

SR6 Specialty Gear Packs

Package Name	Gear	Count	Rating	Capacity	Cost	Notes
Vision 1 - The Basics	Glasses	1	4	Cap 4	400	
	Image Link			1	25	
	Flare Compensation			1	250	
	Vision Magnification			1	250	
	Low-Light Vision			1	500	
	Total				1,425	
Package Name	Gear	Count	Rating	Capacity	Cost	Notes
Vision 2 - Smart Vision	Contacts	1	3	Cap 3	600	
	Smartlink			2	2,000	
	Thermographic Vision			1	500	
	Total				3,100	
Package Name	Gear	Count	Rating	Capacity	Cost	Notes
Vision 3 - The Works	Contacts	1	3	Cap 3	600	
	Image Link			1	25	
	Smartlink			2	2,000	
	Goggles	1	6	Cap 6	300	
	Flare Compensation			1	250	
	Low-Light Vision			1	500	
	Thermographic Vision			1	500	
	Vision Enhancement			2	500	
	Vision Magnification			1	250	
	Total				4,925	
Package Name	Gear	Count	Rating	Capacity	Cost	Notes
Audio 1 - The Pro	Ear Buds	1	3	Cap 3	150	
	Audio Enhancement			1	500	
	Spatial Recognizer			2	1,000	
	Total				1,650	
Package Name	Gear	Count	Rating	Capacity	Cost	Notes
The B&E Specialist	Autopicker	1	6		3,000	
	Cellular Glove Molder (I)	1	4		2,000	
	Chisel / Wrecking Bar	1			20	
	Flashlight	1			25	
	Keycard Copier (I)	1	6		3,600	
	Lockpick Set	1			250	
	Maglock Passkey (I)	1	4		8,000	
	Miniwelder	1			250	
	Fuel Canister	2			160	
	Toolkit: Engineering (lockpicking)	1			500	
	Sequencer (I)	1	6		1,500	
	Total				19,305	
Package Name	Gear	Count	Rating	Capacity	Cost	Notes
The Catburglar	Chameleon Suit (I)	1		Cap 4	2,000	
	Gecko Tape Gloves	1			250	
	Grapple Gun	1			500	
	Microwire	100 (m)			50	
	Rappelling Gloves	1			50	
	Handheld Sensor	1		Cap 1	100	
	w/ Ultrasound		3	1	300	
	Monocle	1		Cap 1	480	
	Ultrasound Link	1		1	300	
	Myomeric Rope	30 (m)			600	
	Stealth Rope (I)	100 (m)			85	
	Catalyst Stick (I)	1			120	
	Total				4,835	
Package Name	Gear	Count	Rating	Capacity	Cost	Notes
The Infiltrator	Armored Clothing (generic uniform style)	1		Cap 4	500	
	w/ Electrochromic Modification			0	75	
	Toolkit: Con (disguise & impersonation)	1			500	
				Total	1,075	

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Package Name	Gear	Count	Rating	Capacity	Cost	Notes
The Tech	Datchip	20	1		10	
	Data Tap	1			300	
	Standard RFID Tags	30	1		3	
	Security RFID Tags	10	3		10	
	Stealth RFID Tags	20	3		20	
	Tag Eraser	1			450	
	Toolkit: Electronics	1			500	
	Total				1,293	
Package Name	Gear	Count	Rating	Capacity	Cost	Notes
The Bodyguard	Bug Scanner	1			200	
	Flashlight	1			25	
	Jammer: Area (L)	1	4		800	
	Handheld Sensor	1		Cap 1	100	
	w/ MAD Scanner		3	1	300	
	Metal Restraints	2			40	
	Micro Flare Launcher	1			175	
	Micro Flares	3			75	
	Survival Kit	1			200	
	White Noise Generator	1	6		300	
	Total				2,215	
Package Name	Gear	Count	Rating	Capacity	Cost	Notes
The Paramedic	Antidote Patch	4			600	
	Biomonitor	2			600	
	Chem Patch:	2			500	
	w/ Narcoject (L)	2			100	
	Handheld Sensor:	1		Cap 1	100	
	w/ Cyberware Scanner	1	3	1	300	
	Long Haul	6			300	
	Medkit (pocket sized)	1	3		750	
	Medkit (in carrying case)	1	6		1,500	
	Stim Patch (mild)	4	3		300	
	Stim Patch (strong)	2	6		300	
	Trauma Patch	2			1,000	
	Total				6,350	
Package Name	Gear	Count	Rating	Capacity	Cost	Notes
The Demolition Man	Detonator Caps	12			0	
	Foam Explosives (low grade)	2	6		600	
	Foam Explosives (mid grade)	1	9		900	
	Plastic Explosives (low grade)	5	6		1,500	
	Plastic Explosives (mid grade)	3	9		2,700	
	Plastic Explosives (high grade)	1	12		3,000	
	Toolkit: Engineering (demolitions)	1			500	
	Thermite Burning Bar (L)	2			1,000	
	Total				10,200	
Package Name	Gear	Count	Rating	Capacity	Cost	Notes
The Snoop	Camera	1	5	Cap 5	500	
	Low-Light Vision			1	500	
	Thermographic Vision			1	500	
	Vision Enhancement			2	500	
	Vision Magnification			1	250	
	Directional Mic	1	6		300	
	Handheld Sensor:	1		Cap 1	100	
	w/ Olfactory Sensor		3	1	300	
	Laser Mic	1	6		600	
	Sensor RFID Tags	10	2	Cap 2	40	
	Micro-Camera	10	1	1	1,000	
	Micro-Omni-Directional Microphone	10	1	1	500	
	Total				5,090	