holds that the Angel is a paladin.

Some Barristers try to uphold their own moral code, or have broken away from the government to continue their career while maintaining crucial contacts and access to their specialized procedures.

Role: In *Myths of the Far Future*, men and women with strong enough convictions may turn to the Barrister career to express their views in a more open forum across the galaxy. Some Barristers sell themselves out as law enforcers, while others bide by a strict, sometimes religious, code that drives their deeds and the actions they take. The name is derived from the once prominent group of galactic lawyers who set out to protect Man's interest in a galaxy where sneezing on the wrong world could be a death sentence. Besides their name and their views on law, the two groups have almost nothing in common. The Barristers' influence can be felt on the Inner Frontier as well, such that more than a few Bounty Hunters throw the name around at the right time and place to get what they're looking for.

Alignment: Any Lawful

Hit Dice: d10

Class Skills: Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (government) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis).

Skill Ranks per Level: 2 + Int modifier.

Weapon and Armor Proficiency: Barristers are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with forcefields (except riot shields).



Class Features

All of the following are class features of the Barrister.

The Spirit of the Law (Ex):

The strength of a Barrister's alignment is equal to her Barrister level when applicable. The Pathfinder Core Rules offer more information for detecting good and evil.

Seek the Guilty (Sp):

At will, a Barrister can detect objects and creatures of an opposed alignment (good or evil) in much the same way an Engineer can read heat signatures off of individual creatures. A Barrister can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the Barrister does not detect the alignment in any other object or individual within range.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Procedures/Day			
						1st	2nd	3rd	4th
1st	+1	2	0	2	The Spirit of the Law, Seek the Guilty, Denounce the Guilty 1/day	—	—	—	—
2nd	+2	3	0	3	Self-Confidence, Bolster	—	—	—	—
3rd	+3	3	1	3	Test of Courage, Infallible Health, Mercy	—	—	—	—
4th	+4	4	1	4	Morality, Denounce the Guilty 2/day	0	—	—	—
5th	+5	4	1	4	Meta-Technology	1	—	—	—
6th	+6/+1	5	2	5	Mercy	1	—	—	—
7th	+7/+2	5	2	5	Denounce the Guilty 3/day	1	0	—	—
8th	+8/+3	6	2	6	Resolve	1	1	—	—
9th	+9/+4	6	3	6	Mercy	2	1	—	—
10th	+10/+5	7	3	7	Denounce the Guilty 4/day	2	1	0	—
11th	+11/+6/+1	7	3	7	Empower the Just	2	1	1	—
12th	+12/+7/+2	8	4	8	Mercy	2	2	1	—
13th	+13/+8/+3	8	4	8	Denounce the Guilty 5/day	3	2	1	0
14th	+14/+9/+4	9	4	9	Reward Loyalty	3	2	1	1
15th	+15/+10/+5	9	5	9	Mercy	3	2	2	1
16th	+16/+11/+6/+1	10	5	10	Denounce the Guilty 6/day	3	3	2	1
17th	+17/+12/+7/+2	10	5	10	Righteousness	4	3	2	1
18th	+18/+13/+8/+3	11	6	11	Mercy	4	3	2	2
19th	+19/+14/+9/+4	11	6	11	Denounce the Guilty 7/day	4	3	3	2
20th	+20/+15/+10/+5	12	6	12	Champion the Cause	4	4	3	3

[[[Sidebar – Start]]]

Detecting Alignment in the Far Future

There are a couple ways to explain this phenomenon in a science-fiction setting. First, characters, like the Barrister, could just have get a feeling about somebody. Upon closer inspection, they find their hunch was accurate and can resolve the situation as called for. Father William uses this ability to save Virtue MacKenzie when she first visits him on the planet Goldenrod.

Another explanation for this procedure involves a small device able to read the heat signature off of one or more creatures or objects. Evil creatures and objects have a distinctly different readout than creatures of opposed or neutral alignments because of the way their metabolism and body chemistry react to stimulations; like a lie detector test.

[[[Sidebar – End]]]

Denounce the Guilty (Su): Once per day, a Barrister can call out those creatures opposed to her alignment (good or evil). As a swift action, the Barrister chooses one target within sight. If this target's alignment is opposed to hers, the Barrister adds her Charisma bonus (if any) to her attack rolls. The first attack made after using Denounce the Guilty on a creature always adds twice the Barrister's level to the damage roll and subsequent attacks add her Barrister level to all damage rolls made against the target. Denounce the Guilty lasts until the target is dead or the Barrister stops to rest. Attacks made when using Denounce the Guilty automatically bypass any DR the creature might possess.

In addition, while Denounce the Guilty is in effect, the Barrister gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the ability.

At 4th level, and at every three levels thereafter, the Barrister may use Denounce the Guilty one additional time per day, as indicated on Table: Barrister, to a maximum of seven times per day at 19th level.

Self-Confidence (Su): At 2nd level, a Barrister gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Bolster (Su): Beginning at 2nd level, a Barrister can boost morale (her own or those of others) with a kind gesture. Each day she can use this ability a number of times equal to 1/2 her Barrister level plus her Charisma modifier. With one use of this ability, a Barrister can heal 1d6 hit points of damage for every two Barrister levels she possesses. Using this ability is a standard action, unless the Barrister targets herself, in which case it is a swift action. Despite the name of this ability, a Barrister does need at least one free hand to use this ability.