

First off, thank you for downloading this special platest copy of the Collector Specialist Class for our upcoming 4e supplement, Break & Enter. Before we get to the nitty-gritty mechanics, I'd like to explain the purpose of this class and why we felt the need to create a new type of class.

Break & Enter (or B&E, as we call it) deals with stealth options for a 4e fantasy campaign. The most important consideration we've taken into everything developed so far is flexibility - the entire book will focus on providing PCs with options to sneak up on targets, steal from the unsuspecting and anything else needed to operate on a level of subterfuge previously unavailable. And that includes ALL characters in the party. One of the options was to create a class with features and powers capable of aiding others in the party.

The collector was initially designed as a core class but it soon became apparent (particularly with the response to most independent core classes developed in the age of DDI) that very few players would be interested to play a new class solely for use in an infrequent campaign option. I thought about a multiclass option but I'm so cheap with feats that I can never stand having another that requires a feat to use. So the specialist class came about.

It's an option to add more feature and power selection to existing classes. In this particular case, you can be a collector fighter, collector rogue, or a collector bard. Dabble in a few new powers and if the option starts to wear thin, you can easily go back to your core class powers and features again. But this is a new possibility and we need to make sure it works before going any further with this... and that's where you come in.

Test this class out to your heart's content or simply have a read and give us feedback. We are currently aiming to release B&E in mid- to late-2010 and would like to have a cut-off time of April 2010 for playtesting. If you have any comments to share, please feel free to post them on the EN World thread you found this link on or email us directly at [playtest@emeraldpresspdf.com](mailto:playtest@emeraldpresspdf.com).

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## Specialist: The Collector

*"They say the True Rod of Absolution lies in that temple and I'm gonna be the one to find it. Care to join me?"*

When a sparkling gem catches your eye, there's more than greed driving you. Commoners carry on about their daily lives, praying to find a pricey item able to lift them from poverty; adventurers scour the depths of the darkest dungeon in search of booty to fund their next exploit; and villains horde vast plunders of wealth to feed their infernal armies and power wicked experimentations of the damned. But not you. You're a collector. Treasure is the mark of a great quest, the bounty for all your hard work. It's not the value of the item that matters to you, it's the memories of a hard fought battle, a treacherous trap, and a trophy in honor of years of training, dedication, and fortitude. Sometimes luck too.

Collectors are those who thrive on danger for the sheer rush of excitement. Secrets are those merely waiting to be discovered and the darkness holds many mysteries only the brave and foolhardy can find. True appreciators of the shared experience, they ply their skills and training to maximum use through boosts to their allies, amazing speed, and an indelible knack for survival.

**Prerequisites:** Training in Dungeoneering, Stealth or Thievery.

### What Is A Specialist Class?

While each class provided in the D&D game provides a generic role and purpose for any party, there are moments and campaigns where a specific touch of flavor is required or desired. Specialist classes are an option for augmenting your existing character in new directions without drastically altering the core design of the class.

When you choose a specialist class, you can select from any of the optional class features and powers to substitute those already provided in your original class selection. For example, you can choose from one of the collector's at-wills in addition to your ranger at-will powers. So long as you meet the prerequisites of the specialist class and choose at least one specialist class feature to replace an existing feature from your original class, you are now a specialist. From this point on, you can select any powers, feats, and other resources designed for the specialist class. This includes multiclass and hybrid characters.

You can select a specialist class at any time in the campaign provided this option has been approved by your GM. Once you substitute at least one class feature with a specialist class feature, you are now considered a specialist.

You do not gain an additional number of powers, feats, or other statistical accounts through specializing. You are also restricted to one specialist at one time. Should you choose to change your specialist, you must replace all of your specialist class features with your new specialist class.

**Combining Power Sources:** Many specialists use a specific power source (such as the shadow power source for the collector) but this does not place a restriction on your character's power selection. You can gain the benefits of a martial class feature with a shadow power source, for example.

## Specialist Traits

**C**ollectors develop unique abilities and powers designed to augment their craft of exploration and discovery and expand your role in the party to new heights. Combining the versatility of a leader and controller, collectors allow the options to extend benefits to your allies and penalties to your enemies while tapping into the dark powers of shadows.

**Additional Roles:** Leader/Controller. Depending on your choice of features and powers, you can grant essential bonuses to skill checks for allies through icons, particularly when they attempt them untrained. Using tokens, you can expand your combat prowess to inflict more than damage against a target and allow others in your party to seize the advantage.

**Power Source:** Shadow. Collectors are masters of deception and infiltration at a base level. Creating an illusory sound to distract a guard, blending into the darkest corners of a dungeon hall, or teleporting from one shadow to another are all minor feats of resourceful infiltration available to the collector.

## Collector Class Features

**C**hoose at least one of the following class features. Each class feature you choose must replace an existing feature from your primary class (e.g. rogue or warlock) and cannot be used within any class features given under the Restrictions listings below.

### Cloak of Shadows

If you start your turn in concealment, you remain concealed for half your speed. You also gain the *master of darkness* and *distracting noise* at-will powers.

**Restrictions:** This feature cannot be used with the warlock's Shadow Walk class feature.

### Distracting Noise

#### Collector Feature

*Pointing your finger towards the other side of the room, the guards think they hear a crashing sound and quickly investigate.*

**At-Will • Illusion, Shadow**

**Minor Action** Area 1 within 10 squares

**Target:** Any creatures within the area.

**Prerequisite:** You must be invisible to the target.

**Attack:** This vs That

**Hit:** The target hears a noise and turns to face the designated square, granting you combat advantage until the start of your next turn.

### Master of Darkness

#### Collector Feature

*Light barely touches you in the shadows, no matter how faint they may be.*

**At-Will • Shadow**

**Minor Action** Personal

**Prerequisite:** You must start your turn in dim light.

**Effect:** You gain total concealment for as long as you remain within dim light.

## Fast Movement

Collectors require incredible speed to enact their powers against multiple targets. You gain a +1 bonus to speed; at 11th level, this becomes a +2 bonus and +3 at 21st level.

## Icons

Over the course of a campaign, collectors obtain bizarre objects with unexpected personal attachments. Reaching superstition, collectors endow these items with a fraction of their power and use them to increase their own odds or allow others to benefit from their training. Known as *icons*, these are skill-based implements connected to any of your trained skills.

Choose one of your trained skills. You start with a single icon connected to that skill, gaining a bonus equal to your Constitution or Charisma modifier (your choice) when making a check with your chosen skill. Once you have selected your linked ability bonus, this cannot change. You can also pass on your icon to another character and allow them to treat the chosen skill as a trained skill so long as they have possession of the icon.

You can choose any item collected in your travels as an icon but you cannot assign a new icon until you reach your next level. You cannot assign a new icon to the same skill as an existing icon until you reach the next tier and an icon cannot be assigned to any item you purchase or any item of clothing. You can only benefit from one icon per tier.

Icons also act as implements for any powers with the implement keyword, granting an implement bonus to any implement power as given below. You must be wearing the icon openly and cannot gain any benefits if the icon is packed away. You can only benefit from one icon for this purpose.

Level	Implement Bonus
1-5	+1
6-10	+2
11-15	+3
16-20	+4
21-25	+5
25-30	+6

## Tokens

Collectors have a pool of points called *tokens*. As they acquire treasure and perform above and beyond their normal training in combat, they collect tokens and can redeem them for additional damage and/or conditions with their powers.

You start with a token pool equal to half your Wisdom modifier. You gain additional tokens when you complete any of the following;

- 2 tokens per magic item (you can only collect these tokens once you have taken possession of a magic item)
- 1 token per critical hit
- 1 token per successful saving throw to remove a condition (e.g. stunned)
- 1 token per creature you reduce to 0 hp
- 1 token for every natural 20 you make on a skill check

Certain powers provide a token option, explaining how many tokens you must spend to achieve additional benefits with that power.

## The Adapt Keyword

Many of the powers provided below belong to a unique group of powers known as *adapt powers*. These are encounter and daily powers capable of expanding any existing at-will or encounter powers from your core class, allowing a wizard to use magic missile with the same additional effect as the ranger's twin strike. When you hit with the initial power, you gain or inflict any effects of the initial power and the adapt power. When used as an adapt power, it requires the slot listed as an adapt (encounter or daily).

All encounter adapt power require the use of an at-will power while daily adapt powers function with one of your encounter powers. You cannot use an encounter adapt power with a daily adapt power.

## Collector Powers

Your powers are called *hexes*, for they rely on trickery, deception and regularly vex your opponents in and out of the dungeon.

## Slash and Run

### Collector Attack 1

*Zippering between your enemies, your blade cuts deep and leaves them vulnerable.*

**At-Will • Shadow, Weapon**

**Standard Action**

**Melee** weapon

**Target:** One creature

**Attack:** Dexterity vs AC

**Hit:** 1[W] + Wisdom modifier damage

**Effect:** You can shift your speed and make an additional melee attack as a move action. Any secondary target struck with a critical hit allows you to attack another target within reach as a free action. When you make a critical hit, you must choose between inflicting maximum damage or making an additional attack.

**1 token:** The target's speed is reduced by 2 until the end of the encounter.

**1 token:** Any allies you pass gain 1d6 temporary hit points.

**2 tokens:** The target grants combat advantage to all allies until the end of your next turn.

## Bonesaw

### Collector Attack 1

*Your weapon cuts deep and summons a deafening scream from your target.*

**At-Will • Shadow, Weapon**

**Standard Action**

**Melee** weapon

**Target:** One creature

**Attack:** Strength vs AC

**Hit:** 1[W] + Constitution modifier damage

**Effect:** Any ally with the ability to mark an opponent can mark the target as a free action, regardless of distance.

**1 token:** You can shift up to 2 squares as a move action after the attack but must remain adjacent to the target.

**2 tokens:** You can designate the target as the victim of any single ranged attack as an immediate interrupt before the end of your next turn.

## From the Shadows

### Collector Attack 1

*Darkness hides your approach and your target never sees you coming.*

**At-Will • Shadow, Weapon**

**Standard Action**

**Melee or Ranged** weapon

**Prerequisite:** You must have concealment at the start of your turn.

**Target:** One creature

**Attack:** Wisdom vs AC

**Hit:** 1[W] + Strength modifier + 1d6 damage. If you remain within dim light when you attack, this changes to 1[W] + Strength modifier + 1d10 damage.

**1 token:** The target is dazed until the start of your next turn.

**2 tokens:** Until the end of the encounter, you can deflect an opportunity attack towards the target so long as he remains adjacent to you.



## Deceptive Snap

Collector Attack 1

*People should really watch their scabbard in a fight...*

**At-Will • Shadow, Weapon**

**Standard Action**      **Melee or Ranged** weapon

**Target:** One creature

**Attack:** Intelligence vs AC

**Hit:** 1[W] + Strength modifier damage

**Effect:** You can force the target to re-roll a single attack before the end of the encounter as an immediate interrupt.

1 token: Choose an undrawn weapon or unloaded piece of ammunition. The target cannot draw the weapon or use the ammunition until it makes a saving throw.

2 tokens: The target is immobilized until the start of your next turn.

## Blindside

Collector Attack 1

*A solid blow to the temple temporarily blinds your target and leaves you masked in darkness.*

**Encounter • Adapt, Shadow**

**Requirement:** You must use an at-will attack power.

**Target:** One creature

**Effect:** When you make a successful at-will attack, the target is blind (save ends).

## Shake the Very Ground

Collector Attack 1

*Light bends and reforms at your command, causing everyone to believe the ground shakes at their feet.*

**Daily • Shadow**

**Standard Action**      **Close** burst 3

**Target:** All enemies in the burst

**Attack:** Constitution vs Fortitude

**Hit:** 2d8 + Constitution modifier damage and the target is stunned (save ends).

1 token: A single target is prone. You can spend additional tokens to make additional targets in the burst prone.

**Miss:** Half damage. You can still spend tokens.

## Scent of Gold

Collector Utility 2

*You can track the whereabouts of rare treasure like a woodsman hunting deer.*

**Daily • Shadow**

**Minor Action**      **Personal**

**Requirement:** This power can only function on magic items and artifacts. You must know the item's name.

**Effect:** You know the polar direction of a particular item. You cannot discern the item's elevation to your own.

1 token: You can detect the elevation of the item but you are limited to whether or not the item is above or beneath 2 tokens: You can tell if the item is hidden or concealed in any way prior to discovering it (e.g. behind a secret door).

## Shadow Burst

Collector Attack 3

*Staggering back from your last strike, the target unleashes a wave of dark energy against his comrades.*

**Encounter • Adapt, Shadow**

**Requirement:** You must use an at-will attack power.

**Effect:** All enemies within a close burst 1 of the primary target takes damage equal to your Constitution modifier. If you rolled a critical hit to the primary target, all secondary targets suffer additional damage equal to your Wisdom modifier.

1 token: This power does cold or lighting damage.

## Friendly Fire

Collector Attack 5

*Cloaking your target in shadow, his comrades believe him to be the enemy.*

**Daily • Adapt, Shadow**

**Requirement:** You must use an encounter attack power.

**Effect:** The target is treated as an enemy by its allies (save ends). If the target is closer to an enemy than one of your allies, the target is instead attacked.

## Deceptive Boon

Collector Utility 6

*As your enemies rally together, they mistakenly bestow a boos to your allies.*

**Encounter • Shadow**

**Immediate Reaction**      **Area** 5 within 10 squares

**Trigger:** An enemy uses a power on his allies. The enemy must be within the power's area.

**Target:** Any allies within the area.

**Effect:** Your allies gain the same benefit as an enemy.

## Bloody Trick

Collector Attack 7

*For a brief moment, the target believes he has suffered a horrible wound.*

**Encounter • Adapt, Charm, Shadow**

**Requirement:** You must use an at-will attack power.

**Effect:** The target is considered bloodied until the end of your next turn.

1 token: If the target actually becomes bloodied while under the influence of this power, you can spend this token. The target suffers ongoing damage equal to your Charisma modifier (save ends).

## Face of Death

Collector Attack 9

*With your blade in his back, the target gasps and shrieks in pain, startling his comrades and bolstering your allies.*

Daily • Fear, Shadow, Weapon

Standard Action      Melee weapon

Target: One creature

Attack: Strength vs AC

Hit: 3[W] + Constitution modifier damage

Secondary Target: All creatures within a close burst 2 of the primary target.

Secondary Attack: Charisma vs Will

Hit: All enemies are dazed (save ends) while any allies receive temporary hit points equal to your charisma modifier.

1 token: Choose one of the enemies in your secondary attack to be stunned (save ends). You may spend additional tokens to affect other targets.

## Behind the Veil

Collector Utility 10

*A guard has best not turn his back on you.*

Daily • Illusion, Shadow

Minor Action      Close blast 5

Target: One creature within the blast

Effect: You are invisible to the target as soon as they do not have line of sight on you. This lasts until you use any attack power against the target or take a move action.

1 token: You can take a move action and remain invisible. You may continue to spend tokens to use move actions in this manner.

## Piercing Shot

Collector Attack 13

*Your ranged attack strikes the first target, burrows a hole clean through and proceeds onto the next one.*

Encounter • Adapt, Shadow

Requirement: You must use an at-will ranged attack power.

Effect: Make another attack against a target within 5 squares of your primary target. The secondary target must be within standard range of your weapon or the listed range of your at-will power.

1 token: The secondary target does not have to be directly in the line of fire from your initial attack.

## Dead In A Blur

Collector Attack 15

*While your target lies dead on the floor, a misty illusion takes his place and prevents his fellows from noticing his absence.*

Daily • Adapt, Shadow

Immediate Reaction      Special

Target: One creature

Trigger: You must reduce a target to 0 hit points with an encounter attack power.

Effect: An illusion of the target remains standing in the square he died on for a number of rounds equal to your Wisdom modifier. This illusion cannot be terracted with and remains motionless until it dissipates. If another creature attempts to make physical contact with the illusion, it disappears.

1 token: The illusion remains until the end of the encounter.

## Shadow Jump

Collector Utility 16

*Darkness offers more than concealment; it is a portal across all physical dimensions.*

Encounter • Shadow

Move Action      Personal

Effect: If you are standing on a square in total concealment, you can teleport to another square of total concealment at a maximum range equal to twice your Wisdom modifier.

1 token: You can teleport with an adjacent ally so long as they are also standing in total concealment.

2 tokens: You can teleport an ally standing within a square of total concealment within 5 squares but you do not teleport yourself.

## Delayed Blast

Collector Attack 17

*Your dagger misses its target and digs into the ground. Disregarded, your enemies cannot suspect impending danger.*

Encounter • Shadow, Weapon

Standard Action      Ranged weapon

Target: One creature

Attack: Dexterity vs AC

Hit: 4[W] + Strength modifier damage

Miss: Choose a square adjacent to your primary target and make a secondary attack as an area burst 1 from that square.

Secondary Targets: All enemies within the area.

Secondary Attack: Intelligence vs Reflex

Hit: 1d8 + Wisdom modifier damage

## False Fire

Collector Attack 19

*That last shot was just a decoy.*

Daily • Adapt, Shadow

Immediate Reaction Special

**Trigger:** You must miss with an encounter attack power.

**Target:** Another creature other than the primary target from the encounter attack power.

**Effect:** You can re-roll the attack against another target.

## Powerful Icon

Collector Utility 22

*Your icon can provide more than just a knack for diplomacy.*

Daily • Shadow

Standard Action Special

**Effect:** You can place one of your at-will powers into an icon. This power can be used by one ally as an encounter power a number of times equal to your Charisma modifier.

## Hidden Potential

Collector Attack 23

*After shaking off that last attack, your opponent finds his magic weapon useless.*

Encounter • Shadow, Weapon

Standard Action Melee weapon

**Target:** One creature

**Attack:** Strength vs AC

**Hit:** 3[W] + Constitution modifier damage and one of the target's magic items loses all bonuses, benefits and powers (save ends). The target therefore suffers a penalty to attacks and damage equal to the magic item's modifier.

## Renewing Strike

Collector Attack 25

*Tap into your weapon's true potential and unlock magic like no other.*

Daily • Shadow, Weapon

Standard Action Melee weapon

**Requirement:** You must use a magic weapon.

**Target:** One creature

**Attack:** Strength vs AC

**Hit:** 5[W] + Strength modifier damage

**Effect:** You can use any encounter or daily power for your weapon as a free action. At the start of your next turn, that power is available as normal.

**1 token:** You can use the magic weapon's power at any point before the end of your next turn as a free action.

**2 tokens:** You can reserve the use of your magic weapon's power for use at any point before the end of the encounter.

## Portal Shield

Collector Attack 27

*Powerful energies that would normally kill you simply pass into the realm of Shadows and return to strike your foes.*

Encounter • Shadow, Teleportation

Immediate Interrupt Personal

**Trigger:** You take cold, fire, lightning, necrotic or thunder damage.

**Attack:** Wisdom vs Reflex

**Hit:** You resist 1d20 + your Constitution modifier damage and deal half of the damage to the triggering target.

## Curse of the Undead

Collector Attack 29

*The grip of the Shadowworld takes its latest victim and treats him like one of the undead.*

Daily • Necrotic, Polymorph, Shadow, Zone

Standard Action Ranged 10

**Target:** One creature

**Attack:** Wisdom vs Fortitude

**Hit:** 4d12 + Intelligence modifier necrotic damage

**Effect:** The target takes on the appearance of an undead creature and suffer damage from any healing powers or when using a healing surge. The target radiates a zone of necrotic energy up to 5 squares and causes 10 ongoing necrotic damage to any of its allies for as long as they remain within the zone. A saving throw ends both effects.

**1 token:** The effect endures for an additional round after the target makes a saving throw.