

Baseball Bat

Cost: 17 XP

TL: 2 - FL: 0

[Weapon, Melee, Bashing, 1-Hand]

| Melee | cost | - | atk | - | range | - | dmg. |
|-------|------|---|-----|---|-------|---|-----------|
| | 3AP | | +4 | | 5ft. | | 1d8(bash) |

 Avatar Trait: Tough +2

 Avatar Skill: Intimidate +2


Nail Bat


Requires: Baseball Bat

Cost: 12 XP

TL: 2 - FL: 0

[Upgrade, Nail Bat]

 Avatar Trait: Tough +2

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

Slugger

Requires: Baseball Bat

Cost: 8 XP

TL: 2 - FL: 0

[Technique, 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

[Weapon, 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.