

# Bandit

Medium, Humanoid, Any Non-Lawful Alignment

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**ARMOR CLASS**

12

**HIT POINTS**

11 (2d8 + 2)

**CHALLENGE**

1/8 | 25 XP

**PROFICIENCY**

+2

<b>Speed</b>	Walk 30 ft.
<b>Initiative</b>	+1
<b>Saving Throws</b>	N/A
<b>Skills</b>	N/A
<b>Senses</b>	Passive Perception 10
<b>Passive Perception</b>	10
<b>Languages</b>	Any one language

**STR**11  
+0**DEX**12  
+1**CON**12  
+1**INT**10  
+0**WIS**10  
+0**CHA**10  
+0

## Actions

**Scimitar.** Melee Attack Roll: +3, reach 5 ft. Hit: 4 (1d6 + 1) Slashing damage.

**Light Crossbow.** Ranged Attack Roll: +3, range 80/320 ft. Hit: 5 (1d8 + 1) Piercing damage.

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