Dungeon Master's Screen

Updated 1/09

Update version 1

Minor Actions table [Deletion/Addition]
Dungeon Master's Screen, Second Panel
"Ready or stow a shield" should be in the Standard Actions table.

Target DCs table [Revision/Deletion]
Dungeon Master's Screen, Third Panel

Replace the table with the following table:

TARGET DCS			DMG42
Level	Easy DC	Moderate DC	Hard DC
1st-3rd	5	10	15
4th-6th	7	12	17
7th-9th	8	19	19
10th-12th	10	14	21
13th-15th	11	16	23
16th-18th	13	18	25
19th-21st	14	20	27
22nd-24th	16	24	29
25th-27th	17	26	31
28th-30th	19	28	33

Also, remove "**Skill checks:** Increase DCs by 5" below the table.

DCs for Commonly Used Skills table [Revision]
Dungeon Master's Screen, Third Panel
Replace "Let a character use a healing surge" with "Let a character use his or her second wind".

Healing a Dying Character table [Revision]
Dungeon Master's Screen, Fourth Panel
Replace the second sentence of the Regain Hit Points line with "If the healing effect requires you to spend a healing surge but you have none left, you are restored to 1 hit point."

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

Version 1 (1/09):

Second Panel	Minor Actions table [Deletion/Addition]
Third Panel	Target DCs Table [Revision/Deletion]
Third Panel	DCs for Commonly Used Skills table [Revision]
Fourth Panel	Healing a Dying Character table [Revision]