



Name:	Willis Kepler	
Age: 17	Race: Human	Size: Small (5'2")
Blood Ty: A		Alignment: Lawful Good He/Him
Willis was revered as a divination generous. Born with a unique skill of seeing the future. At the age of 5 he saw his own future and now he goes onward to make sure that his destiny is fulfilled.		
Willis is not meant to be a player character. He is a key quest character who can provide the players a special form of Divination called: The Price of Fate		

## Character Building Blocks

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**Race:** Variant Human

**Ability Score Increase:** +1 to Int. and +1 Wis.

**Skill Prof:** Insight

**Feat:** Keen Mind (+1Int)

**Size:** Medium

**Speed:** Your base walking speed is 30 feet.

Languages: You can speak, read, and write Common, Dwarven, and Elfish.

### **NPC Ability**

Willis is gifted with the power to see the flow of fate. This ability is meant to function as a way to prepare for dungeons and other near future events already planned by the DM. With the price of 500 gp, Willis can grant one player one of the following effects. This sight into the future is vague, but at most it should only last one month at the most.

Give one use of Portent

Hint most common enemy next mission.

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Hint most deadly trap next mission. Grant advantage on saving throw.

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Show biggest possible threat on next mission.

Answer one yes or no question. (ask the DM)

Willis can only provide this ability one time per person till the future he has shown as passed. The players experience this sight into the future as a rapid blur, only catching glimpse of what is to come and only focusing on what they wanted to know. In the case of using Portent, they are unable to really see anything noteworthy, Willis will reply with. "When the time comes, you'll know what to do." When the player uses the Portent ability, it will be as if they suddenly remember what is about to happen and act accordingly to change the future. Willis is also able to see the future the player has seen. Due to Keen Mind he remembers the events clearly, but only as an NPC.

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**Class:** Divination Wizard (D&D Player's Handbook)

Starting Skill Proficiencies: Arcana, Investigation

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Abilities:

Focus Int and then Wis.

Willis is not a combat focused character. NPC or otherwise. He's meant to be the one everyone goes to for answers, but usually just smiles and holds out a hand for cash. He's meant to be an asset for the players not a free ride to the answers. That being said he is prone to giving out freebees to the players to peek their interest. Focus on gathering spells that gather information, protect, or help communication.

As a player, you're free to play your Wizard as any way you want. Wizards are super flexible by the number of spells they gather. But Willis is a soft boy, so get Misty Step or Shield and keep safe.

Example stats:

Str/9 Dex/14 Con/10 Int/18(+2) Wis/14(+1) Char/11

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Background: **Fortune Teller (Homebrew)**

**Proficiencies:** Perception and Performance

**Tool Proficiencies:** None

**Equipment:** A crystal ball, a cloak with a hood, candles, chalk, and 10GP

**Feat: Fortune Telling**

Willis is able to set up shop and earn a small amount of coin by palm reading and tarot cards. Rolling a perception, Willis can see possible topics to maybe cover and then performance to hype up the show. Per short rest, you can set up this side job in a populated area and earn 1d10 coins (value depending on the environment)

**Equipment**

NPC- Willis doesn't carry much. He uses a crystal ball that acts as both Spell book and Arcane focus. And that's about it.

PC- Invest in getting a durable spell book. A utility wizard is nothing if they lose their book so be prepared. Other than that, maybe invest in protection magic items to help with AC. Just cause you're not meant for fighting doesn't mean you're never going to be in a fight.

**Recommended Spells**

Any Divination spell or Any spell that has social interaction

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<b>Cantrips</b>	<b>First Lv</b>	<b>Second Lv</b>
Dancing lights	Alarm	Mind Spike
Message	Comprehend Languages	Locate Object
Mage Hand	Shield	Detect thought
Frostbite	Identify	Levitate

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Consult Player's handbook and Xanathar's Guild for spell information

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Level Guild up to 6 Most of these abilities can be found on Wikipedia But please considering buying the books/pdfs for legal reasons.

Lv1:

Ritual Casting – Some spells lit ya take some time to do it without blowing a spell slot

Arcane Recovery – Short rest to get some spell slots back

Lv2:

Divination Savant- faster at copying Divination spells

Portent- BEST POWER EVER. Its like having 2 loaded dice, that you can use for any d20 you see.

Lv3:

--- (focus on finding spells for your book)

Lv4:

Ability score Improvement/Feat

Look lets be real here.... If you take the Lucky feat your Dm will ban you for it. Either max out your INT or get some utility feats like Observant or Alert.

Lv5:

----(focus on finding spells for your book)

Lv6:

Expert Divination – Mind Spike now has the bonus of giving back Lv1 Spell slots. Mind spike OP

@GrayBeast