



SAVING THROW

Orange Chip

- **End of Turn:** At the end of your turn, you make a saving throw against each effect on you that a save can end. Roll a d20 (unmodified by your level or ability modifiers), with one of the following results:
 - *Lower than 10:* Failure. The effect continues.
 - *10 or higher:* Success. The effect ends.
- **Choose Order:** Whenever you make a saving throw, you choose which effect to roll against first, which effect to roll against second, and so on.
- **Modifiers:** A saving throw normally doesn't include modifiers; it's just a d20 roll. Some powers, feats, or racial traits might modify a saving throw.