

Baseball Bat

Cost: 17 XP  
TL: 2 - FL: 2

[Melee, Bashing, 1-Hand]

Melee	cost	-	atk	-	range	-	dmg.
	3AP		+4		5ft.		1d8(bash)
Avatar Trait: Tough +2							

Nail Bat

Cost: 12 XP  
TL: 2 - FL: 2

Requires: Baseball Bat

[Melee, Bashing, 1-Hand]

Avatar Trait: Tough +2

Baseball Bat: Successful melee attacks do an additional 1d6(stab).

Slugger

Cost: 17 XP  
TL: 2 - FL: 2

Requires: Baseball Bat

[Melee, Bashing]

Cost: 4 AP + 2 EP  
Range: 5ft.  
A : +3 / 1d10(bash) + !Stun60%!

Make a +3 melee attack against an enemy within 5ft. of your Avatar. A success increases the Baseball Bat's bash damage to 1d10, and has a 60% Probability of inflicting Stun on the target.

Bashlight

Cost: 17 XP  
TL: 2 - FL: 2

[Melee, Bashing, 1-Hand]

Melee	cost	-	atk	-	range	-	dmg.
	2AP		+4		5ft.		1d4(bash)
Avatar Skill: Spot +2							

A high-powered titanium flashlight designed to double as a club. If the bashlight is in your loadout, you light up a 40ft. cone in the direction your avatar is facing.