

## Advanced Dungeons & Dragons Saving Throws

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

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

<sup>1</sup> Closest fit, exact progression is slightly different from other saving throws, being 14, 13, 11, 10, 8.

<sup>2</sup> Closest fit, exact progression is slightly different from other saving throws, being 17, 16, 13, 12, 9, 8, 5, 4.