

**Original Dungeons & Dragons  
Saving Throws**

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

Class	Death Ray or Poison	Wands, Petrification or Polymorph	Stone	Dragon Breath	Staves and Spells
Cleric	+5 <sup>1</sup>	+4	+2	+0	+2 <sup>2</sup>
Magician	+3	+2	+3	+0	+4 <sup>3</sup>
Fighter	+0	+1	+2	+3	+4

<sup>1</sup> At levels 13+ this is actually +6.

<sup>2</sup> At levels 1-4 this is actually +1.

<sup>3</sup> Closest fit, exact progression is slightly different from other saving throws, being 15, 12, 8, 3.