

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 ¹	+4	+2	+0	+2 ²
Magician	+3	+2	+3	+0	+4 ³
Fighter	+4	+3	+2 ⁴	+1 ⁵	+0

¹ At levels 13+ this is actually +6.

² At levels 1-4 this is actually +1.

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

⁴ At levels 13+ this becomes +3.

⁵ At levels 7-12 this becomes +2; at levels 13+ it becomes +3.