# Bandita

* 150HP
* 75% Stamina
* 20% Dodge
* Schopnosti:
  + Pocket sand
    - +20% Stun enemy
    - -20% Stamina
  + Deep cut
    - +10% Stun enemy
    - 30DMG enemy
    - 6DMG overtime
    - -30% Stamina
  + Quick roll
    - 90% Dodge (1 kolo)
    - -30% Stamina
  + Reload
    - +20% Stamina
    - 0% Dodge (1 kolo)
  + Every bullet counts
    - 70DMG enemy
    - -90% Stamina