pathfinder weapon hoarder class

weapon hoarders love weapons, what drives them to collect so many weapons varies, sometimes its greed, sometimes they desire power, sometimes they're just OCD, whatever the reason, weapon hoarders are always expanding their collections

hit die: d8

alignment: any

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| level | bab | fort | ref | will | special |
| 1 | 0 | 0 | 2 | 2 | magical armory |
| 2 | 1 | 0 | 3 | 3 | reliquary adornment, armor summon |
| 3 | 2 | 1 | 3 | 3 | saturated attunement |
| 4 | 3 | 1 | 4 | 4 | reliquary adornment |
| 5 | 3 | 1 | 4 | 4 | saturated attunement +1 |
| 6 | 4 | 2 | 5 | 5 | reliquary adornment |
| 7 | 5 | 2 | 5 | 5 | saturated attunement +2 |
| 8 | 6/1 | 2 | 6 | 6 | reliquary adornment |
| 9 | 6/1 | 3 | 6 | 6 | Armory Style |
| 10 | 7/2 | 3 | 7 | 7 | reliquary adornment, saturated attunement +3 |
| 11 | 8/3 | 3 | 7 | 7 |  |
| 12 | 9/4 | 4 | 8 | 8 | reliquary adornment |
| 13 | 9/4 | 4 | 8 | 8 | saturated attunement +4 |
| 14 | 10/5 | 4 | 9 | 9 | reliquary adornment |
| 15 | 11/6/1 | 5 | 9 | 9 |  |
| 16 | 12/7/2 | 5 | 10 | 10 | reliquary adornment, saturated attunement +5 |
| 17 | 12/7/2 | 5 | 10 | 10 | Armory Style |
| 18 | 13/8/3 | 6 | 11 | 11 | reliquary adornment |
| 19 | 14/9/4 | 6 | 11 | 11 | saturated attunement +6 |
| 20 | 15/10/5 | 6 | 12 | 12 | Martial Convergence, reliquary adornment |

favored class skills: appraise, bluff, diplomacy, craft, intimidate, knowledge: dungeoneering, knowledge: history, knowledge: nobility, profession, sleight of hand, use magic device

skill points per level: 4 + int

proficient in all simple and martial weapons, as well as one Exotic weapon of your choice, as well as light, medium and heavy armor and shields(but not tower shields)

**magical armory**

At first level, a Weapon Hoarder gains an extradimensional armory to store their weapons. The maximum number of weapons it can hold is equal to their Charisma modifier plus twice their class level. Adding a new weapon to the armory takes two rounds, though returning attuned weapons to the armory is a Swift Action that may return any number of Attuned weapons. Before being able retrieve an unattuned weapon from this armory, they must spend 30 minutes attuning it, during which they may remove the attunement of a weapon already attuned. Retrieving a weapon from this armory is a Swift Action, which may be treated as drawing the weapon for normal use or it may be moved to any point within 10 feet. Additionally, the Weapon Hoarder may retrieve a number of weapons equal to their Charisma Modifier plus one per four levels in the class they have as a move action, twice that many as a double-move(swift + move) or thrice as many as a full-round action.

A Weapon Hoarder may have a number of attuned weapons equal to three times their Charisma modifier plus three per four levels they have in the class floating in the air within 10 feet of them. These floating weapons do not count as attended. Up to three weapons floating in such a manner may be used to attack a single enemy as a full-attack action, with the attacks beings ranged attacks at their full BAB with a 40 foot range increment, adding their Charisma modifier to the normal weapon damage. Size and proficiency penalties apply to these attacks, as well as all qualities of the weapons. Every two levels beyond first, an additional weapon may be used in this full attack at full BAB. At 8th level, more floating weapons than the usual limit may be used in this full attack, though each beyond the normal limit takes a -4 penalty to attack rolls, stacking indefinitely. Alternatively, as a standard action, one floating weapon may be used for such an attack, with an additional weapon being able to be used with this standard action for every four levels of Weapon Hoarder.

**reliquary adornments**

at second level and every 2 levels thereafter the weapon hoarder selects a reliquary adornment off the following list

**accelerated weapon calling**

you can call 1 more weapon from your armory at once as a move action, 2 more as a double-move(swift + move), or 3 more as a full round action, may never call more weapons than are in your armory, may be taken multiple times, effects stack

**alacritous strike**

As a Swift Action, the Weapon Hoarder may launch a single floating attuned weapon that deals Piercing damage at great speed, attacking all creatures in a 60 ft. line at their full BAB. Every four levels, this Adornment may be selected an additional time, increasing the number of weapons able to be launched by one or increasing the range by 30 ft.

**bladed bulwark**

the weapon hoarder may spend an immediate action to condense a number of her floating weapons to block incoming attacks, this provides a deflection bonus against attacks equal to the number of floating weapons used, the bonus lasts till the start of her next turn and then the weapons spread back out, the weapon hoarder may use a maximum number of floating weapons equal to her charisma modifier. despite the name, weapons need not be slashing to be used in bladed bulwark

**calamitous torrent**

the weapon hoarder has some of her floating weapons violently spin around her, this results in each of the chosen weapons to attack all squares adjacent to her as a full round action, the weapons used immediately return to the armory afterward. the weapon hoarder may use up to her charisma modifier in floating weapons for calamitous torrent. calamitous torrent may be taken multiple times, each additional time increases the number of floating weapons that may be used by 1, or increase the radius which calamitous torrent attacks by 5ft(chosen when taken)

**deep weapon understanding**

magic weapons can offer many bonuses, but few know all the nuanced intricacies of how they work or how to best use them, you have a deeper grasp of such things and can wield them more effectively. The Weapon Hoarder doubles the Enhancement bonus of weapons they use for attack or damage, selected at the time this Adornment is gained. Deep Weapon Understanding may be selected up to four times, twice for each of Attack and Damage. The second time the same option is picked, the effects of this Adornment for that option are applied to the floating weapons from Magical Armory.

**exuberant assault**

when performing the full round attack action with your floating weapons, you may now divide your attacks between 2 individuals instead of them focusing on one. exuberant assault may be taken multiple times, once per 3 levels, each additional time it is taken allows you to split your attacks to an additional target

**existential augmentation**

requires: wondrous upgrade

your skill with modifying and using your weapons is truly masterful, when using wondrous upgrade you may now consume bonus from the weapon in conjunction with bonus from saturated attunement to gain enhancements, however the weapon must still retain at least +1 bonus after any enhancements. additionally, you may choose to add unique enhancements off the following list at their listed bonus cost

*cleaving, bonus value: 5*

the weapon automatically attacks one adjacent square to its initial target with the same attack roll(which square is chosen before attack roll is made)

*effective, bonus value: 3*

the weapon is of exceptional quality, doubling its base damage(1d6->2d6, 2d4->4d4, etc.)

*executing, bonus value: 1*

coup de grace performed with this weapon treat its critical damage multiplier as 1 higher than normal

*mythic, bonus value: 4*

all other enhancements effecting this weapon consume 1 less bonus(min 1)

*torturing, bonus value: 2*

the weapon can only inflict non-lethal damage however its base damage is doubled

*usurping, bonus value: 3*

if used against an enemy with more hit dice than yourself, gains an additional 1d4 base damage for each hit die the target has above you

*violent, bonus value: 1*

attacks with this weapon deal damage to both wielder and target with every attack, once per round when this weapon damages its wielder, they may make one additional attack with it against the same target

*world sundering, bonus value: 2*

you can use this weapon to attack magic openings or projections of other planes, if your damage exceeds 10x the spell level of the effect used to create it, it is destroyed and the effect ends

**expanded armory**

your armory has unusual size, the maximum number of weapons you can store in your armory is increased by 6, expanded armory may be taken multiple times, its effects stack

**furious impact technique**

with this technique a number of your floating weapons may make small aoe attacks. the relevant floating weapons attack all squares adjacent to their initial target for half damage. the weapon hoarder may only perform furious impact technique a number of times per round equal to half his charisma modifier(round down, min 1). furious impact technique may be taken multiple times, each additional time allows it to be used one more time per round. furious impact technique may be applied to any attack made with your floating weapons, if you are attacking with more than one you may choose how many and which ones get effected, must choose to effect an attack before the attack roll is made, the evasion class feature and similar abilities treat the aoe damage as aoe spell damage with a DC equal to the attack roll

**glorious war form**

requires level 16

once per day as a full round action you may call upon the energies in your vault to make you a fearsome beast on the battlefield, you gain ethereal arms, tripling the number you would normally have and you summon a weapon from your armory into each hand. while glorious war form is active each weapon you wield may be used for only one successful attack before returning to your armory, and a new weapon is automatically summoned in its place. weapons summoned by glorious war form cannot be summoned again until the effect ends, glorious war form ends when you run out of weapons to summon or may be ended early as a swift action. glorious war form may be taken multiple times, each additional time increases the number of successful attacks a weapon can make before being dismissed by 1

**gilded jaunt**

requires: saturated attunement

after your floating weapons attack they do not automatically return, this adornment allows you to come up with new tactics for retrieving them and leaving them scattered across the battlefield, as a move action you may teleport to any weapon affected by your saturated attunement that isn't floating or being wielded

**incidental preparations**

may, once per turn as a free action, summon one weapon from your armory to float in the air

**insatiable collector**

requires: expanded armory x5

your passion for acquiring new weapons is truly monstrous, as a result, you've learned to store things in your armory more efficiently, your base armory maximum is now charisma mod + 4 per level instead of the normal charisma mod + 2 per level, additionally each purchase of expanded armory provides 10 additional max weapon storage instead of the normal 6

**jewel in the crown**

requires: saturated attunement weapon bonus 1 or higher

one of your weapons garners your attention above all the others, maybe it holds sentimental value, maybe its design captivates you, maybe its simply stronger than the others, whatever the reason you take extra care when wielding it to draw its full potential out, when taking jewel in the crown, select one weapon in your armory, that weapon is now the "jewel" of your armory, calling the "jewel" from your armory to your hand is always a free action, while you wield the "jewel" in your hands(not floating) the enhancement bonus effecting the "jewel" from saturated attunement is considered twice its normal value. the total enhancement bonus of the "jewel" may exceed the normal limit of +10. if for whatever reason you wish to change the weapon that is the "jewel" of your armory it may be changed, however the process takes 8 days and the current "jewel" loses its bonus during this transition

**lord Impaler**

when you would summon weapons as a full round action, you may summon them right below an enemy on the ground, this requires a reflex save by the enemy DC 10 + half your level + your charisma mod or they are hit by each weapon you summon beneath them, inflicting bleed damage instead of the usual damage type if the target isn't immune to bleed. weapons that strike a target in this way immediately return to the armory

**personal linkage finisher**

when you perform your full attack action with your floating weapons you may make the final attack an attack with a weapon you are wielding in your hands, the target must be within range of the weapon

**reclamation**

all the weapons of the world truly belong to you, you just need to get them back, as long as there is room in your armory, you may put any weapon you hold with your hands into it as a swift action(the 30 minute attunement process still applies before you may re-summon it)

**royal extension**

normally your floating weapons must be summoned within 10 ft of you, this increases the range at which they may be summoned by 5ft, may be taken multiple times, effect stacks. If you choose the shielder Armory Style, royal extension also increase he range at which you can intercept attacks by 5ft

**sky darkening volley**

you may use your full attack action to have your floating weapons attack a cone area, each weapon attacking a different square in the cone, starting near the weapon hoarder and expanding outward

**stream of regal pain**

requires level 6+

gain the hammer the gap feat, even if you do not meet the normal requirements for the feat

**tumultuous purge**

you may use your full attack action with your floating weapons to attack an area of effect, the first weapon hitting the center point then each subsequent attack targeting the adjacent squares, spiraling outward

**treasured arsenal**

you value your weapons and expend extra energy to keep them from breaking, weapons attuned to your armory have their hp multiplied by your charisma modifier for the purpose of being sundered

**wondrous upgrade**

requires saturated attunement bonus 2 or higher

your experience with seeing and wielding many different weapons has allowed you to think up new ways to use them, when you summon a weapon, you may sacrifice part or all of the saturated attunement bonus to grant it a magical effect equal to the amount of enhancement bonus sacrificed, the enhancement must be appropriate for the weapon(keen still won’t work on bludgeoning etc.) and the weapon must still have at least +1 net enhancement bonus, also the weapon cannot already have the enhancement, otherwise any enhancement you know of and have enough bonus for is fine,(at GM's discretion may require the weapon hoarder to have seen the enhancement before or make knowledge check DC 5 times the enhancement bonus amount)the new enhancement lasts until the weapon returns to your armory

**armor summon**

at 2nd level you may store armor in your magical armory, up to your charisma modifier in armors may be stored in your magical armory at once. you may summon and fully dawn any armor from your armory as a standard action, at 12th level armor may be summoned and dawned as an immediate action. dawning armor from your armory while already wearing armor automatically stores the previously worn armor

**saturated attunement**

at 3rd level, weapons and armor in your magical armory become saturated with your energy and work better for you than anyone else, you treat weapons and armor attuned to your magical armory as masterwork even if they are not. at 5th level, you treat weapons and armor attuned to your magical armory as if their enhancement bonus was +1 higher than it is(to a max of +10), at 7th level and every 3 levels thereafter, the effective enhancement bonus of your attuned weapons and armor increases by a further +1(+6 at 19th level). new weapons and armor must be within your vault for 24 hours before they become effected by saturated attunement.

**Armory Style**

at 9th and 17th level, you can upgrade your magical armory in one of the following ways

*Exotic Wielder*

you gain an exotic weapon proficiency for every level of weapon hoarder you have. exotic weapons treat your saturated attunement bonus as 50% higher than normal(round up). Taking Exotic wielder twice increase the saturated attunement bonus from 50% to 150%

*Flashy Armor*

when wearing armor affected by your saturated attunement, you gain a bonus to charisma based skill checks equal to its total enhancement bonus. at 15th level armor affected by your saturated attunement bonus grant bonus movement equal to 5ft times the attunement bonus. at 20th level armor affected by your saturated attunement bonus also grant you DR/- equal to your saturated attunement bonus. Taking Flashy Armor twice doubles these bonuses

*Golden Rule*

your level is considered 50% higher(round down) for the limits of your magical armory. with this upgrade your effective level may exceed 20 for the purpose of magical armory limits. Taking Golden Rule twice increases this bonus from 50% to 200%

*Radiant Piercing*

weapons affected by your saturated attunement now ignore miss chance from cover. at 15th level weapons affected by your saturated attunement treat incorporeal targets as corporeal. at 20th level weapons affected by your saturated attunement ignore all miss chance. Taking Radiant Piercing twice lets your weapons ignore damage reduction up to your saturated attunement bonus

*Rapid Deployment*

double the total number of weapons you can summon at once, after all additive increases. Taking Rapid Deployment twice quintuples the number of weapons you can summon at once instead of double

*Shielder*

You can store and summon shields from your armory. The number of shields you can store in your armory is equal to your level. You can summon shields to float in the air like floating weapons, as an immediate action you can have your floating shields intercept an attack within 10 ft of you, the target of the attack gains the combined AC of the shields and some amount of cover based on how many shields are used. The max amount of shields you can use to intercept attacks this way is equal to your charisma modifier. If 1 shield is used, the target gains no cover, if 2 shields are used the target gains partial cover, if 3 shields are used, the target gains cover, if 4+ shields are used, the target gains total cover. At 15th and 20th levels you gain an additional immediate action each round, but these bonus immediate actions may only be used to have your shields intercept attacks. Taking Shielder twice causes your shields to be affected by your saturated attunement bonus

*Utterly Enchanting*

you gain extra storage space in your armory for wondrous items. the total number of wondrous items you can store is equal to twice your level. sets of wondrous items may be equipped like sets of armor with armor summon. at 15th level wondrous items equipped from your armory act as if you have had them equipped for 24 hours, even if you just equipped them. at 20th level, any wondrous item from your armory that has a plus number(ex, +2, +4 etc.) has that number increased by your saturated attunement bonus. Taking utterly Enchanting twice doubles the number of wondrous items you can store in your armory

**Martial Convergence**

at 20th level, once per day you may call every weapon in your magical armory and have them attack a single target without the normal penalties

race class bonuses

human +1/6 reliquary adornments

dwarf +1 max weapons stored

elf +1/4 attack for floating weapons

orc +1/2 damage for attuned weapons

asimar +1/4 saturated attunement bonus for armors

tiefling +1/4 saturated attunement bonus for weapons

new feats

**remote flanking**

requires: magical armory class feature

your floating weapons may now engage and be part of flanking attacks, they may not flank with each other or yourself but can flank with allies

**improved remote flanking**

requires, remote flanking feat, lv 10+

you may now use your floating weapons to flank with your own attacks, however they may still not flank with each other

**greater remote flanking**

requires: improved remote flanking feat

your floating weapons may flank enemies with each other, additionally, each floating weapon that flanks an enemy after the first in a given turn increases the flanking bonus against that target by +1 for all subsequent flanks against that target for the rest of the turn

**greatest remote flanking**

requires: greater remote flanking

when you or your floating weapons flank an enemy, the flanking bonus applies to damage as well as attack

**extra adornment**

requires: reliquary adornment class feature

you gain 1 extra reliquary adornment you qualify for, may be taken multiple times

**Legendary collector(mythic)**

requires: magical armory class feature

your weapon collection is the stuff of legends, expansive beyond any ordinary collection, the total number of items your armory can hold has its maximum multiplied by 10

Change log

Ver 0.3.2018.10.11.20.12

-changed file type to docx

-added Armory Style class feature

-formatting

-added asimar and tiefling racial class bonuses