Bandit

Medium Humanoid, Any Non-Lawful Alignment

Armor Class 12 (armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

INIT

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

Senses passive perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.