

# Player's Handbook<sup>®</sup>

Updated 7/09

Update version 5

## **Retraining [Revision]**

### **Player's Handbook, page 28**

In the fourth sentence of the feat section, replace "heroic tier feats" with "heroic tier feats and paragon tier feats."

## **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."

## **Keywords [Revision]**

### **Player's Handbook, page 55**

Replace the second and third sentences of the fourth paragraph with the following: "Also, resistance doesn't reduce damage unless the target has resistance to each type of damage from the attack, and then only the weakest of the resistances applies. For example, a character who has resist 10 lightning and resist 5 thunder who takes 15 lightning and thunder damage takes 10 damage because the resistance value to the combined damage types is limited by the lesser of the two resistances."

## **Reliable [Revision]**

### **Player's Handbook, page 55**

Replace text with "Reliable: If you don't hit when using a reliable power, you don't expend the use of that 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."

**Punishing Strike [Revision]**  
**Player's Handbook, page 71**

On the Attack line, replace "Strength + 2" with "Strength + 4".

**Solar Wrath [Addition]**  
**Player's Handbook, page 74**

Add the "Implement" keyword.

**Battle Cry [Revision]**  
**Player's Handbook, page 74**

Replace the "Implement" keyword with the "Weapon" 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."

**Dance of Steel [Revision]**  
**Player's Handbook, page 79**

On the Weapon line, replace "slowed" with "immobilized".

**Come and Get It [Revision]**  
**Player's Handbook, page 80**

Replace the Effect line with the following:

**Effect:** You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

**Rain of Blows [Revision]**  
**Player's Handbook, page 79**

Replace "Primary Target" with "Target." Delete "+ Strength modifier" from the first Hit line. Delete the Secondary Target, Secondary Attack, and Hit lines under the Weapon line, remove the Weapon line's indent, and replace that line with the following:

**Weapon:** If you're wielding a flail, a light blade, or a spear and have Dexterity 15 or higher, make the attack a third time against either the target or a different creature.

<p><b>Explanation:</b> This revision updates damage to bring this power in line with other fighter powers and it improves formatting to clarify that the power allows three attacks at most.</p>
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**Stalwart Guard [Addition/Deletion/Revision]**  
**Player's Handbook, page 81**

Add the "Stance" keyword  
Replace "Close burst 1" with "Personal".  
Remove the Target line.  
Replace the Effect line with the following:

**Effect:** Any ally gains a +1 shield bonus to AC while adjacent to you. If you are using a shield, the bonus increases to +2 and applies to Reflex defense as well.

**Devastation's Wake [Revision/Deletion]****Player's Handbook, page 84**

Replace the Effect line with the following:

**Effect:** Until the start of your next turn, you can make a secondary attack as a free action against any enemy that starts its turn adjacent to you.

Remove the Secondary Target line.

**No Surrender [Revision]****Player's Handbook, page 84**

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

**Warrior's Urging [Deletion/Revision]****Player's Handbook, page 85**

Remove the "Charm" keyword.

Replace the Effect line with the following:

**Effect:** You pull each target 3 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

**Steel Grace [Revision]****Player's Handbook, page 88**

Replace "Containing Strike or Reaping Strike" with "*cleave, reaping strike, sure strike, or tide of iron.*"

**Hallowed Circle [Revision]****Player's Handbook, page 93**

Replace the Effect line with the following:

**Effect:** The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.

**Thunder Smite [Revision]****Player's Handbook, page 94**

Replace the parenthetical on the Attack line with the following:

If the target is marked by you, the attack can score a critical hit on a roll of 19–20.

**Hand of the Gods [Revision]****Player's Handbook, page 97**

Replace "Minor Action" with "Standard Action".

**Exalted Retribution [Deletion]****Player's Handbook, page 98**

On the Effect line, remove "Until the end of the encounter".

**Certain Justice [Revision]****Player's Handbook, page 100**

On the Hit line, replace the second sentence with the following:

If the target is marked by you, it is also weakened and dazed until it is not marked by you.

**Hunter's Quarry [Revision/Addition]****Player's Handbook, page 104**

In the first paragraph, replace "enemy nearest to you" with "nearest enemy to you that you can see."

Replace the first and second sentences of the second paragraph with the following: "Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level."

Add the following sentence at the end of the second paragraph: "If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn."

**Shadow Wasp Strike [Revision]****Player's Handbook, page 107**

Replace both instances of "AC" with "Reflex".

**Blade Cascade [Revision]****Player's Handbook, page 109**

On the Attack line, replace the second sentence with "Alternate main and off-hand weapon attacks until you miss or until you make five attacks."

**Blade Ward [Revision]****Player's Handbook, page 112**

On the Hit line, replace "[W]" with "2[W]."

**Sneak Attack [Revision]****Player's Handbook, page 117**

Replace the first sentence with the following: "Once per round, when you have combat advantage against an enemy and hit that enemy with an attack that uses a crossbow, a light blade, or a sling, the attack deals extra damage. If you have dealt Sneak Attack damage since the start of your turn, you cannot deal it again until the start of your next turn."

**Shadow Stride [Revision]****Player's Handbook, page 122**

Replace the Effect line with the following:

**Effect:** You must be hidden to use this power. You can move your speed and must end your movement in a space where you can remain hidden. Then make a Stealth check with no penalty for moving. If the check succeeds, you remain hidden during the movement, even if you have no cover or concealment during it.

**Ghost on the Wind [Revision]****Player's Handbook, page 125**

On the Hit line, replace "move into any square" with "shift into any square".

**Instant Escape [Revision]****Player's Handbook, page 127**

Replace "Immediate Interrupt" with "Immediate Reaction."

**Warlock's Curse [Revision/Addition]****Player's Handbook, page 131**

Replace the third sentence of the first paragraph with the following: "If you hit a cursed enemy with an attack, you deal extra damage."

Add the following clause to the end of the last sentence of the first paragraph: "so if you have dealt Warlock's Curse damage since the start of your turn, you cannot deal it again until the start of your next turn."

**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.

**Thirsting Maw [Addition]****Player's Handbook, page 137**

Add the "Healing" keyword.

**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."

**Collect Life Spark [Addition]****Player's Handbook, page 142**

On the Fey line, add "until the end of your next turn" to the end of the sentence.

**Make Them Bleed [Addition]****Player's Handbook, page 149**

Add "Melee weapon" as the power's range.

**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)."

**Flaming Sphere [Revision]****Player's Handbook, page 160**

Move the Effect line above the Target line and replace the text with the following:

**Effect:** You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that starts its turn adjacent to the sphere takes 1d4 + Intelligence modifier fire damage. As a move action, you can move the sphere 6 squares.

### **Jump [Revision]**

#### **Player's Handbook, page 161**

Replace the Effect line with the following:

**Effect:** The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.

### **Dispel Magic [Addition]**

#### **Player's Handbook, page 162**

Add the "Implement" keyword.

### **Wall of Fog [Revision]**

#### **Player's Handbook, page 162**

On the Effect line, replace the fourth sentence with "The fog's area is heavily obscured and blocks line of sight."

### **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.

### **Level of Knowledge [Revision]**

#### **Player's Handbook, page 180**

In the table, replace "15" with "10" in the Common entry.

In the table, replace "+10" with "+5" in the Paragon tier entry.

In the table, replace "+15" with "+10" in the Epic tier entry.

### **Bluff [Revision]**

#### **Player's Handbook, page 183**

In the shaded box, replace the text under "Create a Diversion" with the following: "Once per combat encounter, you can create a diversion to hide. As a standard action, make a Bluff check opposed by the passive Insight check of any enemy that can see you. If you succeed, make a Stealth check opposed by the passive Perception check of any enemy present. If the Stealth check succeeds against an enemy, you are hidden from that enemy until the end of your turn or until you attack."

### **Endurance [Revision]**

#### **Player's Handbook, page 185**

In the table, replace "Ignore Hunger: 10 + 2 per day" with "Ignore Hunger (after 3 weeks): 20 + 5 per day."

In the table, replace "Ignore Thirst: 10 + 4 per day" with "Ignore Thirst (after 3 days): 20 + 5 per day."

In the table, replace "Hold breath (each round after 5): 10 + 1 per round" with "Hold breath (each round after 3 minutes): 20 + 5 per round."

Add to table "Hold breath (maintain in a round you take damage): 20"

### 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."

### Perception [Revision]

#### Player's Handbook, page 186

In the Perception section of the shaded text, replace "standard action" with "minor action" in the third sentence.

### Stealth [Revision]

#### Player's Handbook, page 188

Replace all text after the first paragraph with the following:

**Stealth:** At the end of a move action.

- ◆ **Opposed Check:** Stealth vs. passive Perception. If multiple enemies are present, your Stealth check is opposed by each enemy's passive Perception check. If you move more than 2 squares during the move action, you take a –5 penalty to the Stealth check. If you run, the penalty is –10.
- ◆ **Becoming Hidden:** You can make a Stealth check against an enemy only if you have superior cover or total concealment against the enemy or if you're outside the enemy's line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don't have superior cover or total concealment and aren't outside the enemy's line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.
- ◆ **Success:** You are hidden, which means you are silent and invisible to the enemy (see "Concealment" and "Targeting What You Can't See," page 281).
- ◆ **Failure:** You can try again at the end of another move action.
- ◆ **Remaining Hidden:** You remain hidden as long as you meet these requirements.
  - Keep Out of Sight:* If you no longer have any cover or concealment against an enemy, you don't remain hidden from that enemy. You don't need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to remain hidden. You can't use another creature as cover to remain hidden.
  - Keep Quiet:* If you speak louder than a whisper or otherwise draw attention to yourself, you don't remain hidden from any enemy that can hear you.
  - Keep Still:* If you move more than 2 squares during an action, you must make a new Stealth check with a –5 penalty. If you run, the penalty is –10. If any enemy's passive Perception check beats your check result, you don't remain hidden from that enemy.
  - Don't Attack:* If you attack, you don't remain hidden.
- ◆ **Not Remaining Hidden:** If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.
- ◆ **Enemy Activity:** An enemy can try to find you on its turn. If an enemy makes an active Perception check and beats your Stealth check result (don't make a new check), you don't remain hidden from that enemy. Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

### 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."

**Shield Push [Revision]****Player's Handbook, page 200**

Replace the text in the special section with "You must be using a shield to benefit from this feat."

**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."

**Adventuring Gear [Addition]****Player's Handbook, page 222**

In the Adventuring Gear table, add the following text after Lantern:

Oil (1 pint)	1 sp	1 lb.
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**Delver's Armor [Revision]****Player's Handbook, page 229**

Replace "Free Action" with "No Action."

**Prone [Addition]****Player's Handbook, page 277**

Add "You can't move from your space, although you can teleport, crawl, or be forced to move by a pull, a push, or a slide."

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

Remove "other than free actions."

**Targeting What You Can't See [Revision]****Player's Handbook, page 281**

Replace the "Invisible Creature Uses Stealth" and "Make a Perception Check" paragraphs with the following:

**Invisible Creatures and Stealth:** If an invisible creature is hidden from you ("Stealth," page 188), you can neither hear nor see it, and you have to guess what space it occupies. If an invisible creature is not hidden from you, you can hear it or sense some other sign of its presence and therefore know what space it occupies, although you still can't see it.

**Make a Perception Check:** On your turn, you can make a Perception check as a minor action (page 186) to try to determine the location of an invisible creature that is hidden from you.

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

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

**Brew Potion [Revision]****Player's Handbook, page 301**

Change the ritual's level from 5 to 1.

In the table, move Brew Potion to a position below Animal Messenger and change its level to "1".

The tables below track the changes to each release of the update document.

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