Five Gods Quickstart Guide

THE OVERPREPARED GM

an abbreviated tour of the rules

Playing the Game

Your "piece" in this game is your character, your representative in the game world. Through your character, you can interact with the game world in any way you want. The only limit is your imagination—and, sometimes, how high you roll on the dice.

Types of Roleplaying

Each adventure is made up of a plot which evolves through a mixture of different types of roleplaying.

Freeform roleplaying is the give-and-take of your GM describing your situation, you telling the GM what you want your character to do, and the GM telling you what happens when your character does it. The GM decides whether or not something you try actually works. Some actions automatically succeed (you can move around without trouble, usually), some require die rolls, called checks (breaking down a locked door, for example), and some simply can't succeed (you did not spontaneously sink through the floor, no matter how embarrassed you feel).

Skill challenges allow the PCs to use their skills in a structured format to achieve a particular goal. These may include social interactions, such as attempts to persuade, bargain with, or obtain information from a non-player character (NPC) controlled by the GM. They may be physical challenges like winning an athletic competition or racing through dangerous terrain. Or they may include intellectual challenges such as investigating a crime scene or researching a historical figure. Often skill challenges involve a mixture of different skills, for example investigating a crime may involve physically looking for clues, socially questioning witnesses, and intellectually deducing information. Skill challenges have simple rules and all the PCs take turns each round.

Combat encounters are battles against foes. In a combat encounter, characters and monsters take turns attacking until one side or the other is defeated (killed, subdued, knocked unconscious, or chased away). Combat encounters have more explicit mechanics to keep track of where people are in battle as well as when each person is taking their turn.

The Check

How do you know if your attempt to break down a lock door or hit a dragon with your sword succeeds? You have to make a check - a role of the dice to see whether or not you succeed.

- **Declare your action:** You have to decide what you want your character to do and say it out loud.

- **Roll High:** Roll your dice and add the relevant modifiers. Your powers and the quickstart rules should tell you what you need to roll and what the modifiers are. There will be a particular number that you need to make in order to succeed. If you roll equal to or higher than the target number, you succeed. If not, you fail. The GM may decide to tell you ahead of time what number you're trying to get or may let you make the check and simply tell you afterwards whether or not you succeeded.

Note: If a specific power or feature or rule contradicts a general rule, follow the specific rule.

Skills

Each character has a set of skills - numbers that represent a trained, non-combat ability.   Most skill checks will use two skills rolls added together.

Skill Check = 2d20 + skill 1 modifier + skill 2 modifier

So for example, if you want to bluff your way into the secret meeting, it might go something like this.

> You: "I want to try to bluff my way into the meeting. I take out my clipboard and pencil and walk up to him frantically taking notes. When I get to the door, I pretend I'm a scribe and I'm supposed to already be there."
>
> GM. "That would be a deception+influence check. The target number is 30."
>
> You: "Ugh, I rolled a 29! So close!"
>
> GM: "The guard gives you the stink eye and grips her weapon a little more strongly."

Sometimes your allies can help you make a skill check by making a check themselves. Each player that makes their target number adds +1 to your total. There is no penalty for failure.

So this skill check could continue with an ally jumping in.

> Ally: "I try to help her bluff. I run up to her and berate her for not making it in on time."
>
> GM: "Okay, that's also a deception+influence for 30."
>
> Ally: "36, so I made it. Which gives you a 30. Eat it guard, you're totally snowed!"

Skill Challenges

A skill challenge is an encounter where skills, rather than your combat abilities, take center stage. In contrast to an obstacle that requires one successful skill check, a skill challenge is a complex situation in which you make many checks in succession, often using a variety of skills, before you can claim success in the encounter.

A skill challenge always has a specific set of allowed skills, a number of successes threshold for winning, and a number of failures threshold for losing. In order to succeed in the skill challenge, you have to achieve the number of successes before the number of failures using the declared skills.

Order of Play

1. **Declaration:** The GM declares that a skill challenge is started and declares the accepted skills, the # of success to win, and the number of failures to lose.

2. **Initiative:** All players roll 1d20 to decide initiative order, without using their initiative modifier. It is not possible to change the order (by delaying, readying, powers, etc.) once rolled. If two people roll the same number, they can decide who goes first.

3. **Turns:** You take a turns in initiative order.

   1. Choose a skill combination to use and describe to the GM what it means in terms of roleplaying.

   2. Choose an easy, medium, hard, or exceptional target number.

   3. Roll the dice and see whether you made to target you chose.

Easy checks. Missing this check counts as a failure, and the next player must attempt at least a Medium check. Making this check does not count as a success, and the next player must attempt at least a Medium check with a +6 bonus.

Medium. Counts as a success or a failure.

Hard. Missing this check counts as a failure. Making this check counts as a success and gives a +6 bonus to the next player.

Exceptional. Missing this check counts as a failure. Making this check counts as two successes and gives a +12 bonus to the next player.

List of Skills

Arcana grants knowledge and abilities related to arcane magic and magic-related lore and effects.

Analysis grants the ability to figure things out given a series of clues or unclear information. This includes puzzle solving, deductive reasoning, and the ability to research.

Athletics represents skill in and knowledge of physical sports and physical activities such as running, jumping, swimming, and climbing.

Craft describes the ability to make things by hand and knowledge of handicraft techniques, such as in forgery, alchemy, baking, sewing, painting, smithing, and carpentry.

Coordination represents acuity in manual dexterity and hand-eye coordination as well as grace. It includes things like marksmanship, sleight-of-hand, pick-pocketing, and acrobatics.

Culture includes knowledge about societies gleaned by interaction rather than scholarly study. It includes things like who the movers and shakers are, what's the latest news, how to get the best deals, and where the dangers are.

Deception is about recognizing and practicing deceptions. It includes fast talking, disguises, gaining combat advantage, creating a diversion to hide, and entertaining with a tall tale.

Discipline is the ability to endure harsh conditions, stave off ill-effects, and push beyond physical limits, plus the concentration to stay vigilant and methodical for long periods of time.

Engineering grants an understanding of technology and of how mechanical and physical things work.

Heal is about helping others recover from wounds and debilitating conditions, and a knowledge of diseases, anatomy, biology, and forensics.

History is the scholarly knowledge of what's happened in the past, including significant events, people, laws, legends, and traditions.

Influence is about getting others to do what you want them to do by tact, subtlety and social grace or by hostile actions, overt threats, and deadly persuasion. This includes anything from haggling, inspiring good will, giving pleasing speeches, and talking someone into something to moving a crowd out of the way, getting people in a fighting mood, or goading a person into action.

Insight is about understanding emotions, motives, and intents of others as well as about drawing conclusions based on gut instinct rather than deduction or book learning. This can also be used to interpret body language and hand signs, discern the leader, and recognize a creature as illusory.

Monsters is the skill that grants knowledge of the abilities of creatures, including other humanoids.

Nature is about skills related to understanding the natural world and surviving outside of settlements. This includes navigating through and surviving in wilderness areas, dealing with natural hazards, tracking, orienteering, predicting the weather, and handling natural animals.

Perception describes the ability to sense things, with your physical (or metaphysical) senses.

Perform describes the ability to entertain or influence people with a display of a social skill or fine art - or really, any situation where you have an audience. This also includes knowledge of the performing arts as an area of study, such as how to choreograph a dance, read music, or produce a play.

Planes describes knowledge of things from other planes, or of how planes work in general.

Religion describes knowledge of gods, theology, the sacred and unholy, and religious ceremonies, institutions and lore.

Stealth describes the ability to sneak and hide, whether that means hiding an object, crafting hidden compartment, or embedding a secret message in a letter.

The Combat Sequence

1. **Establish positions.** The GM decides where the combatants start on the battle grid.

2. **Determine initiative order.** The order of play is determined by initiative check, from highest to lowest. The PCs roll their initiative check and the NPCs have pre-determined initiatives.

> Initiative Check = 1d20 + initiative modifier

The initiative order remains the same from round to round unless a character uses a power to change the order. PCs go before NPCs if they have the same initiative.

3. **Play in Rounds.** In initiative order, every combatant takes a turn. When all have taken a turn, the round ends and a new round begins.

4. **End the encounter.** Play continues in rounds until the GM to declares the end of the encounter (often when the NPCs on one side are captured, fleeing, unconscious, or dead).

Taking Turns

When your turn comes up in the initiative order, it's time for you to act. Your turn has three parts: the start of your turn, the actions on your turn, and the end of your turn.

The Start of Your Turn

If an effect or condition is described as happening or ending at the start of your turn, if always takes place, even if you're unconscious. You can also choose to delay your turn an arbitrary number of turns in the initiative order. If you do so, when your turn comes again, the conditions and effects that trigger at the start of your turn do not trigger again, they only trigger once per round. You may choose to delaying your turn more than once.

Actions on Your Turn

During your turn, you have 1 large, 1 medium, and 1 small action (plus unlimited free actions) to spend in any order, and you can substitute smaller for larger actions, so really you have the following actions to spend on your turn in any order.

- 1 large or medium or small action
- 1 medium or small action
- 1 small action
- Unlimited free actions, although a GM may limit this number if you use so many that it slows down play

You can also spend up to one action point (AP) per turn if you have the AP to spend.

The End of Your Turn

Like the start of your turn, if an effect or condition is described as happening or ending at the end of your turn, it always takes place, even if you're unconscious. In addition, the end of your turn is when you make saving throws against any condition on you that a save can end.

Actions on Other Turns

Most of your actions take place on your turn, but not always. You also have the following actions you can take on other characters' turns.

- Unlimited free actions on anyone's turn.
- 1 immediate action per turn, although it always has a triggering condition that must be met before the action can be taken. Immediate actions may be preactions (which resolve before the triggering condition) or reactions (where it resolves after the triggering action).

End of Encounter

A combat encounter ends when one side or the other admits defeat, is dead or unconscious, flees out of reach, etc. At the end of the encounter, temp HP are reset to zero and all effects that last until the end of encounter are ended.

Powers

Powers are actions a character can take. Although they are extremely varied, they way they are described follows a structured format. Here's the information you need to understand how a power works mechanically.

Action

The colored tabs to the top left of the power box indicate what action you must spend to use the power.

- **Large action** is indicated by three green tabs, like in the example to the right.
- **Medium actions** are indicated by two green tabs.
- **Small action** are indicated by one green tab.
- **Immediate actions** are indicated by one long red tab. An immediate preaction will have the letters "IP" on the tab. An immediate reaction will have the letters "IR" on the tab.
- **Free actions** are indicated by having no tab at all.

Name & Flavor text

The name and flavor text are provided to help you visualize how the power would appear if you were your character. Feel free to change them if you want to imagine them being different.

Recharge

If there is a number or letter on the top right of the power title bar, there is a constraint on how often you can use that power. This is known as the recharge value. If there's no number or letter there, that means you can use the power as long as you have the actions available to do so.

- **T** indicates that the power can only be used once per turn.
- **R** indicates that the power can only be used once per round.
- **A Number** indicates that you have to roll that number out of a dice of that number recharge roll to use the power again. For example, and **8** indicates that you have to roll an 8 out of a d8.
- **C** indicates that the power is consumable - once it's used, it's gone forever. This is usually associated with a physical item, such as a potion.

Action **Name** **Recharge**

Rattling Shot 8

Launch a shot rattles your foe with each attack you make. — **Flavor text**

Target: One creature designated as your quarry in Ranged 15/30

Attack: +7 vs . AC

hit: 3d12 + 5 damage.

Crit: 41 damage.

Miss: Half damage.

Effect: Until the target is no longer your quarry, your melee attacks against it deal 4 extra damage.

— **Result Lines**

— **Keywords**

You roll to recharge powers at the round. You can only roll to recharge powers that are not currently in use or sustained.

Result Lines

The result lines describe how the power works. Different powers will have different types of result lines.

- **Trigger** is a condition that must met immediately before a power can be used. This only appears with immediate and free action powers.
- **Target** describes what can be affected by the power. See "Targeting" on page 9 for more details.
- **Attack** describes what attack roll you make. See "Attacking" on page 9 for more details.
- **Hit** describes what happens if you succeed in your attack roll.
- **Crit** describes what happens if you roll a critical hit on your attack roll.
- **Miss** describes what happens if you fail in your attack roll.
- **Effect** describes what automatically happens when you use the power. Pre-effects are resolved before a powers other results. Aftereffects resolved after other effects and conditions are concluded.
- **Sustain** describes how to keep the power active

Keywords

Some powers have keywords according to how their effects work. They often have special rules that come into play.

Implement or Weapon

If the power uses an implement or weapon, it will include a picture or icon of it and inherit any properties that that implement or weapon has.

Stance

Stance powers allow you to assume a state where you can do things you normally couldn't. It lasts until you choose to end it, you become unconscious, or the encounter ends. You can only assume one stance per turn, and only one stance at a time.

Zone

Zone powers create lingering effects that extend over an area. They cannot generally be attacked or affected. If a zone's creator is slain, the zone immediately ends. If zones overlap and impose penalties to the same roll or score, creatures in the overlapping area are subject to the worst penalty; the penalties are not cumulative (they don't "stack").

Charm

Charm spells have mental effects that control or influence the subject's actions, emotions, or thoughts.

Conjuration

Conjuration powers create objects out of magical energy. Unless a power says otherwise, a conjuration cannot be attacked or physically affected, and is not affected by the environment. A conjuration ends immediately if its creator dies.

Divination

Divination powers allow you to know the future or sense beyond the perception of your physical senses.

Evocation

Evocation powers bring various magical effects into being, including explosions, rays of magical energy, and lingering environmental effects.

Healing

Healing powers that restore hit points, usually either immediately or by granting regeneration.

Illusion

Illusion powers deceive the senses or the mind.

Polymorph

Polymorph powers alter your physical form or properties. For instance, a polymorph power might transform you into a mouse. You can only be affected by one polymorph at a time - the most recently cast one. A polymorph ends immediately on a creature that dies.

Summoning

Summoning powers bring creatures from elsewhere to serve the summoner. They are allies to its summoner and the summoner's allies.

The summoned creature has no actions of its own; the summoner spends actions to command it mentally. The summoner can do so only if he or she has line of effect to the creature. When commanding the creature, the summoner shares its knowledge but not its senses.

Teleportation

Teleportation powers transport you instantaneously from one place to another. The destination of the teleportation must be an unoccupied space big enough to fit you. If the teleportation would cause you to fall or if that space is hindering terrain, you can immediately make a saving throw to negate the teleportation. If a prone creature teleports, it arrives in the destination space still prone.

Being immobilized or restrained doesn't prevent you from teleporting. If you teleport away from a physical restraint that is located in a specific space, you are no longer immobilized or restrained.

The Battlegrid

A 1-inch hex on the battle grid represents a 5-foot area in the game world. Your speed is measured in hexes on the battle grid. PCs typical have a speed of 6, which means they can step up to 6 hexes (or 30 feet) on the battle grid using a move action.

A creature is considered to occupy the hex or hexes within its space. You can move through a hex occupied by an ally, but you can't move through an enemy's space. You can't end your turn in a space occupied by another creature.

Movement Modes

- **Step.** This is the default movement mode for walking and moving in combat. No special rules.

- **Run.** Move faster than your stepping speed, but you grant combat advantage as soon as you start running, and this lasts until the start of your next turn.

- **Shift.** Move slower than your normal stepping speed, but does not trigger opportunity attacks from moving past another creature.

- **Fly.** Can only be done by a creature with a fly speed. A creature with a fly speed can take the step, run, shift, or charge action but uses its fly speed in place of its step speed. While flying, a creature can move straight up, straight down, or diagonally up or down. There is no additional cost for moving up or down. If a creature is knocked prone while it is flying, it safely descends its flying speed before taking any falling damage. The creature isn't actually prone until it lands and takes falling damage. A flying creature falls the instant it is stunned, unless it can hover. If a creature flies to a surface it can hold onto or rest on, the creature can land safely.

  If a creature has a specified altitude limit, the creature falls at the end of its turn if it is flying higher than that limit. For example, a creature that has an altitude limit of 2 falls at the end of its turn if it is flying higher than 2 hexes.

Flanking

One of the simplest combat tactics is for you and an ally to move to flanking positions adjacent to an enemy. If both of you are able to make a melee attack against a target, then you both gain combat advantage against it.

To determine whether a target is flanked, count hexes around the perimeter of the target between attackers. A two hex distance between attackers is sufficient for flanking if the target size is medium. A large target requires a three hex distance and a huge target requires a four hex distance. Gargantuan targets require a five hex distance.

Forced Movement

Some powers allow you to use forced movement. There are three types

- **Pull:** When you pull a creature, each hex you move it must bring it nearer to you.
- **Push:** When you push a creature, each hex you move it must place it farther away from you.
- **Slide:** When you slide a creature, there's no restriction on the direction you can move it.

If you're forced over a precipice or a pit, you can try to catch yourself by using a save before you fall. Any forced movement that will cause massive damage or automatic death provides a save to instead fall prone at the edge of the hazard.

Forced movement does not provoke opportunity attacks and can't move a target into a space it couldn't enter by walking. Also, using forced movement to put an enemy in a zone, conjuration, or dangerous terrain can only damage them once per action.

Attacking

All attacks follow the same basic process:

1. **Declare what you're doing.** A declaration should include the…
   - **Power**, e.g. "Fireball"
   - **Target(s)**, e.g. "Seamas"
   - **Defense** you'll attack, e.g. "versus Will." All attack checks are described in this way in the description of the power:

   - **Actions** you are spending, e.g. "Using my medium action"
2. **Make your attack roll** and determine your check as follows:

3. **The GM will tell you whether you hit.** If your d20 roll was a 20 before you add the attack modifier, it automatically hits and is considered a "crit" - a critical hit.

Targeting

If you want to use a power against an enemy, you have to be able to target the enemy. If your power doesn't specify what you target, the assumed target is always yourself. Otherwise it will specify a target type, as follows

Many powers allow you to target multiple enemies. Each of these enemies must be an eligible target.

- **Affected** defines what sort of creatures or items are affected, for example "One enemy" or "All allies" or "Up to three undead creatures"
- **Type** defines a category of attack.
  - **Melee & Close** attacks allow characters to attack adjacent creatures. If there's a number (e.g. Melee 2), then the character can attack up to that number of hexes away.
  - **Ranged & Area** attacks allow characters to attack at a distance. If a character is within melee range of another creature and makes a ranged or area attack, the other creature can take an opportunity attack against them first.
- **Shape** Close and Area attacks have Areas of Effect (AoE) shapes, and can affect creatures within the defined area. Note, a close shape doesn't affect you unless otherwise noted, but an area shape does. All shapes have a size measured from an origin hex. For close shapes, the origin hex is you. For area shapes, the origin hex is a hex within the specified distance from you.
  - **Burst.** A burst starts in an origin square and extends in all directions to a specified number of hexes from the origin, creating a hexagon around it.
  - **Blast.** A blast fills a triangle area with one of the points of the triangle being the origin, and the size of the blast being the number of hexes from the origin along each side. (so it's a triangle with sides the length of size+1).
  - **Ray.** A ray is a line that starts in an origin hex and extends in one of the six cardinal direction a specified number of hexes.
  - **Wall.** The wall creates a continuous set of hexes The size is the number of hexes the wall occupies, all of which must be in range. Each space of the wall must rest on flat, solid ground. Also, segments of the wall cannot double back on each other. Each space can make at most 90 degree turn from the last segment.
- **Distance** defines how far away the power can target. Only Ranged and Area attacks have a distance specified.

Combat Advantage

One of the most common attack modifiers is combat advantage, which represents a situation where the defender can't give full attention to defense. When you have combat advantage against a target, you gain a +2 bonus to your attack rolls against that target.

Combat advantage is relative. In any given pair of combatants, either, both, or neither might have combat advantage against the other.

You gain combat advantage over another creature when a defender is Balancing, Blinded, Climbing, Dazed, Flanked by you, Helpless, Prone if you attack in melee, Restrained, Running, Squeezing, Stunned, Unable to see you, Unaware of you, or Unconscious.

Damage

The damage is the amount of HP a character subtracts from their total max HP when they're hit or otherwise affected. It's described like so.

Damage Roll + damage modifiers "keyword" damage

The damage roll may be any dice combination, such as 1d4 or 2d8. The keyword before the word "damage" represents the damage type.   For example, a fireball may deal 3d6 + 5 fire damage. This means you roll three d6 dice, add their results, add fice, and all the damage is considered fire damage. If a power doesn't specify a damage type, the damage has no type.

Damage Types

Many powers create energy or a substance that deals damage to their targets.

Cold: Ice crystals, arctic air, or frigid liquid.

Euphoric: Effects that create ecstasy. Mindless creatures often have euphoria resistance or immunity.

Fear: Effects that inspire terror and panic. Mindless creatures often have fear resistance or immunity.

Fire: Explosive bursts, fiery rays, or simple ignition.

Force: Invisible energy formed into incredibly hard yet non-solid shapes.

Lightning: Electrical energy.

Madness: Effects that cause confusion and turmoil in the mind.

Necrotic: Shadow energy that darkens atmosphere, deadens flesh, and wounds the soul.

Radiant: Searing white light or shimmering colors.

Stasis: Effects that still or deaden the mind.

Toxic: Destructive chemical substances: poisons, venoms, acids, bases, rust and corrosion.

Thunder: Shock waves and deafening sounds.

Resistance & Vulnerability

Resistance means you take less damage from a specific damage type. For example, if you have resist 5 fire, then any time you take fire damage, you reduce that damage by 5. (An attack can't do less than 0 damage to you.)

Vulnerability means you take more damage from a specific damage type. For example, if a creature is vulnerable 5 fire, that means that if you take fire damage, you add 5 to the total amount of fire damage you take.

Defending

When NPCs attack players, it plays out similar to attacking, except this time the player rolls a defense check.

- **The GM declares** what the NPC is doing.
- **Defense Check**: The PC makes a defense roll and determines the check result as follows:

Defense check = 1d20 + defense modifiers

- **The GM will say whether the defense check succeeds.** If the defense check was equal to or more than the NPC's target attack number, the PC defends successfully.
  If your 1d20 defense roll was a 1 before you add any modifiers, that's considered a "critical failure". You are automatically hit even if the , and the enemy may do extra damage or a penalty effect in addition to the normal hit results.

The Four Defenses

- **Armor Class (AC):** measures how hard it is for your enemies to land a significant blow on you with a weapon or a magical effect that works like a weapon. Some characters have a high AC because they are extremely quick or intelligent and able to dodge well, while other characters have a high AC because they wear heavy protective armor that is difficult to penetrate.
- **Fortitude (For)** represents the inherent toughness of your physique. It measures how resilient you are against effects such as disease, poison, and forced movement.
- **Reflex (Ref)** represents your ability to deflect or dodge an attack. It measures your quickness of your reactions and your ability to predict the enemy.
- **Will (Wil)** represents your ability to withstand mental attacks. It measures your strength of will, self-discipline, and devotion.

Sturdiness

Hit Points. Hit points (HP) measure the ability of a character to withstand the punishment of battle when they're hit. When you take damage, subtract that number from your current HP. As long as your current HP is higher than 0, you can keep fighting.

It's useful to categorize current HP as follows:

- **Healthy** creatures have more than 3/4 of their max HP.
- **Injured** creatures have 3/4 of their max HP or less. A PC should consider getting healed once they're injured.
- **Bloodied** creatures have 1/2 their max HP or less. Certain powers and features are triggered or affected by whether the target is bloodied.
- **Critical** creatures have less than 1/4 of their max HP.

Healing

You heal through powers that add hit points back to your current hit point total. You can heal up to your max HP total but can't exceed it. Usually, you spend a healing surge to heal. You can spend as many healing surges as you have outside combat, but can only spend a healing surge inside combat if you or an ally use a power that allows you to do so.

Regeneration is a special form of healing that restores a fixed number of hit points every round and doesn't rely on healing surges. If you gain regeneration more than once, only the largest regeneration applies.

Conditions

If you are affected by the same effect multiple times, the one with the most time remaining applies.

Blinded
You grant combat advantage, can't flank, and take a −10 penalty to Perception checks. Also, your targets have total concealment from you.

Concealed
Creatures targeting you take a -2 penalty if you're partially concealed from them and a -5 penalty if you're totally concealed from them.

Dazed
You grant combat advantage and can't flank an enemy. Also, on your turn, you can only one large action and unlimited free actions. You can't take immediate actions or use action points.

Grabbed
You're immobilized. The grab automatically ends if the grabber is subjected to an effect that prevents it from taking actions, or if the creature ends up outside the range of the grabbing power or effect.

Immobilized
You can't move from your space, although you can teleport or be moved by a pull, a push, or a slide.

Invisible
You can't be seen by normal forms of vision. You have total concealment and don't provoke opportunity attacks.

Marked
You take a −2 penalty to attack rolls for any attack that doesn't target the creature that marked you.

Ongoing Damage
You take damage each round at the start of your turn. If you have ongoing damage of different damage types, take damage from each effect every round and make a separate saving throw against each damage type. If you have more than one ongoing damage of the same type, only the higher number applies and you only save once each round.

Prone
You're lying on the ground. If you're flying, you first descend your fly speed in height and then you fall. You grant combat advantage to enemies making melee attacks against you and take a −2 penalty to attack rolls. You also take a +2 bonus to all defenses against ranged attacks from nonadjacent enemies. **Note:** You can drop prone as a minor action.

Restrained
You grant combat advantage. You're immobilized. You take a −2 penalty to attack rolls. You can't be forced to move by a pull, a push, or a slide, but can be teleported.

Slowed
Your speed becomes 2, and you can't increase your speed above 2. This applies to all movement modes but not teleportation or forced movement.

Stunned
You grant combat advantage and can't flank an enemy. Also you can't take actions.

Saving Throws

When you're under a persistent effect or condition that can be ended by a save ("save ends"), you have a chance to escape the effect each round at the end of your turn.

You do this by making a saving throw, which is a d20 roll. If you roll a 10 or greater, you succeed and the condition ends. If you roll a 9 or less, the condition persists.

Saving throw = d20 +Save modifiers

If a power applies two separate conditions and says "save ends both", then that means you only roll one saving throw each turn to save against both conditions together.