

SR6 Augmentation Packages

All Standard Grade

Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
I've Got a Secret	Data Lock	6		0.1	6,000	
	Smuggling Compartment			0.2	7,500	
	Total			0.3	13,500	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
Eye Cee U	Cybereyes (W/ Image Link)	3	Cap 8	0.3	6,000	
	Flare Compensation		1		1,000	
	Thermographic Vision		2		2,000	
	Vision Magnification		2		2,000	
	Smartlink (L)		3		4,000	
	Total			0.3	15,000	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
Eye Cee U 2	Cybereyes (W/ Image Link)	4	Cap 12	0.4	10,000	
	Flare Compensation		1		1,000	
	Low Light		2		1,500	
	Thermographic Vision		2		2,000	
	Vision Magnification		2		2,000	
	Vision Enhancement		2		4,000	
	Smartlink (L)		3		4,000	
	Total			0.4	24,500	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
I Can Hear The Thunder	Cyberears (W/ Sound Link)	3	Cap 8	0.3	4,500	
	Damper		1		2,250	
	Audio Enhancement		1		4,000	
	Spatial Recognizer		2		4,000	
	Select Sound Filter	2	2		7,000	
	Total			0.3	21,750	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
Bad To The Bone	Bone Lacing, Aluminum (L)			1	18,000	+2 Body, +1 Defense
	Dermal Plating (L)	2		0.6	8,000	+2 Defense
	Cyber Skull (w/ Cyberjaw)	Obvious	Cap 4	0.75	10,000	
	Increase Armor	4	4		20,000	+4 Defense
	Total			2.35	56,000	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
Classics Never Go Out of Style	Wired Reflexes (L)	1		1	40,000	+1 Reaction, +1d6 Init
	Muscle Replacement (L)	1		0.7	30,000	+1 Strength, +1 Agility
	Retractable Hand Razors (I)			0.25	1,250	
	Total			1.95	71,250	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
I Am The Night	Ultrasound Sensor			0.3	36,000	
	Balance Augmenter			0.1	8,000	
	Grapple Gun			0.5	5,000	
	Enhanced Articulation	1		0.2	30,000	+1 Agility
	Total			1.1	79,000	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
Mr. Nice Guy	Tailored Pheromones (L)	2		0.4	62,000	
	Voice Modulator (L)	2		0.2	10,000	
	Mnemonic Enhancer	2		0.2	18,000	
	Total			0.8	90,000	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
Yes, I Do Own the Road	Control Rig (L)	2		2	120,000	
	Reaction Enhancers	2		0.6	30,000	+2 Reaction
	Total			2.6	150,000	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
I Can Do That	Skilljack	4		0.4	80,000	
	Skillwires	4		0.4	80,000	
	2x Activesofts (choose)	4			40,000	
	2x Knowsofts (choose)				5,000	
	2x Linguasofts (choose)	2			6,000	
	Total			0.8	211,000	

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Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
Lord of the Matrix	Cyberjack (L)	3		2	80,000	
	Cyberdeck (MCT 360) (L)	3		0.4	112,000	
	Cerebral Booster	1		0.2	31,500	+1 Logic
	Mnemonic Enhancer	1		0.1	9,000	
	Sleep Regulator			0.1	12,000	
	Total			2.8	244,500	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
No School Like Old School	Wired Reflexes (L)	2		2	150,000	+2 Reaction, +2D6 Init
	Muscle Replacement (L)	2		1.4	60,000	+2 Strength, +2 Agility
	Bone Lacing, Titanium (L)			1.5	30,000	+2 Body, +2 Defense
	Smartlink (L)			0.2	4,000	
	Cyberweapon (H Pistol) (I)			0.5	4,300	
	Ares Predator IV				750	
	Silencer / Suppressor			0.1	1,000	
	15x Caseless Ammo				30	
	Fingertip Compartment			0.1	3,000	
	Monofilament Whip (I)				1,300	Req. Exotic Wpn Skill
	Total			5.8	254,380	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
A Sportier Model	Synaptic Booster (L)	2		1	190,000	+2 Reaction, +2d6 Init
	Muscle Augmentation	2		0.4	62,000	+2 Strength
	Muscle Toner	2		0.4	64,000	+2 Agility
	Bone Density Augmentation	2		0.6	10,000	+2 Body
	Orthoskin	2		0.5	12,000	+2 Defense
	Cat's Eyes			0.1	4,000	
	Smartlink (L)			0.2	4,000	
	Retractable Hand Razors (I)			0.25	1,250	
	Pain Editor			0.3	48,000	
	Adrenaline Pump (I)	1		0.75	55,000	
	Total			4.5	450,250	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
Cool Hand Luke	Cyber Arm (main hand)	Obvious	Cap 15	1	10,000	
	Match Agility (2, + add 3)	3	3		15,000	5 Agility
	Match Strength (2, + add 1)	1	1		5,000	3 Strength
	Cyberlimb Example 1					
	Agility - Base = 2 - Final = 9	4	4		20,000	+4 Agility
	Strength - Base = 2 - Final = 3	2	2		10,000	+2 Defense
	+2 Defense					
	Retractable Spurs (I)		3		5,000	
	Cyberweapon (hold out) (L)		2		2,000	
	Fichetti Needler				435	
	Smartgun, Internal				500	
	4x Caseless Flechette Ammo				12	
	Total			1	67,947	
Package Name	Gear	Rating	Capacity	Essence	Cost	Effects
Spring-heeled Jack	Cyber Torso	Synthetic	Cap 5	1.5	25,000	
	Match Agility (2, add 1)	1	1		5,000	3 Agility
	Match Strength (2, add 1)	1	1		5,000	3 Strength
	Increase Armor (add 3)	3	3		15,000	+3 Defense
	Cyber Leg (right)	Synthetic	Cap 10	1	20,000	
	Match Agility (2, add 1)	1	1		5,000	3 Agility
	Match Strength (2, add 1)	1	1		5,000	3 Strength
	Increase Armor (add 2)	2	2		10,000	+2 Defense
	Hydraulic Jacks	6	6		15,000	
	Cyber Leg (left)	Synthetic	Cap 10	1	20,000	
	Match Agility (2, add 1)	1	1		5,000	3 Agility
	Match Strength (2, add 1)	1	1		5,000	3 Strength
	Increase Armor (add 2)	2	2		10,000	+2 Defense
	Hydraulic Jacks	6	6		15,000	
	Total			3.5	160,000	