Separate Saving Throws

written by CresthavenRPG Guru | December 11, 2014

One of the things that I often find odd in playing Basic D&D is why there has to be additional stats for Saving Throws, limited scenario saving throws at that. What does it add to the gameplay experience overall? I propose that saving throws add little to the game overall and that ability scores can cover nearly all of the same ground within the game.

For example:

> A saving throw is a roll of dice used to determine whether magic, poison, or various other types of attacks are effective against a character or monster. d20 roll then add your ability bonus – if the result is equal or greater the save is successful.
>
> **Sample Saves:**
>
> Poison ingested or injected – use Wisdom Bonus
>
> Magic and Spells – use Intelligence Bonus
>
> Death in the event you are reduced to 0 hit points – use Constitution Bonus
>
> Paralysis turn to stone – use Strength Bonus
>
> Gas breathed in toxins (i.e.: Dragon’s Breath) – use Wisdom Bonus

What do you think? Is another mechanic necessary to get the D&D experience by adding separate saves? Post a comment and let me know.