

Jessie James

Personality:

Race: Long-tailed Weasel
Sex: Male
Height: 1 meters tall
Muscle Mass: Small
Colour: Brown fur
Mass: 40 kg
Nature: NE

Languages:

- Common

Stats:

Hit points: 252 (24d20)
Armour class: 17(Studded Leather)
Initiative: +5
Speed: 30

Skill:

- Perception +8
- Stealth +10
- Insight +8

Attributes:

Category:	Value:	Mod:
Strength	3 + 4 = 7	-2
Dexterity	16 + 4 = 20	+5
Wisdom	12 + 4 = 16	+3
Constitution	8 + 4 = 12	+1
Intelligence	2 + 4 = 6	-2
Charisma	3 + 4 = 7	-2

Save Throws:

- Dexterity + 10
- Constitution + 6
- Wisdom + 8

Weapons:

- Longsword: +10 to hit, 3d10 slashing damage

Abilities and Traits:

- Multi Attack: Attack twice
- Call for Backup
 - Flip a coin, heads: 1 melee guy appears
- tails: 1 ranged guy appears
- Legendary Resistance(3/day)
 - If Jessie fails a save, he can choose to succeed.
- Legendary Action(3/round)
 - Jessie can perform 1 legendary action at the end of another characters turn. Either Attack(cost 1) or Call for Backup(cost 2).
- Gang Up (Bonus Action)
 - Jessie can take the Help action as a bonus action if he uses it to aid one of his minions. When aiding in this sway the Help action has a range of 30 feet.