

Weapon Collector

A master of all weapons. He collects weapons either for his own pride and joy in the training of such weapons, or sometimes as trophies of strong adversaries. Whatever the reason may be, the weapon collector journeys across the world to find the strongest weapons.

Hit Die: d10

Requirements

To qualify to become a weapon collector, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Acrobatics 4 ranks, Appraise 4 ranks

Feats: Weapon Focus (Any manufactured martial or exotic weapon)

Class Skills

The weapon collector's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Climb (Str), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Survival (Wis), Swim (Str).

Skill Points at Each level: 4 + Int modifier.

Table: The Weapon Collector					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+1	+0	Continued Training, Mastery of Collection, Limit Break
2 nd	+2	+1	+1	+1	Talented
3 rd	+3	+2	+2	+1	Mastery of Collection
4 th	+4	+2	+2	+1	Talented
5 th	+5	+3	+3	+2	Genji Stance
6 th	+6	+3	+3	+2	Mastery of Collection, Talented
7 th	+7	+4	+4	+2	Heavy Weapon Training
8 th	+8	+4	+4	+3	Talented
9 th	+9	+5	+5	+3	Mastery of Collection
10 th	+10	+5	+5	+3	Talented, Weapon Master

Class Features

All of the following are class features of the weapon collector prestige class.

Weapon and Armor Proficiency: A weapon collector is proficient with all simple and martial weapons, including two exotic weapons of his choice. He is also proficient in light and medium armor but no shields.

Limit Break (Su): At 1st level, the weapon collector receives the limit break (Swords of Chance).

Swords of Chance (Su): This Limit Break allows the weapon collector to summon one of the four legendary swords to attack his foes. The weapon collector rolls a d4 for a chance to summon Excalipoor on a 1, Masamune on a 2, Excalibur on a 3, or Zantesuken on a 4 of a d4.

- *Excalipoor:* Deals 1 damage to a single target in melee range.
- *Masamune:* Make a single melee attack against a target, if successful, deals 5d6 slashing damage plus 1d6 damage per two weapon collector levels. This attack is a critical threat on a roll of 15 or higher.
- *Excalibur:* Deals 5d6 points of holy damage plus 1d6 holy damage per two weapon collector levels to all enemies in a 20-ft.-radius. A Fortitude save (DC 10 + the weapon collector level + his Constitution modifier) can half this damage. Targets who fail the save are also *Staggered*.

- *Zantesuken*: A single target in 60 feet must make Fortitude save (DC 10 + the weapon collector level + his Constitution modifier) or die.

Mastery of Collection (Ex): The weapon collector is a master with weapons he wields and collects. At 1st level, his Weapon Focus feat applies to all manufactured weapons. He also gains Weapon Specialization with all manufactured weapons.

At 3rd level, the weapon collector gains Greater Weapon Focus feat for all manufactured weapons.

At 6th level, the weapon collector gains Greater Weapon Specialization for all manufactured weapons.

At 9th level, the weapon collector gains Improved Critical feat for all manufactured weapons.

Continued Training (Ex): The weapon collector does not stop his training of his core abilities. His weapon collector levels count as levels for 1 class of his choice that he possesses for class features with level scaling. However, this does not advance the class and gain new class features.

Talented (Ex): At 2nd level and every two weapon collector levels thereafter, the weapon collector can choose a fighter talent, a thief talent, a knight talent, or an acrobatic talent. He treats double his weapon collector level as the associated talent's class level for the purpose of its effects and prerequisites. All weapons are treated as chosen weapon for the purpose of fighter talents.

Genji Stance (Ex): At 5th level, the weapon collector gains Two Weapon Fighting and Double Slice as bonus feats. He also does not need to meet any requirements when picking any two-weapon fighting related feats. If he already has these feats, he can choose 2 other two weapon fighting feats.

Heavy Weapon Training (Ex): At 7th level, the weapon collector treats all manufactured weapons as one category lighter for the purpose of being able to be held in one hand, and two weapon fighting penalties. One handed weapons are treated as light weapons and two handed weapons are treated as one handed weapons. This does not affect weapons that are not the same size category as the weapon collector.

Weapon Master (Ex): At 10th level, the weapon collector has mastered all weapons in the known world. When fighting with two weapons, he suffers no penalties and when making a full attack with two weapons, his critical threat range is increased by 1 (that stacks after any feats and class features that increase the critical threat range). In addition, he can never be disarmed and his weapons can never be sundered.