

## Advanced Dungeons & Dragons Saving Throws

Cleric Level	Saving Throw	Magician Level	Saving Throw	Fighter Level	Saving Throw
				0	20
1	16	1	16	1	18
2	16	2	16	2	18
3	16	3	16	3	17
4	15	4	16	4	17
5	15	5	16	5	15
6	15	6	14	6	15
7	13	7	14	7	14
8	13	8	14	8	14
9	13	9	14	9	12
10	12	10	14	10	12
11	12	11	12	11	11
12	12	12	12	12	11
13	11	13	12	13	9
14	11	14	12	14	9
15	11	15	12	15	8
16	10	16	10	16	8
17	10	17	10	17+	7
18	10	18	10		
19+	8	19	10		
		20	10		
		21+	8		

Class	Paralysis, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Spell	Breath Weapon
Cleric	+6	+3	+2	+1	+0
Magician	+2 <sup>1</sup>	+3	+5	+4	+1
Fighter	+4	+3	+2	+1	+0 <sup>2</sup>

<sup>1</sup> This is actually +2 at levels 1-5, +1 at levels 6-15, and +0 at levels 16+.

<sup>2</sup> This is actually +1 at levels 1-4, +2 at levels 5-8, +3 at levels 9-12, +4 at levels 13-16, and +3 at levels 16+.