

Saving Throw Options

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 6

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INTRODUCTION

This supplement presents alternative saving throws categories for use with the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Using this supplement

Some Game Masters may want a slightly simpler saving throws system to use in their game. This document presents two alternatives for fewer saving throws categories.

In both cases, the saving throw is rolled exactly like in the core rules: it's the target number on a d20 roll. A natural 1 is still always a failure, a natural 20 always a success.

FIRST OPTION: FORTITUDE, REFLEX & WILL SAVES

The three categories are Fortitude, Reflex and Will.

Fortitude is used against all attacks that relate to the health or stamina of the character, like poison or fatigue. Fortitude saves are modified by the Constitution modifier.

The **Reflex** save reflects the ability of a character to dodge attacks, like a fireball or a dart fired from a trap. The Dexterity modifier of the character applies to all Reflex saves.

Finally, **Will** measures the resistance to charms, fear effect, illusions, or anything that affects the mind. Will saves are modified by the Wisdom bonus or penalty of the character.

As usual, **Humans** don't get any bonuses on saving throws. **Dwarves** and **Halflings** save at +4 on all three saves. **Elves** get a +2 bonus on Will saves and a +1 bonus on Reflex saves.

The bonus or penalty on poison and illusions of the core rules aren't applied with this saving throw system.

Cleric Saving Throws

Level	Fortitude	Reflex	Will
1	13	16	12
2-3	12	16	11
4-5	12	15	10
6-7	11	15	9
8-9	11	14	9
10-11	10	14	8
12-13	10	13	8
14-15	9	13	7
16-17	9	12	7
18-19	8	12	6
20	8	11	6

Fighter Saving Throws

Level	Fortitude	Reflex	Will
1	12	14	16
2-3	12	13	16
4-5	11	13	15
6-7	10	12	15
8-9	9	11	14
10-11	9	11	14
12-13	8	10	13
14-15	7	9	13
16-17	6	9	12
18-19	6	8	12
20	5	7	11

Magic-User Saving Throws

Level	Fortitude	Reflex	Will
1	16	15	12
2-3	15	14	12
4-5	15	13	11
6-7	14	13	10
8-9	14	12	9
10-11	13	11	9
12-13	13	11	8
14-15	12	10	7
16-17	12	10	6
18-19	11	9	6
20	10	8	5

Thieves Saving Throws

Level	Fortitude	Reflex	Will
1	14	13	16
2-3	13	12	15
4-5	13	11	14
6-7	12	11	14
8-9	12	10	13
10-11	11	9	13
12-13	10	9	12
14-15	9	8	11
16-17	9	7	10
18-19	8	7	9
20	8	6	8

**SECOND OPTION: SINGLE SAVE**

For this option, only one saving throw number is used against all attacks, traps or spells that require a save. With this system, the Constitution bonus or penalty applies on saves against poison, and illusions saving throws are modified by the intelligence bonus or penalty, just like in the core rules.

Dwarves and **Halflings** save at +4 and **Elves** get a +2 bonus on saves against magical effects or spells. **Humans** don't get any bonuses on their saves.

Additionally, **Magic-Users** get a +2 bonus against all spells and **Thieves** save at +2 against traps and similar devices.

Cleric

Level	ST
1	14
2-3	13
4-5	12
6-7	12
8-9	11
10-11	11
12-13	10
14-15	10
16-17	9
18-19	9
20	8

Magic-User

Level	ST
1	14
2-3	14
4-5	13
6-7	13
8-9	12
10-11	11
12-13	11
14-15	10
16-17	9
18-19	8
20	8

Fighter

Level	ST
1	14
2-3	14
4-5	13
6-7	12
8-9	12
10-11	11
12-13	10
14-15	10
16-17	9
18-19	8
20	8

Thief

Level	ST
1	14
2-3	13
4-5	13
6-7	12
8-9	12
10-11	11
12-13	10
14-15	9
16-17	8
18-19	8
20	7

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