

Survival Knife

In an age of powered, long-range energy weapons, the main advantage of a knife is that it is easy and cheap to manufacture, conceal, requires no power source beyond sheer physical strength, and possession is rarely regulated by planetary governments.

The typical survival knives are designed to serve a great many functions to aide in almost anything one might require to survive when stranded in the wilderness. It comes equipped with everything from basic fishing supplies to a garrote with an automatic retractable spool built into the handle for all of those "quiet" encounters. Conviently, the garrote wire is ridged which allows it to also serve as a small wood saw which is capable of cutting through most soft woods.

Also avaiable for roughly fifteen extra credits is a standard vibro-conversion kit which allows the owner to modify the weapon into a vibroblade and thus increasing the damage to STR+2D (maximum: 6D).

Model: SurvivaTec Survival Knife

Type: Multi-purpose melee weapon

Scale: Character

Skill: Melee combat: knife, melee combat: garrote

Cost: 40 credits

Availability: 1

Difficulty: Easy

Damage: Knife: STR+1D (maximum: 6D), garrote: STR+1D+2, STR for each additional round (max 5D first round, 4D each additional round)

Game Notes: The survival knife also comes with hooks and line for fishing as well as a small lighter with which to ignite fires. The bottom of the handle has a standard removable compass; removing it allows access into the handle's storage area where the lighter, hooks and line are located. If everything is removed from the handle an appropriately sized stick may be inserted into the hole allowing the knife to act as a spear head.

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