Dungeons and Dragons versus Dungeons and Dragons

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Dungeon and Dragons Vs Dungeons and Dragons

Most nerdy people have played Dungeons and Dragons (D&D). D&D, since its creation in (insert date and reference), has influenced many lives, in one way or another. From having introverts become more social to extroverts placing themselves in an introverts’ mindset, D&D is a way anyone can express themselves through a character, of any type they can perceive. D&D is a great game, but between its community there is a divider. The divider comes between two different version of the game, version three and a half edition (3.5e) and fifth edition (5e). As a D&D player, most prefer 3.5e; 3.5e is by far the better of a version than 5e.

When playing D&D, one must always create a character first. In either version, the process is about the same. Both versions have you roll four six-sided die (D6), ignoring the lowest and totaling the highest three, then placing these scores down on a piece of paper. One does this for all six of the attributes (D&D Player's Handbook 3.5 (Dungeons & Dragons)). 5e has you choose a race and class first compared to 3.5 where you roll the scores first then choose your race and class (Lee and Thomson). Each character, in either version, starts at level one, unless the Dungeon Master (DM) states otherwise. Each race has their own statistic bonuses to one or more of the attributes that were rolled for. Each version also has a similar set up to describe your character. This is done with many characteristics: flaws, background, ideals, alignment (Good, Evil, or Neutral.) In either version, the best part of making a character is picking the class that you will become.

Classes in either version are, in a sense, a variation of each other. 3.5e and 5e both have their similarities. One class that was considered was the Sorcerer class. This class has its’ many perks and flaws, but can be extremely powerful, just like any other class can be, if combined with the right ingredients. The biggest difference between the versions is that in 5e, Sorcerers only get to choose to skills from a list of: arcana, deception, insight, intimidation, persuasions, and religion and have specific saving throws in: constitution and charisma. (Lee and Thomson) Compared to 3.5e, where the spellcaster cast different spell types, like what bards and wizards can cast. Another big thing is the type of weapons that have changed.

This can lead to problems with less intrigued people. For the more interested persons, the number of weapons and equipment at ones’ disposal can lead to even more thought and can, if the player chooses, progress character development. None-the-less, each character, with any class, can be different, depending on a variety of things: character playstyle, if the player acts in character, and various other roleplaying elements. What sets the different versions apart is the combat and skills.

Skills can range from many things, from learning to craft the most basic of items to opening a lock. In 3.5e, there are a plethora of skills, meaning over eighteen (D&D Player's Handbook 3.5 (Dungeons & Dragons)). In 5e, not so much, it only has eighteen. Only the authors of the books know where the other three quarters of the plethora of skills went, but for some reason half of the D&D community favors 5e over the massive amount of skills you have in 3.5e. All this means is less of a chance to roleplay to the fullest of the word roleplay’s meaning.

Combat is a whole different beast entirely. In 3.5e, there are size modifiers, that change what a player can when they perform an attack. The player can also, in 3.5e, attack at a longer range with a ranged weapon at a farther range than the weapon is intended for, but with a variety of penalties with die rolls that are made (D&D Player's Handbook 3.5 (Dungeons & Dragons)). On the other hand, however, 5e does not allow one to attack beyond the long range of a weapon (Lee and Thomson). When a character is hit and its health points (hp) fall to 0 the character reacts in different way across the different versions. In the 5e version, the character falls unconscious. Once they gain at least one hp, they return to consciousness. Also, once the character reaches 0 hp they roll a D20. This is referred to as a death saving throw. All a death saving throw pertains to is a die roll, no ability score modifiers, just a die roll. After rolling the D20 that was referred to earlier, if the roll is above 10, the player succeeds. If the player rolls a D20 and the roll is below 10, the player fails. On three successes, the character is stable and gains one hp. On the other hand, if the player rolls three successes, the character dies. The rolls, before mentioned, do not need be consecutive. There are extra addons to this. If a character rolls a one on a D20, for their death saving throw, it counts as two failures. On the other hand, if a character rolls a twenty on a D20 they regain 1 hp. Included in the chaos of things, if a character is hit while at zero hp, they suffer a failure. If the attack is a critical, meaning the enemy rolled a twenty on a D20, then the character suffers, not one but two, failures. Included with that if the attack damage is equal to or greater than the maximum hp of the character, they suffer instant death. (Lee and Thomson). Rolling a one on a D20 is like if you were trying to job onto a box. Ones’ expectations would be to land on top of the box, with some type of stability. If one was a D&D character and rolled a one on a D20, it would be like jumping on top of the box with ones’ tiptoes and tripping face first onto the ground below. Countering that, if a person rolled a twenty on a D20, they would land like a gymnast in the very center, on their tip toes with full and complete balance. In 3.5e, however, a character can fall below zero and still be alive and, in some cases, be conscious. In those cases, it is with feat. All a feat is a new capability or an improvement on a characters’ capability. Feat or no feat, once the characters’ hp falls below zero, they are in the state of dying. Once the character is negative ten hp, they are dead. Death, of course, can be prevented if the character is healed, meaning restored above zero hp. (D&D Player's Handbook 3.5 (Dungeons & Dragons)) Excluding any other facts, from just reading alone, there are a lot of changes that make 5e look better than the 3.5e, but even fans would disagree.

When a player wants to make something different than what is in the books, the DM is the judge, jury, and executioner for the matter. Whether it’s a different class type, race, or feat, the player can go online and find something different. The DM must agree to allow the usage of the material, but it is possible to use a non-book related material., which is referred to as homebrew. As untrusting as it sounds, D&D Wiki, is a great source for homebrew. They made the website, due to the fact of the Wizards of the Coast were lacking homebrew content. When it comes to the usage of homebrew material, the 5e version of D&D is lacking, no matter what source you go through. On D&D Wiki, players have made: over eleven hundred races, eight hundred and thirty classes, roughly twelve hundred spells, and much more. Those may sound like a large number compared to the few races that are in the books, but it is not. For the 3.5 version, the page has: 1824 race, 2788 classes, 4069 spells, and even more beyond that. If a group of players alongside their DM, do not want to play by Adventure League rules, which is standardized rules based around the current version of D&D, that allows for common ground across all game scenarios; Then that group could use homebrew content (Dragon and Dragon). Having homebrew content in a D&D setting can allow for a plethora of different scenarios that outside the normal range of pre-made story. It can lead to further character development, because not every character or player has been in the same scenario. Even if you re-play the story, a character can make a different choice that can affect the outcome. The D&D community is an amazing one, but the facts presented will be enough to persuade anyone that 3.5e is better than 5e.

# Bibliography

D&D Player's Handbook 3.5 (Dungeons & Dragons). Wizards of the Coast, 2003.

Lee, Peter and Rodney Thomson. Player's Handbook: A core Rulebook for the Fifth Edition of Dungeon & Dragons. Wizards of the Coast, 2014.