

Baseball Bat

Cost: 14 XP

TL: 1 - FL: 0

[Weapon, Melee, Bash, 1-Hand]

Melee	cost	attack	range	damage
3AP		+4	5ft.	1d8(bash)

Avatar Trait: Tough +2

Avatar Skill: Intimidate +1

You're either a sports fan, or you're looking for trouble..

Nail Bat

Requires: Baseball Bat

Cost: 12 XP

TL: 1 - FL: 0

[Upgrade, Nail Bat, Avatar]

Avatar Trait: Tough +2

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

A harsh but effective option.

Slugger

Requires: Baseball Bat

Cost: 8 XP

TL: 1 - FL: 0

[Combat Technique, Melee, Bash]

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 the target wins a DC 10 chance roll or inflict Stun.

Bashlight

Cost: 10 XP

TL: 4 - FL: 0

[Weapon, Melee, Bash, 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.

Battleaxe

Cost: 16 XP

TL: 1 - FL: 0

[Weapon, Melee, Slash, 2-Hand]

Melee	cost	attack	range	damage
3AP		+1	5ft.	2d12(slash)

Avatar Trait: Strong +2

Only for the strong and bloodthirsty.

Cleave

Requires: Battleaxe

Cost: 8 XP

TL: 1 - FL: 0

[Combat Technique, Melee, Slash]

Cost: 4 AP + 3 EP

Range: 5ft.

A : +5 / 2d12+{strong}(slash)

B : +3 / 2d8+{strong}(slash)

Make a +5 melee attack against an enemy within 5ft. of your Avatar and deal 2d12 damage plus your 'strong' bonus on a hit. Also do 2d8+{strong} damage to up to two other enemies standing within 5ft. of both the Avatar, and the first target.

Blaster

Cost: 10 XP

TL: 5 - FL: 0

[Weapon, Ranged, Burn, Shock, 1-Hand, Concealable]

Ranged	cost	attack	range	damage
3AP		+1	5ft.	2d12(slash)

Avatar Skill: Aim +2

Shoots lasers and makes 'Pew-Pew!' noises when you pull the trigger.