

Acrobatics

Skill Rank I	Agile I Add one boost die when attempting an Average difficulty task.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Tumble Once per Short rest, you may shift your speed as a move action.	2
Skill Rank II	Agile Recovery Once per short rest, stand up from prone as a minor action.	Favored Environment Pick an environment (Urban, Wilderness, Ship's rigging etc). Re-roll one Ability Die when making checks in that environment.	Lithe Body Once per short rest, an "Advantage" symbol counts as two for the purpose of determining bonuses.	3
Skill Rank III	Perfect Balance You move your speed -2. During this movement, you ignore difficult terrain, and you can move across any horizontal surface that is at least 3 inches wide.	Nimble Once per short rest, you do not lose a healing surge when you fail an Acrobatics check with a Hard or lower difficulty.	Push Your Limits Once per short rest, spend a healing surge to gain one additional "Success" on an Acrobatics check.	4
Skill Rank IV	Agile II Add one boost die when attempting a Hard difficulty task.	Evasion Gain a +2 Bonus to your AC and Ref after using "Tumble".	Resilience Once per Long Rest, turn a "Despair" Symbol into a "Threat" Symbol. This "Threat" cannot be mitigated by any means.	5
Skill Rank V	Lightning Reflexes Once per Long rest, downgrade an opposed Proficiency Die to an Ability Die.	Dodge Step Once per encounter, can shift 1 square when enemy ends its movement adjacent to you	Swift Tumble Shift your speed twice per encounter.	6

Arcana

Skill Rank I	Studious I Add one boost die when attempting an Average difficulty task.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Arcane Senses As a minor action, make an Hard Arcana Check and learn the number of elemental, fey, and shadow creatures or the number of spellcasters of your level or lower that are within 10 feet for each success.	2
Skill Rank II	Focused Study Pick a school of Magic (Evocation, Illusion, etc) or Magical Items. Downgrade the difficulty of any Knowledge checks relating to that school.	Arcane Mutterings Once per short rest, you can make an Arcana Check in place of a Hard or lesser difficulty Bluff, Diplomacy, or an Intimidate check.	Arcane Sight Once per day, you can make an Arcana check. You learn the general layout of terrain features in 15 feet of you for each success. You cannot sense through solid objects as cave walls, but you do sense around corners and into narrow gaps.	3
Skill Rank III	Arcane Secrets Your Arcane Study now applies to any checks you make related to that discipline.	Collected Mind Once per short rest, one "Advantage" symbol counts as two for the purpose of determining bonuses.	Arcane Eye When you use Arcane Sight, you can make a Perception Check to detect hidden creatures, objects, and traps as though you were within 10 squares of them.	4
Skill Rank IV	Studious II Add one boost die when attempting a Hard difficulty task.	Experienced Arcana Once per day, make a Hard Arcana check. On a success, you may cast any utility spell that has the long rest keyword a second time.	Penetrating Sight Arcane Sight allows you to sense through solid objects.	5
Skill Rank V	Erudite Study Once per Long rest, downgrade one opposed Proficiency Die to an Ability Die.	Intense Focus Once per short rest, spend a healing surge to gain one additional "Success" on an Arcana Check.	Peer Through the Void Make an Arcana Check, you gain blindsight 3 equal for a number of minutes equal to the double number of successes.	6

Athletics

Skill Rank I	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Mighty Sprint Once per Short Rest, you can move your speed + 4 as a move action. During this movement, you ignore difficult terrain.	Toned Body I Add one boost die when attempting an Average difficulty task.	2
Skill Rank II	Well Rested Once per long rest, upgrade an Ability Die to a Proficiency die.	Deep Reserves Once per day, spend a healing surge to gain one additional "Success" on an Athletics check.	Trained Athlete Select Climbing, Swimming, or Jumping. Downgrade the difficulty of checks relating to that movement by one.	3
Skill Rank III	Impressive Athletics When you succeed on an Athletics check, allies add a number of boost dice to their next Athletics check equal to number of unopposed successes you rolled.	Push Your Limits Twice per day, spend a healing surge to gain one additional "Success" on an Athletics Check.	Natural Athlete Once per long rest, you may re-roll any one Athletics Check.	4
Skill Rank IV	Athletic Strain Once per short rest, spend a healing surge to gain a "Success".	Leap Add two boost dice to any Athletics checks you make after using Might Sprint.	Toned Body II Add one boost die when attempting a Hard difficulty task.	5
Skill Rank V	Resilience Once per Long Rest, turn a "Despair" Symbol into a "Threat" Symbol. This "Threat" cannot be mitigated by any means.	Incredible Stride Once per day, you gain a +4 bonus to movement speed until the end of the encounter.	Mighty Muscles Once per Long Rest, downgrade an opposed Proficiency Die to an Ability Die.	6

Diplomacy

Skill Rank I	Rousing Speech Once per short rest, make an Average check as a move action. One ally who can hear you gains a bonus to their next attack roll equal to the number of successes.	Orator I Add one boost die when attempting an Average difficulty task.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	2
Skill Rank II	Fiery Orator Once per day, spend a healing surge to gain one additional "Success".	Rhetorical Opening When you succeed on a Diplomacy check, allies add a number of boost dice to their next Diplomacy check equal to the number of unopposed successes you rolled.	Prepared Statement Once per long rest, upgrade an Ability Die to a Proficiency die.	3
Skill Rank III	Quick Speech You can use Rousing Speech as a Minor Action.	Oratorical Tutor Once per day, allies can upgrade an ability die to a Proficiency die when making a Diplomacy, Deception, or Intimidation check.	Cunning Linguist Once per long rest, you may re-roll any one Diplomacy Check.	4
Skill Rank IV	Well Supported Statement Once per short rest, downgrade the difficulty of a Diplomacy check.	Orator II Add one boost die when attempting an Average difficulty task.	Sustained Argument Once per short rest, any Advantage symbols you roll also apply to your next Diplomacy check.	5
Skill Rank V	Rousing Shout All allies who can hear you can the bonus from your Rousing Speech.	Silver Tongued Once Per Long Rest, downgrade an opposed Proficiency Die to an Ability Die.	OBJECTION! After an ally fails a social check with Hard difficulty or below, you may attempt a Daunting Diplomacy check. If you succeed, the ally's failure is instead treated as a success.	6

Deception

Skill Rank I	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Misdirection Once per short rest, select one adjacent enemy and make a Hard difficulty Deception check as a minor action. If you succeed, the target cannot make Opportunity Attacks against you till the end of your next turn.	Duplicitous I Add one boost die when attempting an Average difficulty task.	2
Skill Rank II	Trickery Select either feint or diversion. You can now take that action as a move action instead of a standard.	Convincing Story When you succeed on a Deception check, allies add a number of boost dice to their next Deception check equal to the number of unopposed successes you rolled.	Quick Wit Once per short rest, re-roll one Deception check before the DM rolls the opposing dice poll.	3
Skill Rank III	Liar's Guile Once per short rest, one "Advantage" symbol counts as two for the purpose of determining bonuses.	Look Over There! Misdirection now applies to all enemies within 5 squares of you.	Convincing Enough Once per Short Rest, ignore the effects of a single Threat symbol.	4
Skill Rank IV	Quick Quip Select either feint or diversion. Once per short rest, re-roll one failed Deception made to attempt the action you selected.	Keep the Lie Going Once per Short Rest, any Advantage symbols you roll on a Deception check apply to your next Deception check in that same encounter.	Duplicitous II Add one boost die when attempting a Hard difficulty task	5
Skill Rank V	Lying Through Your Teeth Once per Long Rest, turn a "Despair" Symbol into a "Threat" Symbol. This "Threat" cannot be mitigated by any means.	Absolute Whopper Once per Long Rest, re-roll one failed Deception check.	Spin a Yarn Once Per Long Rest, downgrade an opposed Proficiency Die to an Ability die.	6

Dungeoneering

Skill Rank I	Stay Back! Once per short rest, as a minor action wave a torch or other light source you are carrying. Until the end of your next turn, one enemy in 3 squares of you takes a -2 penalty to attack rolls.	Spelunker I Add one boost die when attempting an Average difficulty task.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	2
Skill Rank II	Seize the Day Once per short rest, an "Advantage" symbol counts as two for the purpose of determining bonuses.	Specialized Delver Pick a specialization (Architecture, Engineering, Monsters, etc) Downgrade the difficulty of any Knowledge checks relating to that specialization.	Stonecunning Once per short rest, while underground or inside, you make a Dungeoneering heck in place of an Insight or Perception check made as part of a search or to detect the presence of another creature	3
Skill Rank III	Dazzling Light The -2 penalty to attack rolls now applies to all enemies illuminating by the light source you are carrying.	Focused Specialization Your specialization now applies to any checks you make related to that discipline.	Dungeon Guide Allies gain one boost die to spend on any checks, not including social check made while underground or inside.	4
Skill Rank IV	Light in the Darkness. Instead of imposing a penalty, you can choose to have Stay Back grant your allies a +2 Power bonus to attack rolls.	Spelunker II Add one boost die when attempting a Hard difficulty task.	Sustained Delve Once per Short Rest, any Advantage symbols you roll on a Dungeoneering check apply to your next Dungeoneering check in that same encounter.	5
Skill Rank V	Ripples in the Air Once per Long Rest, you gain Blindsight 5 until your next Short Rest.	Delver's Resilience Once Per Long Rest, downgrade an opposed Proficiency Die to an Ability Die.	The Air Isn't as Foul Down Here Once per Long Rest, turn a "Despair" Symbol into a "Threat" Symbol. This "Threat" cannot be mitigated by any means.	6

Endurance

Skill Rank I	Hardy I Add one boost die when attempting an Average difficulty task.	Grit and Spittle Once per short rest, as a minor action expand a healing surge, but regain no hitpoints. Instead, make a saving throw against every effect on you that a save can end.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	2
Skill Rank II	Maintain the Pace Once per Long Rest, when you succeeded on an Endurance check, you can apply any extra unopposed successes to the next Endurance check you make.	Anything in a Pinch Once per short rest, an “Advantage” symbol counts as two for the purpose of determining bonuses.	Deep Reserves Increase your total number of Healing Surges by two. Any time you regain Healing Surges, you regain two more.	3
Skill Rank III	Clenched Teeth Once per long rest, you may re-roll any one Endurance Check.	Fight Through It You can a bonus to the saving throws granted by Grit and Spittle equal to your Constitution modifier.	Reactive Surge Once per short rest, when an attack bloodies you, you may spend a Healing Surge as an Immediate Reaction.	4
Skill Rank IV	Hardy II Add one boost die when attempting a Hard difficulty task.	Feel No Pain Once per short rest, you do not lose a healing surge when you fail an Endurance check made as part of another action. This cannot not apply to “daily” Endurance checks.	Never Surrender Once per Short Rest, turn three Advantage symbols into a Success symbol instead of gaining their additional benefit.	5
Skill Rank V	Endure it All Once Per Long Rest, gain a +4 power bonus to your next Saving Throw.	Inured Once per Long Rest, turn a “Despair” Symbol into a “Threat” Symbol. This “Threat” cannot be mitigated by any means.	Suffer Through It Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	6

History

Skill Rank I	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Tactician’s Measure Once per Short Rest, when an enemy enters a square adjacent to you or an ally, one of you may shift 1 square.	Antiquarian I Add one boost die when attempting an Average difficulty task.	2
Skill Rank II	Student of the Past Select a historical study (Architecture, Legends, Wars, Events, etc), downgrade the difficulty of any knowledge checks relating to that study.	Legend Lore Once per short rest, when you would make a knowledge check you can make a History check in its place.	Perfect Recall Whenever you would make an Intelligence check (not an attack) you can instead make a History check.	3
Skill Rank III	Ancient Knowledge Your choice of historical study now applies to any related checks.	Historical Revision Once per Short Rest, you may re-roll one History check before the DM rolls the opposing dice poll.	Once per short rest, an “Advantage” symbol counts as two for the purpose of determining bonuses.	4
Skill Rank IV	Once per Short Rest, turn three Advantage symbols into a Success symbol instead of gaining their additional benefit.	Tactician’s Defense After shifting, the target of Tactician’s Measure gains a +2 bonus to all defenses until the end of your next turn.	Antiquarian II Add one boost die when attempting a Hard difficulty task.	5
Skill Rank V	Once per Long Rest, turn a “Despair” Symbol into a “Threat” Symbol. This “Threat” cannot be mitigated by any means.	Lessons of the Past Once per Short Rest, any Advantage symbols you roll on a History check apply to your next skill check in that same encounter.	Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	6

Insight

Skill Rank I	Prescient Maneuver Once per short rest, when an enemy within 5 squares of you moves, you can shift half your speed as an Immediate Interrupt.	Deductive Reasoning I Add one boost die when attempting an Average difficulty task.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	2
Skill Rank II	Deepest Thought Once per Short Rest, spend a healing surge to gain one additional Success on an Insight check.	Analytic Glance Spend one minute studying a target. You roll one extra Boost die for any skill checks made involving the target.	Logical Leap Once per short rest, you can make an Insight check in place of a Hard or lesser difficulty Bluff, Diplomacy, or an Intimidate check.	3
Skill Rank III	Spatial Deduction You can make an Insight check in place of any Hard Dungeoneering, Perception, Streetwise, or Survival checks made to find a path or prevent yourself from becoming lost.	Rational Advantage Once per short rest, an "Advantage" symbol counts as two for the purpose of determining bonuses.	Shrewd Suggestion Once per short rest, make an Insight check. The next social check an ally makes gains a number of Advantage symbols equal to your number of success.	4
Skill Rank IV	Prescient Defense After using Prescient Maneuver you gain Combat Advantage against the moved and a bonus to AC equal to your Intelligence modifier until the end of your next turn.	Deductive Reasoning II Add one boost die when attempting a Hard difficulty task.	Focused Logic Pick a focus (Social Interaction, Deduction, Investigation), downgrade the difficulty of any checks made related to that focus.	5
Skill Rank V	Logic's Revenge Once per Long Rest, turn a "Despair" Symbol into a "Threat" Symbol. This "Threat" cannot be mitigated by any means.	Rapid Analysis Spend thirty seconds studying a target. You roll two extra Boost dice for any skill checks made involving the target.	Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	6

Intimidate

Skill Rank I	Terrifying I Add one boost die when attempting an Average difficulty task.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Threatening Bellow Once per Short Rest, when you hit a target with a melee attack you mark it and every creature adjacent to it until the end of your next turn.	2
Skill Rank II	Come out Coward! Once per Short Rest, when you would make a Perception check to detect a hidden creature you can instead make an Intimidate check.	Shout Them Down When you succeed on an Intimidate check, allies add a number of boost dice to their next social skill check equal to the number of unopposed successes you rolled.	Twist Their Arm Once per Short Rest, you may re-roll an Intimidate check before the DM rolls the opposing dice poll.	3
Skill Rank III	Crack Your Knuckles Once per Short Rest, spend a healing surge to gain one additional Success on an Intimidate check.	Snarl Once per short rest, an "Advantage" symbol counts as two for the purpose of determining bonuses.	Scatter the Cowards Once per Short Rest, when you take a move action to move two or more squares, minions cannot attack you, and you can push any creature that misses you with an attack 1 square as a free action.	4
Skill Rank IV	Terrifying II Add one boost die when attempting a Hard difficulty task.	Demoralize Foe Once per short rest, when you hit a foe with a melee attack it takes a -2 penalty to attack rolls against you until the end of your next turn.	EVERYBODY MOVE! Once per Short Rest, you push every enemy in a Close Blast 3 one square, but not into hindering or damaging terrain. Alternatively, you succeed on any check needed to move through a crowd.	5
Skill Rank V	Once per Long Rest, turn a "Despair" Symbol into a "Threat" Symbol. This "Threat" cannot be mitigated by any means.	Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	Death Glare After an ally fails a social check with Hard Difficulty or below, you may attempt a Daunting Intimidate check. If you succeed, the ally's failure is instead treated as a success.	6

Medicine

Skill Rank I	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Iron Resurgence Once per Short Rest, as a minor action, you or an ally can expand a healing surge to regain hitpoints equal to twice that amount.	Medic I Add one boost die when attempting an Average difficulty task.	2
Skill Rank II	Trained Physician Pick a specialization (First Aid, Stabilization, Disease) Downgrade the difficulty of any checks relating to that specialization.	Rapid Needle Work You can now make a Medicine check to stabilize a dying ally as a minor action.	Staunch the Bleeding Once per short rest, an “Advantage” symbol counts as two for the purpose of determining bonuses.	3
Skill Rank III	Swift Recovery Once per Short Rest, an adjacent ally can use their Second Wind as a Minor Action.	Battlefield Healer Once per Short Rest, when fail a heal check made to stabilize a dying ally The next death saving throw the ally makes does not count when determining failed death saving throws.	Not Going to Lose Them! Once per Long Rest, re-roll one Medicine check before the DM rolls the opposing dice poll.	4
Skill Rank IV	Potent Medicines Once per Short Rest, when an adjacent ally spends a Healing Surge make a Medicine check. The target regains 1d6 additional hitpoints for each Success you rolled.	Lasting Iron The target of Iron Resurgence also gains temporary hitpoints equal to half their healing surge value.	Medic II Add one boost die when attempting a Hard difficulty task	5
Skill Rank V	Just a Flesh Wound Once per Long Rest, turn a “Despair” Symbol into a “Threat” Symbol. This “Threat” cannot be mitigated by any means.	Steady Hands Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	Patch Up Once per Long Rest, you grant yourself and each ally 5+ your Intelligence and Wisdom modifiers temporary hitpoints after you finish a Short Rest.	6

Perception

Skill Rank I	Observant I Add one boost die when attempting an Average difficulty task.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Pinpoint Weakness Once per short rest, when you attack roll twice and use the higher result.	2
Skill Rank II	Favored Sense Select hearing or sight, Downgrade the difficulty of any checks relating to that sense.	Once per short rest, an “Advantage” symbol counts as two for the purpose of determining bonuses.	Focused Sight Once per Short Rest, you take no penalties when attacking a target benefiting from cover, superior cover, or concealment until the end of your next turn.	3
Skill Rank III	Spot and React Once per Long Rest, make a Perception check and gain a bonus to your next Initiative roll equal to the number of successes you rolled.	Keen Once per long rest, re-roll one Perception check before the DM rolls the opposing dice poll.	Once per short rest, make a Perception check. The next Athletics, Acrobatics, Sailing, Survival, or Streetwise check an ally makes gains a number of Advantage symbols equal to your number of success.	4
Skill Rank IV	Observant II Add one boost die when attempting a Hard difficulty task.	Once per Short Rest, turn three Advantage symbols into a Success symbol instead of gaining their additional benefit.	You gain a +2 bonus to the higher attack roll when using Pinpoint Weakness.	5
Skill Rank V	Once per Long Rest, turn a “Despair” Symbol into a “Threat” Symbol. This “Threat” cannot be mitigated by any means.	Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	The +2 bonus granted by NAME lasts until the end of your next turn.	6

Religion

Skill Rank I	Devout I Add one boost die when attempting an Average difficulty task.	Holy Smoke Once per long rest, as a minor action, ignite a brazier of incense as a close burst 3. Any enemy caught in the burst takes a -2 penalty to attack rolls until the end of your next turn.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	2
Skill Rank II	Once per short rest, an "Advantage" symbol counts as two for the purpose of determining bonuses.	Conviction Once per short rest, before you make a Saving Throw, make a Religion check. Add the number Success symbols you roll as a bonus to your Saving Throw.	Religious Scholar Pick a specialization (Deities, Religious Practices, Symbols Undead, Demons, Devils etc). Downgrade the difficulty of any Knowledge checks relating to that school.	3
Skill Rank III	Once per long rest, re-roll one Religion check before the DM rolls the opposing dice poll.	Potent Smoke The zone created by your Holy Smoke moves with you. Additionally, once before the effect ends, you can use a minor action to sustain the zone for another round.	Your Religious Scholar specialization now applies to any checks you make related to that field of study.	4
Skill Rank IV	Devout II Add one boost die when attempting a Hard difficulty task.	When you roll for Conviction, you can also add any Advantage symbols you roll.	Once per Short Rest, turn three Advantage symbols into a Success symbol instead of gaining their additional benefit.	5
Skill Rank V	Sustained by Faith Once per Long Rest, turn a "Despair" Symbol into a "Threat" Symbol. This "Threat" cannot be mitigated by any means.	Incense Clouds When you use Holy Smoke, instead of the burst imposing a penalty on any enemy in the zone, you can instead cause it to grant any ally in the zone concealment.	Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	6

Sailing

Skill Rank I	Knock them Over Board Once per Short Rest, after your hit an enemy with an attack, you may push them one square.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Nautical I Add one boost die when attempting an Average difficulty task.	2
Skill Rank II	Once per short rest, when aboard a ship or in the water, you may make a Sailing check in place of any Athletics, Acrobatics, Nature, Perception, or Survival check.	Strong Hand at the Wheel Once per Short rest, spend a Healing Surge to gain on additional "Success" on a Stealth check.	Once per Short Rest, one "Advantage" symbol counts as two for the purpose of determining bonuses.	3
Skill Rank III	Select either long distance sailing or tight combat maneuvering. Downgrade the difficulty of checks related to your selection.	Once per Long Rest, re-roll one Sailing check before the DM rolls the opposing dice poll.	Smooth Waters Once per short rest, any Advantage symbols you roll also apply to your next Sailing check.	4
Skill Rank IV	Swamp Them You push the target of Knock them Over Board two squares and they are dazed until the end of your next turn.	Full Sail Once per Short Rest, turn three Advantage symbols into a Success symbol instead of gaining their additional benefit.	Nautical II Add one boost die when attempting a Hard difficulty task.	5
Skill Rank V	After using Knock them Over Board, every enemy adjacent to you other than the target to is pushed 1 square.	Once per Long Rest, turn a "Despair" Symbol into a "Threat" Symbol. This "Threat" cannot be mitigated by any means.	Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	6

Sleight of Hand

Skill Rank I	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Adroit I Add one boost die when attempting an Average difficulty task.	Quick Switch Once per short rest, as a move action you and an adjacent ally can shift 1 square into each other's square.	2
Skill Rank II	Nimble Fingers Select either Lock Picking or Disabling Traps. You can take that action as a Minor action instead of as a standard action.	Fast Hands Once per round, you may draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item.	Hasty Retreat Once per short rest, when a failed Sleight of Hand check triggers a trap, you may shift a number of squares equal to your Dex. modifier.	3
Skill Rank III	Force it Open Once per Long Rest, re-roll one Sleight of Hand check before the DM rolls the opposing dice poll.	Make the Most of It Once per Short Rest, one "Advantage" symbol counts as two for the purpose of determining bonuses.	Defensive Positioning You and the ally who shifted both gain a +2 bonus to AC.	4
Skill Rank IV	Fine Manipulation Once per Short Rest, turn three Advantage symbols into a Success symbol instead of gaining their additional benefit.	Adroit II Add one boost die when attempting a Hard difficulty task.	Tactical Switch You and the ally can shift a number of squares equal to your Dex. Modifier, but must end the movement in each other's square.	5
Skill Rank V	Superior Tools Select either Lock Picking or Disabling Traps. Downgrade the difficulty of any checks with Daunting difficulty or less.	Grand Legerdemain Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	One Last Attempt Once per Long Rest, turn a "Despair" Symbol into a "Threat" Symbol. This "Threat" cannot be mitigated by any means.	6

Stealth

Skill Rank I	Shadow I Add one boost die when attempting an Average difficulty task.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Concealed Shift Once per short rest, after an enemy misses you with an attack when you cover or concealment you may shift 1 square.	2
Skill Rank II	Shrouding Gloom You can make a Stealth check as a Minor action instead of as a Move action.	You can move three squares per round instead of two before upgrading the difficulty of a Stealth check or provoking a Perception check from another creature.	Once per Short rest, spend a Healing Surge to gain on additional "Success" on a Stealth check.	3
Skill Rank III	Once per Short Rest, one "Advantage" symbol counts as two for the purpose of determining bonuses.	Once per Long Rest, re-roll one Stealth check before the DM rolls the opposing dice poll.	If you have any cover or concealment after using Concealed Shift, you may make a Stealth check to become hidden.	4
Skill Rank IV	Shadow II Add one boost die when attempting a Hard difficulty task.	Once per Short Rest, turn three Advantage symbols into a Success symbol instead of gaining their additional benefit	With Catlike Tread! Once per short rest, when a creature's Perception check beats your Stealth check, you may re-roll your stealth check as an immediate reaction. If it beats the target's passive Perception it does not notice you.	5

Skill Rank V	Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	Once per Long Rest, turn a “Despair” Symbol into a “Threat” Symbol. This “Threat” cannot be mitigated by any means.	Creature of the Night When you succeeded on a Stealth check to become hidden in dim light or darkness, you instead become invisible until the start of your next turn, until you attack, or until you enter bright light.	6
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Streetwise

Skill Rank I	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Urbanite I Add one boost die when attempting an Average difficulty task.	Slow Pursuit Once per Short Rest, move your speed. Once during the movement, you create an area of difficult terrain in a close blast 3. The difficult terrain lasts until the end your next turn.	2
Skill Rank II	Secrets of the City When in an urban environment, you can make a Streetwise check in place of the Arcana, History, Intelligence, or Religion check as long as you have already succeeded on such a check in the city that day.	Street Rat Once per Short Rest, one “Advantage” symbol counts as two for the purpose of determining bonuses.	Navigate Crowds Once per short rest, you may move through an enemy’s space. This movement does not provoke an opportunity attack.	3
Skill Rank III	City Dweller Once per Short Rest, you can make a Streetwise check in place of an Acrobatics, Athletics, or Perception check.	Street Smarts Once per long rest, re-roll one Streetwise check before the DM rolls the opposing dice poll.	After an ally fails an Average Athletics, Acrobatics, or Perception check as part of a skill challenge, you can make a Hard Streetwise check. If you succeed, the ally’s failure is instead treated as a success.	4
Skill Rank IV	Word on the Street Once per long rest, make a Streetwise check. The next three checks you make while in the same city gain a number of Advantage symbols equal to your number of success.	Urbanite II Add one boost die when attempting a Hard difficulty task.	Caltrops Any creature that enters the difficult terrain created by Slow Pursuit takes 2d8 damage. This damage increase by 1d8 at levels 10, 15, and 20. (5d8 max)	5
Skill Rank V	Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	Nose for Trouble Once per Long Rest, turn a “Despair” Symbol into a “Threat” Symbol. This “Threat” cannot be mitigated by any means.	The zone created by Slow Pursuit persists until the end of the encounter.	6

Survival

Skill Rank I	Naturalist I Add one boost die when attempting an Average difficulty task.	Cool Under Pressure Once per short rest, mitigate the effects of one Threat symbol when determining penalties.	Natural Understanding Once per Short Rest, you can take a Minor Action to allow all allies in a Close Burst 3 to shift 2 squares.	2
Skill Rank II	Pick a specialization (Beasts, Plants, Weather, terrain etc) Downgrade the difficulty of any Knowledge checks relating to that specialization.	Nature’s Camouflage Once per short rest, when you are in a natural environment, you can make a Nature check in place of a Stealth check to become or remain hidden.	Once per short rest, an “Advantage” symbol counts as two for the purpose of determining bonuses.	3
Skill Rank III	Downgrade the difficulty of any checks relating to that specialization.	Keen Senses Select either Tracking or Traversal. Downgrade the difficulty of any skill checks related to your choice.	Beast Sense Add two bonus dice to any check made to tame, communicate with, or otherwise interact with a wild animal.	4

Skill Rank IV	Naturalist II Add one boost die when attempting a Hard difficulty task.	Explorer Allies gain one boost die to spend on any checks, not including social check made while outside.	Nature's Shield When your Natural Understanding ability allows an ally to shift, they also gain a +2 bonus to AC until the end of your next turn.	5
	Once per Long Rest, turn a "Despair" Symbol into a "Threat" Symbol. This "Threat" cannot be mitigated by any means.	One with the Wilds Once per Long Rest, Downgrade an opposed Proficiency Die to an Ability Die.	Call Nature's Shroud Once per Long Rest, as a minor action, you create a zone of heavily obscured terrain in a Close Burst 3. Allies suffer no penalties from the zone. Each turn you can take a minor action to make the zone persist and move it 2 squares.	
Skill Rank V				6