Using the rules of Dungeons and Dragons 7.2 stated here: <https://docs.google.com/document/d/1BSB3iR_TtKhmq-rmsYcZRwSCzWMoIfuWoUTvsE0D9TI/edit?usp=sharing> which are derived from 7.1 here: <https://docs.google.com/document/d/1BLi3b4gGTthGeOKF1se3_cjs33S3O-sBbVtJjIElWDk/edit?usp=sharing> which were themselves derived from 7th edition here: <https://docs.google.com/document/d/17ByuC05jw-fuhAUekRKy9aio-zltnP6X2i4i8SoREjY/edit?usp=sharing> which is itself derived from the PowerPoint here: <https://github.com/EvanNibbe/Dungeons_and_Dragons_7_3_edition/blob/master/6.2831853%20Dungeons%20and%20Dragons.pptx>

With the following change:

The advantage granted to strength and dexterity checks for fighters (people naturally predisposed to be good at fighting) does not extend to attack rolls and saving throws. Their disadvantage on intelligence and wisdom checks doesn’t extend to the natures of spell attacks (if for some reason they are able to figure out a spell according to the very hard exponential distribution for them on account of their disadvantage) or to other people having advantage on their saving throws. Similarly, wizards (people naturally predisposed to figuring out and casting spells well (though this is substantially less obvious to them as there are so few ways to figure out spells)) do not have their advantage on intelligence and wisdom checks extend to spell attacks and saving throws (or to thinking that this would effectively impose disadvantage on certain targets’ saving throws). The description of how in Dungeons and Dragons 7th edition of how shapeshifters have two levels of advantage on the saving throw to avoid the effects of the Polymorph or True Polymorph spells is changed to account for this change in making that distinction absolute. Shapechangers automatically succeed on the saving throw against the Mass Polymorph spell.

All spells that originally had a range of just “self” that are cast from a Ring of Power (thus having a default range of 107\*(number of spells built into it)^2 feet) to affect another person, allow that person to make a Charisma saving throw to avoid that effect.

The intelligence checks in the process of making a Ring of Power allow those predisposed to wizardry (above) to provide one level of advantage for the check for the group each.

Using Wish to cast identify allows you, provided that the target doesn’t have Mind Blank or Glibness on him or her or it, to have in your hand a full numerically consistent character sheet (white parchment, black ink, 12 point Times New Roman font, American English as of the year of our Lord 2019) that completely describes the person. There is no saving throw for this, and a Transformation via even At War with the Weave doesn’t block this.