

# Player's Handbook

Updated 6/10/08

Update version 1

## **Dilettante [Revision]**

**Player's Handbook, page 42**

Replace "an at-will power" with "a 1st-level at-will attack power."

## **Bonus At-Will Power [Revision]**

**Player's Handbook, page 46**

Replace "at-will power" with "1st-level at-will attack power."

## **Accessories [Revision]**

**Player's Handbook, page 55**

Replace "If you have a proficiency bonus to attack rolls and damage rolls from your weapon" with "If you have a proficiency bonus to attack rolls from your weapon."

## **Target [Addition]**

**Player's Handbook, page 57**

Add the following sentences to the end of the first paragraph: "Some powers include objects as targets. At the DM's discretion, a power that targets a creature can also target an object, whether or not the power lists an object as a potential target."

## **Conjurations [Revision]**

**Player's Handbook, page 59**

Replace the second paragraph with "Unless a power description says otherwise, a conjuration cannot be attacked or physically affected, and a conjuration does not occupy any squares."

## **Guardian of Faith**

**[Addition/Revision]**

**Player's Handbook, page 64**

Add "Creatures can move through the space occupied by the guardian" to the power's effect.

Replace "Any creature" in the fourth sentence of the Effect line with "Any enemy."

## **Solar Wrath [Addition]**

**Player's Handbook, page 74**

Add the "Implement" keyword.

## **Combat Challenge [Revision]**

**Player's Handbook, page 76**

In the second paragraph, replace "a marked enemy that is adjacent to you shifts or makes an attack" with "an enemy marked by you is adjacent to you and shifts or makes an attack."

## **Cleave [Revision]**

**Player's Handbook, page 77**

On the Hit line, replace "an enemy adjacent to you" with "an enemy adjacent to you other than the target."

## **No Surrender [Revision]**

**Player's Handbook, page 84**

Replace the action type "Immediate Reaction" with "No Action."

**Steel Grace [Revision]**  
**Player's Handbook, page 88**  
Replace "Containing Strike or Reaping Strike" with "*cleave, reaping strike, sure strike, or tide of iron.*"

**Hunter's Quarry [Revision]**  
**Player's Handbook, page 104**  
In the first paragraph, replace "enemy nearest to you" with "nearest enemy to you that you can see."

**Instant Escape [Revision]**  
**Player's Handbook, page 127**  
Replace "Immediate Interrupt" with "Immediate Reaction."

**Frigid Darkness [Revision/Addition]**  
**Player's Handbook, page 133**  
On the Hit line, replace "all of your enemies" with "you and your allies."  
On the Star Pact line, add "until the end of your next turn" to the end of the sentence.

**Banish to the Void [Revision]**  
**Player's Handbook, page 139**  
On the Hit line, replace "The target attacks the nearest target on its next turn" with "The target makes a melee basic attack against the nearest creature on its next turn."

**Hurl Through Hell [Addition]**  
**Player's Handbook, page 140**  
On the Hit line, add "(save ends)" after "stunned."

**Whispers of the Fey [Revision/Addition]**  
**Player's Handbook, page 141**  
Replace "Utility 20" with "Attack 20."

**Chimera Battlestrike [Revision]**  
**Player's Handbook, page 152**  
Replace "Minor Action" with "Standard Action."

**Trained Skills [Revision]**  
**Player's Handbook, page 156**  
Replace "Nature (Int)" with "Nature (Wis)."

**Dispel Magic [Addition]**  
**Player's Handbook, page 162**  
Add the "Implement" keyword.

**Wall of Ice [Revision]**  
**Player's Handbook, page 165**  
Replace "As a standard action, a creature can attack one square of the wall" with "A creature can attack the wall."

**Cloudkill [Deletion/Revision]**  
**Player's Handbook, page 166**  
Add "Attack: Intelligence vs. Fortitude" above the Hit line.

**Insight [Revision]**  
**Player's Handbook, page 185**  
In the table, replace "10 + creature's level" with "10 + one-half the creature's level."  
In the table, replace "25 + effect's level" with "25 + one-half the effect's level."  
In the table, replace "15 + effect's level" with "15 + one-half the effect's level."

**Thievery [Revision]**  
**Player's Handbook, page 189**  
Under Pick Pocket, replace "DC 20 + your target's level" with "DC 20 + one-half your target's level."

**Alertness [Revision]****Player's Handbook, page 193**

Replace the first sentence of the benefit section with "You don't grant enemies combat advantage from being surprised."

**Warrior of the Wild [Addition]****Player's Handbook, page 208**

Add the following sentence to the end of the second paragraph of the benefit section: "The target you designate as your quarry remains your quarry until the end of your next turn."

**Delver's Armor [Revision]****Player's Handbook, page 229**

Replace "Free Action" with "No Action."

**Surprised [Deletion]****Player's Handbook, page 277**

Remove "other than free actions."

**Death Saving Throw [Deletion]****Player's Handbook, page 295**

Remove "expressed as a negative number" in the last sentence.

Have other questions about the Player's Handbook?

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