



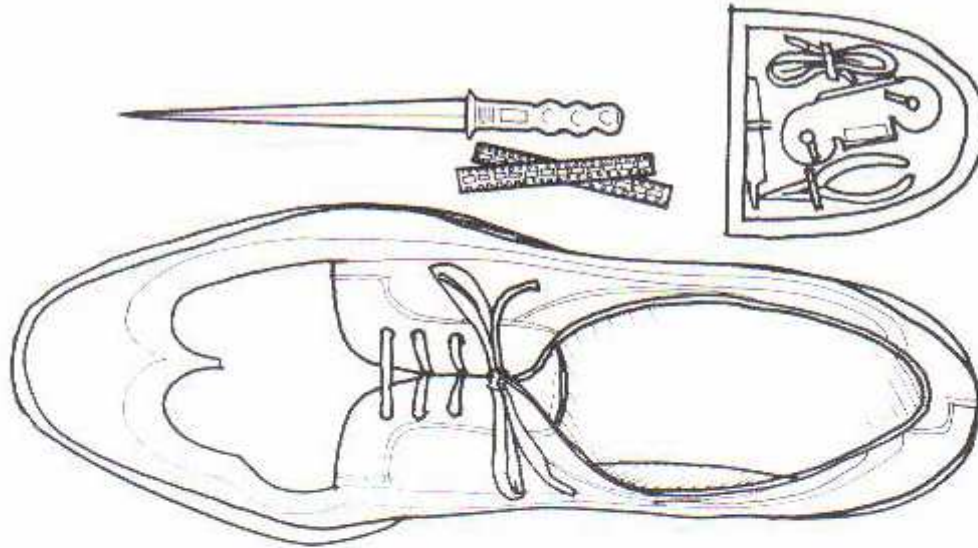
SHOES

Shoe Escape Kit

A Q Branch specialty, these kits have saved many agents from long internments. Developed from similar devices used in World War II, the latest version includes several useful items. In the heel, there is a wire cutter, a metal file, and a small microfilm reader with sufficient power for six hours of use. There is also a spare shoelace in the heel. In the sole, there is a plastic dagger and several microfilm strips with maps of the area in which Q Branch had reason to believe an agent would be held captive.

The shoe laces are chemically treated to be easily inflammable, such that they will burn very briefly and at a very high temperature. The heat they produce is adequate to loosen a half-inch iron bar sufficiently to remove it with a push of sufficient strength. There is a small prying tool beneath the tongue of the shoe. This tool is used to pry open the heel and sole of the shoe to access the equipment stored there.

Q Evaluation: *We have continually developed the shoe escape kit for nearly 40 years. The current version is considered ample for ordinary incarceration, not being intended to permit escape from maximum security installations. The item is standard for most of our agents, although the "00" section has a curious aversion to the item. –Q*



Game Information: The blade hidden in the shoe adds one to the wielder's Hand-to-Hand Damage Class, but is not balanced well enough to be thrown effectively. **Note:** An iron bar can be removed with an EF 5 STR roll in the Action Round following the Round in which the shoelace was burned. For each Action Round thereafter, the EF is reduced by one (the step from 1 to $\frac{1}{2}$ is considered a full reduction). After the bar has cooled for six Action Rounds, it can no longer be removed by a STR roll.