

LEAND

CREDITS

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"I don't do regrets. Regrets are pointless. It's too late for regrets. You've already done it, haven't you? You've lived your life. No point wishing you could change it."

Lemmy

"Don't look to me. Don't ask for help. Don't ask for anything that you can do yourself."

Lemmy

"It seems that our brave new world is becoming less tolerant, spiritual and educated than it ever was when I was young."

Lemmy

"In your twenties, you think you are immortal. In your thirties, you hope you are immortal."

Lemmy

EXTENDED SPELL LIST

SPELL LIST

Spell Level	Spells
1st	Guiding Bolt, Mage Armor
2nd	Heat Metal, Zone of Truth
3rd	Beacon of Hope, Fireball
4th	Stoneskin, Wall of Fire
5th	Skill Empowerment, Flame Strike

LEVEL 1

DON'T ASK FOR HELP

Your hit-dice is increased to a d10.

ROCK 'N ROLL

You gain proficiency with a instrument of your choice.

SONG OF REST

Beginning at 1st level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

LEVEL 6

I DON'T DO REGRETS

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 14th level in this subclass.

LEMMY, I NEED A BEER

You can always ask Lemmy if you could get a beer.

LEVEL 10

EDUCATED

You can add your intelligence modifier to charisma checks.

LEVEL 14

LET'S FIGHT

You gain proficiency with martial melee weapons.