

D&D 2024 vs 2014 Character Power Comparison

- Yes, D&D 2024 characters are generally more powerful than their D&D 2014 counterparts.
- Changes in the 2024 Player's Handbook improve balance, enhance underpowered classes, and streamline gameplay.

General Power Increases

- Feats Are More Accessible and Stronger: All characters get a feat at level 1, and many feats are now more powerful.
- Subclasses Come Online Earlier: Subclasses begin at level 3 and are more potent and balanced.
- Spellcasting Is More Reliable and Flexible: Prepared spellcasters prepare from always-known lists; key spells are improved.
- Weapons and Combat Options Expanded: New weapon masteries give martial characters more tactical choices.
- Martials Got Love: Fighter, Barbarian, and especially Ranger received substantial improvements.

Some Tradeoffs or Power Shifts

- Spellcasters are less overwhelming at low levels; some spells were rebalanced.
- Paladins and Clerics have more constrained mechanics (e.g. revised Smite), but are still strong.

Not All Changes Are Strict Buffs

- Rogue remains relatively unchanged and may lag behind other improved classes.
- Bard saw some simplification, delaying Magical Secrets and reducing high-level flexibility.
- Multiclassing is unchanged, but feat-based design may reduce dipping appeal in some builds.

Summary Table

- Feats: More and stronger
- Spells: Streamlined, often more usable
- Weapon users: Significantly improved
- Subclasses: More powerful and better paced
- Martials vs Casters: Narrowed power gap
- Overall Character Power: Slightly to moderately increased