

D&D Weapon Specializations & Signatures Spells

Fundamental	Basic Knowledge
Novice	Limited Experience
Seasoned	Practical Application
Veteran	Battle-Hardened, Adaptable
Expert	Unparalleled, Intuitive

This has been added to give a sense of reward to the players for working toward becoming a Master at a particular weapon or specific spell. Once the Player has achieved Expert with a weapon or Spell they will get to add **double proficiency** to that weapon or spell when being used by a specific character.

Additionally, the Dungeon Master will create a **new unique weapon or spell** that compliments the Character using it.

Weapon Specialization

<input type="checkbox"/>	Fundamental	Successfully hit a hostile creature ten times. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	Novice	Critically hit a hostile creature three times while having the Fundamental specialization. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	Seasoned	Get the killing blow on a CR 5+ hostile creature while having the Novice Specialization.
<input type="checkbox"/>	Veteran	Hit a hostile creature with a called shot that makes its AC 23+ while having the Seasoned specialization.
<input type="checkbox"/>	Expert	Get a killing blow with a called shot on a CR 10+ or Legendary hostile creature while having the Veteran specialization.

Signature Spell

		Spell Attack	Spell Saving Throw
<input type="checkbox"/>	Fundamental	Successfully hit a hostile creature ten times. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hostile creatures have failed saving throws against this spell ten times. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	Novice	Critically hit (<i>or deal maximum damage to*</i>) a hostile creature three times while having the Fundamental specialization. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hostile creatures critically failed saving throws against this spell three times while having the Fundamental specialization. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	Seasoned	Get the killing blow on a CR 5+ hostile creature while having the Novice Specialization.	A CR 5+ hostile creature affected by this spell is killed from the spell damage or is only killed <i>because of the effect the spell has caused the creature to be slain</i> ^{*2} . Can only be obtained while having the Novice Specialization.
<input type="checkbox"/>	Veteran	Hit a hostile creature with a called shot that makes its AC 23+ while having the Seasoned specialization.	A hostile creature fails its saving throw by 7+ while it has proficiency in the saving throw. Can only be obtained while having the Seasoned Specialization.
<input type="checkbox"/>	Expert	Get a killing blow with a called shot on a CR 10+ or Legendary hostile creature while having the Veteran specialization.	A CR 10+ or Legendary hostile creature is killed from the spell damage or is only killed <i>because of the effect the spell has caused the creature to be slain</i> ^{*2} . The creature must have no legendary resistances left if it had any at the beginning of the initiative. Can only be obtained while having the Veteran Specialization.

^{*1} Maximum Damage is used only for spells such as Magic Missile that automatically hit a creature.

^{*2} Effecting a creature that is slain which would normally have survived if not due to the effect the spell had on the creature.

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		Utility Spell	Healing Spell
<input type="checkbox"/>	Fundamental	Use this spell to aid in a functional use for role play ten times. □ □ □ □ □ □ □ □ □ □	Heal ten creatures. □ □ □ □ □ □ □ □ □ □
<input type="checkbox"/>	Novice	Use this spell to solve a problem, aid in combat or trick a foe three times while having the Fundamental specialization. □ □ □	Heal a creature back to full health three times while having the Fundamental specialization. □ □ □
<input type="checkbox"/>	Seasoned	Use this spell to help functionally change the outcome of events in role play which would have not happened due to the use of this spell while having the Novice Specialization.	Heal a creature bleeding out (<i>rolling death saving throws</i>) three times while having the Novice Specialization.
<input type="checkbox"/>	Veteran	Use this spell in a way to effect an outcome in a way the spell wasn't intended to be used. Can only be obtained while having the Seasoned Specialization.	Heal a hostile creature bringing it back to life after it has been slain but before it has died while having the Seasoned specialization.
<input type="checkbox"/>	Expert	Combine this spell with another spell critically succeeding or causing another creature to critically fail against the spell. Can only be obtained while having the Veteran Specialization.	Use the healing spell to aid in bringing a creature back from death while having the Veteran specialization.