

Standard SG Team Bundle (post-2002)

- Unmarked, weatherproof “sea bag”
- 2 sets of BDUs
- combat boots
- patrol caps
- load bearing harness
- compass, magnetic
- 2 canteens
- flashlight with 2 extra batteries (24 hour duration/battery, 60 ft. cone)
- GDO (1 week duration/battery, 15 ft. increment, 150 ft. max.)
- 3 MREs
- tactical deployment vest (3 DR, +3 MDB, -1 ACP)
- tactical radio with 4 extra batteries (2 hour duration/battery, 2000 ft. increment)
- NODs/nightvision goggles with 2 extra batteries (12 hour duration/battery)
- emergency strobe with 2 extra batteries (10 hour duration/battery, 1 mile range/ 2 at night)
- gas mask
- survival knife (1D6, error 1, threat 20, 5 ft., 1-h or 2-h, +2 to Survival checks)
- Beretta M9 with 45 rounds of FMJ ammunition and tactical holster (1D10+1, error 1-2, threat 20, 25 ft., 15 rounds)
- FN P90 with 150 rounds of FMJ ammunition and tac-light (12 hour duration/battery, 60 ft. cone) (-1 accuracy, 1D10+1, -3 DR, error 1-2, threat 19-20, 30 ft., 50 rounds, AP, BP, RG, single shot, burst, strafe, IN day/night sight, ignore range increment 2)

Total Weight: 54½ pounds

Standard SG Team Bundle (pre-2002)

- Unmarked, weatherproof “sea bag”
- 2 sets of BDUs
- combat boots
- patrol caps
- load bearing harness
- compass, magnetic
- 2 canteens
- flashlight with 2 extra batteries (24 hour duration/battery, 60 ft. cone)
- GDO (1 week duration/battery, 15 ft. increment, 150 ft. max.)
- 3 MREs
- tactical deployment vest (3 DR, +3 MDB, -1 ACP)
- tactical radio with 4 extra batteries (2 hour duration/battery, 2000 ft. increment)
- NODs/nightvision goggles with 2 extra batteries (12 hour duration/battery)
- emergency strobe with 2 extra batteries (10 hour duration/battery, 1 mile range/2 at night)
- gas mask
- survival knife (1D6, error 1, threat 20, 5 ft., 1-h or 2-h, +2 to Survival checks)
- Beretta M9 with 45 rounds of FMJ ammunition and tactical holster (1D10+1, error 1-2, threat 20, 25 ft., 15 rounds)
- MP5A3 with 150 rounds of FMJ ammunition, magazine clamp, tac-light (12 hour duration/battery, 60 ft. cone), and 2x telescopic sight (-1 accuracy, 1D10+1, -2 DR, error 1-2, threat 20, 30 ft., 30 rounds, CS, DP, IN suppressor, single shot, burst, or strafe, ignore range increment 2)

Total Weight: 55½ pounds

Tactical SG Team Bundle

- Unmarked, weatherproof “sea bag”
- 2 sets of BDUs
- combat boots
- Kevlar helmet
- load bearing harness
- compass, magnetic
- 2 canteens
- flashlight with 2 extra batteries (24 hour duration/battery, 60 ft. cone)
- GDO (1 week duration/battery, 15 ft. increment, 150 ft. max.)
- 3 MREs
- tactical deployment vest (3 DR, +3 MDB, -1 ACP)
- tactical radio with 4 extra batteries (2 hour duration/battery, 2000 ft. increment)
- emergency strobe with 2 extra batteries (10 hour duration/battery, 1 mile range/2 at night)
- NODs/nightvision goggles with 2 extra batteries (12 hour duration/battery)
- gas mask
- survival knife (1D6, error 1, threat 20, 5 ft., 1-h or 2-h, +2 to Survival checks)
- Beretta M9 with 45 rounds of FMJ ammunition and tactical holster (1D10+1, error 1-2, threat 20, 25 ft., 15 rounds)
- M16A3 with 210 rounds of FMJ ammunition and choice of day/night sight (ignore range increment 2) or red-dot sight (+2 gear bonus against all targets within 100 ft.) (4D4, error 1-2, threat 20, 125 ft., 30 rounds, no strafe mode)

Total Weight: 59¾ pounds

Light SG Team Bundle

- Unmarked, weatherproof “sea bag”
- 2 sets of BDUs
- combat boots
- patrol caps
- load bearing harness
- compass, magnetic
- 2 canteens
- flashlight with 2 extra batteries (24 hour duration/battery, 60 ft. cone)
- GDO (1 week duration/battery, 15 ft. increment, 150 ft. max.)
- 3 MREs
- tactical deployment vest (3 DR, +3 MDB, -1 ACP)
- tactical radio with 4 extra batteries (2 hour duration/battery, 2000 ft. increment)
- emergency strobe with 2 extra batteries (10 hour duration/battery, 1 mile range/2 at night)
- NODs/nightvision goggles with 2 extra batteries (12 hour duration/battery)
- gas mask
- survival knife (1D6, error 1, threat 20, 5 ft., 1-h or 2-h, +2 to Survival checks)
- Beretta M9 with 45 rounds of FMJ ammunition and tactical holster (1D10+1, error 1-2, threat 20, 25 ft., 15 rounds)
- MP5A3 with 120 rounds of FMJ ammunition (-1 accuracy, 1D10+1, -2 DR, error 1-2, threat 20, 30 ft., 30 rounds, CS, DP, IN suppressor, single shot, burst, or strafe)

Total Weight: 53 pounds

Covert SG Team Bundle

- Unmarked, weatherproof “sea bag”
 - 2 sets of BDUs
 - combat boots
 - boonie hats
 - load bearing harness
 - compass, magnetic
 - 2 canteens
 - flashlight with 2 extra batteries (24 hour duration/battery, 60 ft. cone)
 - GDO (1 week duration/battery, 15 ft. increment, 150 ft. max.)
 - 3 MREs
 - tactical deployment vest (3 DR, +3 MDB, -1 ACP)
 - tactical radio with 4 extra batteries (2 hour duration/battery, 2000 ft. increment)
 - emergency strobe with 2 extra batteries (10 hour duration/battery, 1 mile range/2 at night)
 - NODs/nightvision goggles with 2 extra batteries (12 hour duration/battery)
 - gas mask
 - survival knife (1D6, error 1, threat 20, 5 ft., 1-h or 2-h, +2 to Survival checks)
 - Beretta M9 with 45 rounds of AP ammunition and tactical holster (1D10+1, -2 DR, error 1-2, threat 20, 25 ft., 15 rounds)
 - M4A1 with 210 rounds of AP ammunition, choice of day/night sight (ignore range increment 2) or red-dot sight (+2 gear bonus against all targets within 100 ft.), assault sling (with DEX check (DC 10), can use as a free action), (4D4, -2 DR, error 1-2, threat 20, 100 ft., 30 rounds, DT, MD, CS, single shot, burst, or strafe)
- Total Weight:** 58¾ pounds

Russian SG Team Bundle

- Unmarked, weatherproof “sea bag”
- 2 sets of BDUs
- combat boots
- patrol caps
- load bearing harness
- compass, magnetic
- 2 canteens □□
- flashlight with 2 extra batteries (24 hour duration/battery, 60 ft. cone) □□□
- GDO (1 week duration/battery, 15 ft. increment, 150 ft. max.)
- 3 MREs □□□
- tactical deployment vest (3 DR, +3 MDB, -1 ACP)
- tactical radio with 4 extra batteries (2 hour duration/battery, 2000 ft. increment) □□□□□
- gas mask
- emergency strobe with 2 extra batteries (10 hour duration/battery, 1 mile range/2 at night) □□□
- survival knife or bayonet (1D6, error 1, threat 20, 5 ft., 1-h or 2-h, +2 to Survival checks or 1D6, error 1, threat 20, 1-h or 2-h)
- Makarov PM with 32 rounds of FMJ ammunition with tactical holster (2D4, error 1, threat 20, 20 ft., 8 rounds)
- AKS-74U with 210 rounds of FMJ ammunition (-2 accuracy, 3D6+1, error 1, threat 20, 45 ft., 30 rounds, CS, RG, single shot, burst, or strafe)

Total Weight: 54.8 pounds

Archaeologist Bundle (*Duty Bundle*)

	GP	Weight
• desert-camouflaged backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• evidence kit	1	5
• 6 MREs □□□□□□	1.2	6
• 2 logbooks	2	2
• 2 standard floodlights (4 hour duration/battery, 120 ft. cone)	2	8
• laptop computer (+2 Power Rating) (4 hour duration/battery) with image processing software	4	3
• digital camera, professional quality and Rugged quality (6 hour duration/battery, 50 ft. increment)	4	2
• portable generator with reduced weight (-10%) with four 5-gallon fuel cans (full) (12 hour duration/can) □□□□	5	169.5

Total Weight: 199.5 pounds

Arctic Operation Bundle (*Duty Bundle*)

	GP	Weight
• arctic-camouflaged backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• ice boots (+4 gear bonus with Balance checks while on icy terrain) or snow shoes (+4 gear bonus to Balance checks on snow, -5 ft. to speed)	1	4 or 3
• climbing kit	1	5
• survival kit	1	8
• compass, inertial (1 day duration/battery)	1	1
• weather sensor (10 day duration/battery, +4 gear bonus with Survival checks to predict weather)	1	½
• chemical body warmer (4 hour duration, one use, +1 gear bonus to Fort save vs. cold weather or second Fort save vs. cold damage)	½	½
• heater, portable	1	20
• 6 MREs □□□□□□	1.2	6
• portable generator with Dependable quality with four 5-gallon fuel cans (full) (12 hour duration/can) □□□□	6	175

Total Weight: 220 pounds

Aquatic Operation Bundle (*Duty Bundle*)

	GP	Weight
• 2 diving bags (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	2	4
• dry suit (2 hour duration)	3	15
• fins (+10 ft. per round to speed)	1	2
• chemical body warmer (4 hour duration, one use, +1 gear bonus to Fort save vs. cold weather or second Fort save vs. cold damage)	½	½
• 10 glowsticks (4 hour duration, one use, 10 ft. increment, 40 ft. max.) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1	1

Total Weight: 22½ pounds

Bodyguard Bundle (*Duty Bundle*)

	GP	Weight
• large suit-bag		
• 1 set fashionable clothes		
• sunglasses		
• IR goggles (12 hour duration/battery)	2	½
• video camera, standard (4 hour duration/tape, 30 ft. increment) with 4-in. remote monitor	3	10
• 2 cell phones (during Earth missions only) (24 hour duration/battery)	—	1
• undercover vest (+1 DM, 2 DR, +5 MDB, -1 ACP)	2	5

Total Weight: 16½ pounds

Commander Bundle (*Duty Bundle*)

	GP	Weight
• briefcase		
• binoculars (+2 gear bonus with Spot checks made at a distance)	1	1
• logbook with simple lock (Open Lock or Break check of DC 20, Hardness 8, 10 wounds)	1	1.1
• laptop computer (+2 Power Rating) (4 hour duration/battery)	2	3
• SATCOM terminal (during Earth missions only)	2	8
• cell phone (during Earth missions only) (24 hour duration/battery)	—	½
• tactical radio (2 hour duration/battery, 2000 ft. increment)	1	2
• 4 standard batteries <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	.4	2
• \$2,000 (during Earth missions only)		

Total Weight: 17.6 pounds

Communications Specialist Bundle *(Duty Bundle)*

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• electronics kit	1	5
• line tracer (4 day duration/battery, +1 gear bonus with Search and Electronics checks to locate source)	1	.01
• 2 tactical radios with Dependable quality (2 hour duration/battery, 2000 ft. increment)	6	4
• 2 radio headsets (2 hour duration/battery, 1000 ft. increment)	2	.02
• SATCOM terminal (during Earth missions only)	2	8
• GPS receiver (during Earth missions only) (4 day duration/battery)	1	2
• cell phone (during Earth missions only) (24 hour duration/battery)	—	½
• 8 standard batteries <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	.8	4

Total Weight: 27.53 pounds

Computer Specialist Bundle (*Duty Bundle*)

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• electronics kit	1	5
• desktop computer (+4 Power Rating, during Earth missions) or laptop computer (+3 Power Rating, during off-world missions) (4 hour duration/battery) with programming suite	12/11	22/13

Total Weight: 22/13 pounds

Counter-Intelligence Bundle (*Duty Bundle*)

	GP	Weight
• black backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• lockpicking kit	1	1
• lie detector, hand-held (2 day duration/battery, +2 gear bonus to Sense Motive checks)	2	1
• 8 line taps (Surveillance check (DC 15) grants +2 gear bonus to Surveillance checks for tapped line) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	.08
• 2 pair of handcuffs <input type="checkbox"/> <input type="checkbox"/>	1	1
• SATCOM terminal (during Earth missions only)	2	8
• desktop computer (+2 Power Rating, during Earth missions only)	2	10
• \$5,000 (during Earth missions only)		

Total Weight: 25.08 pounds

Demolitions Bundle (*Duty Bundle*)

	GP	Weight
• large metal toolbox		
• 1 set mechanic's coveralls		
• 1 set plain clothes		
• demolitions kit (any one with a cost of 1 Gear Pick)	1	7/8
• 2 cell phones (24 hour duration/battery)	—	1
• flashlight (24 hour duration/battery)	½	½
• duct tape	1	½
• earplugs (+4 gear bonus with all saves vs. sonic attacks, +1 gear bonus to saves vs. explosive damage, -4 gear penalty to Listen checks)	.1	.01
• ¼ pound of C4 (4D6 damage/quarter pound, 10 ft. blast increment radius, error range 1)	2	¼

Total Weight: 9.26/10.26 pounds

EOD Bundle (*Duty Bundle*)

	GP	Weight
• heavy locking carrying case		
• bomb sniffer (2 hour duration/battery, 5 ft. increment, 20 ft. max., +2 gear bonus with Search and Gather Information checks to identify chemical explosives)	2	1
• demolitions kit (any one with a cost of 1 Gear Pick)	1	7/8
• electronics kit	1	5
• fiberscope, 10-ft.	1	4
• bomb squad suit (-1 DM, 11 DR, -6 ACP, -15 ft. to speed)	8	30

Total Weight: 47/48 pounds

Forest Scout Bundle (*Duty Bundle*)

	GP	Weight
• trail backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• 1 set of forest camouflage BDUs	1	2
• survival kit	1	8
• compass, magnetic	1	¼
• camouflage netting	1	8
• 6 MREs □□□□□□	1.2	6
• 1 jar face paint (6 applications, +1 gear bonus to all DCs of Search and Spot checks made to notice painted character) □□□□□□	1	½
• 1 bottle water purification tablets (can treat 10 days worth of water for 1 person) □□□□□□□□□□	1	½
• 5 flares (1D8, 30 ft. increment radius, 10 minute duration) □□□□□	½	1¼
• 2 batteries □□	.2	1
• machete (1D8, error 1-2, threat 20)	1	4
• 2 throwing knives (1D4, error 1-2, threat 20, 20 ft., SL) □□	½	2

Total Weight: 37½ pounds

Mechanic Bundle (*Duty Bundle*)

	GP	Weight
• wheeled metal toolbox		
• 2 sets of coveralls		
• mechanics kit with Superior Tools quality	3	5
• equipment manuals (any two, +1 gear bonus with Knowledge skill checks involving two equipment foci)	2	2
<hr/>		
• 2 cargo nets (20 ft. x 20 ft., Hardness 4, 20 Wounds, Break DC of 24) <input type="checkbox"/> <input type="checkbox"/>		
• 2 sets of earplugs (+4 gear bonus with all saves vs. sonic attacks, +1 gear bonus to saves vs. explosive damage, -4 gear penalty to Listen checks) <input type="checkbox"/> <input type="checkbox"/>	.2	.02
• portable generator with Reduced Weight (-25%) with two 5-gallon fuel cans (full) (12 hour duration/can) <input type="checkbox"/> <input type="checkbox"/>	5½	101¼
• 2 extension cords (100-ft. each) <input type="checkbox"/> <input type="checkbox"/>		

Total Weight: 108.27 pounds

Medic Bundle (*Duty Bundle*)

	GP	Weight
• oversized doctor's bag		
• medical kit	2	4
• 3 liquid skin patches (first patch heals 1D8 Vitality, second 1D6 Vitality, all subsequent heal 1D4 Vitality) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	¾
• 2 antibiotics shots (+4 Gear bonus to next save vs. disease) <input type="checkbox"/> <input type="checkbox"/>	1	.02
• 2 antidote shots (+4 Gear bonus to save vs. radiation, chemical, and biological agents for number of hours equal to CON Mod) <input type="checkbox"/> <input type="checkbox"/>	2	.02
• 1 antivenin shot (+4 to next save vs. poison) <input type="checkbox"/>	½	.01
• 2 stimulant shots (immediately stabilized to 0 wounds) <input type="checkbox"/> <input type="checkbox"/>	2	.02
• 5 pairs of surgical gloves (+2 gear bonus with saves vs. drugs, poisons, and contagions) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	½	.05
• collapsible stretcher (-5 ft. to speed of bearers)	2	5

Total Weight: 9.87 pounds

Observer Bundle (*Duty Bundle*)

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• evidence kit	1	5
• camouflage netting	1	8
• binoculars (+2 gear bonus with Spot checks made at a distance)	1	1
• 6 MREs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1.2	6
• 2 logbooks with Waterproof quality	4	2
• PDA (+1 Power Rating) (12 hour duration/battery)	1	½
• video camera, professional with 6 professional grade tapes (4 hour duration/tape, 50 ft. increment) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	16	10.3
• 2 batteries <input type="checkbox"/> <input type="checkbox"/>	.2	1

Total Weight: 37.8 pounds

Researcher Bundle (*Duty Bundle*)

	GP	Weight
• waterproof shoulder bag		
• chemical analyzer (1 day duration/battery, 10 ft. increment, 40 ft. max., +2 gear bonus to Search checks to locate/identify toxins/gases) or metal detector (6 hour duration/battery, 5 ft. increment, 20 ft. max., +2 gear bonus with Search checks to locate metal and alloys)	1	3½
• magnifying glass (+1 gear bonus with Search checks of +1 minute)	1	½
• scientific manuals (any two, +1 gear bonus with Knowledge skill checks involving two foci)	2	2
<hr/>		
• desktop computer (+3 Power Rating, during Earth missions) or laptop computer (+2 Power Rating, during off-world missions) (4 hour duration/battery)	3/2	10/3
• 2 logbooks	2	2

Total Weight: 17½/8 pounds

Surveyor Bundle (*Duty Bundle*)

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• survival kit	1	8
• altimeter	1	.01
• binoculars with Rugged quality (+2 gear bonus with Spot checks made at a distance)	2	1
• compass, inertial (1 day duration/battery)	1	1
• 15 MREs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	15
• PDA (+1 Power Rating) (12 hour duration/battery) with global mapping software	2	½
• weather sensor (10 day duration/battery, +4 gear bonus with Survival checks to predict weather)	1	½
• 4 batteries <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	.4	2

Total Weight: 32.01 pounds

Technician Bundle (*Duty Bundle*)

	GP	Weight
• watertight briefcase		
• electronics kit	1	5
• PDA (+2 Power Rating) (12 hour duration/battery) with information database software (any one)	3	½
• radio headset (2 hour duration/battery, 1000 ft. increment)	1	.01
• equipment manuals (any four, +1 gear bonus with Knowledge skill checks involving four equipment foci)	4	4

Total Weight: 9.51 pounds

Trail Leader Bundle (*Duty Bundle*)

	GP	Weight
• trail backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• ghillie suit (+4 gear bonus to all DCs of Spot, Search and Surveillance to notice wearer in appropriate terrain)	1	6
• climbing kit with Superior Tools quality	3	5
• 10 cams (+2 gear bonus with all climb checks) □□□□□□□□□□	1½	5
• survival kit	1	8
• binoculars (+2 gear bonus with Spot checks made at a distance)	1	1
• compass, magnetic	1	¼
• 100-ft. rope, coiled (Hardness 0, 2 wounds, Break DC of 23, supports 500 pounds)	.6	8
• 6 MREs □□□□□□	1.2	6
• 5 glowsticks (4 hour duration, one use, 10 ft. increment, 40 ft. max.) □□□□□	½	.05
• survival knife (1D6, error 1, threat 20, 5 ft., 1-h or 2-h, +2 to Survival checks)	1	3

Total Weight: 46.3 pounds

Translator Bundle (*Duty Bundle*)

	GP	Weight
• waterproof shoulder bag		
• laptop computer (+3 Power Rating) (4 hour duration/battery) with translator software	5	3
• language manuals (any four, +1 gear bonus to Language skill checks to four designated foci)	4	4

• logbook	1	1

Total Weight: 8 pounds

Advisor Bundle (*Mission Bundle*)

	GP	Weight
• briefcase		
• 2 sets of fashionable clothes		
• lie detector, hand-held (2 day duration/battery, +2 gear bonus to Sense Motive checks)	2	1
• language manual (any one, +1 gear bonus with Language skill checks involving one focus)	1	1
• desktop computer (+3 Power Rating, during Earth missions) or laptop computer (+2 Power Rating, during off-world missions) (4 hour duration/battery) with code-cracker software	5/4	10/3
• cell phone (during Earth missions only) (24 hour duration/battery)	—	½
• logbook	1	1

Total Weight: 13½/6½ pounds

Arrest Bundle (*Mission Bundle*)

	GP	Weight
• SWAT bag		
• evidence kit	1	5
• 4 pairs of handcuffs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	2
• ballistic vest (+1 DM, 4 DR, +4 MDB, -1 ACP)	5	8
• 2 tasers (50 shots/battery) (1D8 subdual, error 1, BT)	4	4
• 1 knockout shot (primary phase: 2D6 rounds onset time, Fort save (DC12), 1D4 INT damage; secondary phase: 2D6 rounds onset time, Fort save (DC 12), 1D6 INT damage) <input type="checkbox"/>	3	.01

Total Weight: 19.01 pounds

Assassination Bundle *(Mission Bundle)*

	GP	Weight
• satchel		
• lockpicking kit	1	1
• disguise kit	1	2
• 2 doses of basic lethal poison (primary phase: 2D6 rounds onset time, Fort save (DC 12), 1D4 CON damage; secondary phase: 2D6 rounds onset time, Fort save (DC 12), 1D6 CON damage) □□□□		.02
• 2 knockout shots (primary phase: 2D6 rounds onset time, Fort save (DC12), 1D4 INT damage; secondary phase: 2D6 rounds onset time, Fort save (DC 12), 1D6 INT damage) □□□□	6	.02
• Makarov 9mm with 8 rounds subsonic 9mm Makarov FMJ (2D4, error 1, threat 20, 20 ft., 8 rounds)	1	2
• knife (1D4, error 1, threat 20, 5ft., 1-h or 2-h)	1	1

Total Weight: 6.04 pounds

Capture Bundle (*Mission Bundle*)

	GP	Weight
• satchel		
• first aid kit	1	2
• lockpicking kit	1	1
• lie detector, hand-held (2 day duration/battery, +2 gear bonus to Sense Motive checks)	2	1
• 50-ft. rope, coiled (Hardness 0, 2 wounds, Break DC of 23, supports 500 pounds)	.3	4
• 2 pairs of handcuffs <input type="checkbox"/> <input type="checkbox"/>	1	1
• stretcher (-5 ft. to speed of bearers)	1	6
• 30 MREs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6	30
• 2 knockout shots (primary phase: 2D6 rounds onset time, Fort save (DC12), 1D4 INT damage; secondary phase: 2D6 rounds onset time, Fort save (DC 12), 1D6 INT damage) <input type="checkbox"/> <input type="checkbox"/>	6	.02

Total Weight: 45.02 pounds

Defense Bundle *(Mission Bundle)*

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• 2 liquid skin patches (first patch heals 1D8 Vitality, second 1D6 Vitality, all subsequent heal 1D4 Vitality) <input type="checkbox"/> <input type="checkbox"/>	2	½
• 24 MREs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4.8	24
• portable generator with four 5-gallon fuel cans (full) (12 hour duration/can) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	175
• 2 floodlights (4 hour duration/battery, 120 ft. cone)	2	8
• tactical radio (2 hour duration/battery, 2000 ft. increment)	1	2
• 400 rounds of FMJ (any caliber)	4	13

Total Weight: 226.5 pounds

Destruction Bundle (*Mission Bundle*)

	GP	Weight
• heavy-duty metal carry case		
• demolitions kit (any one with a cost of 1 Gear Pick)	1	7/8
• breaching charge (2D8 subdual damage, 5 ft. cone blast increment, error range 1-2) <input type="checkbox"/>	2	1
• 2 pounds of C4 (4D6 damage/quarter pound, 10 ft. blast increment radius, error range 1) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	16	2

Total Weight: 10/11 pounds

Diplomacy Bundle (*Mission Bundle*)

	GP	Weight
• luggage		
• 4 sets of fashionable clothes		
• logbook	1	1
• laptop computer (+2 Power Rating) (4 hour duration/battery) or PDA (+2 Power Rating) (12 hour duration/battery)	2	3½
• cell phone (24 hour duration/battery)	—	½
• video camera, standard with 4 commercial-grade tapes (4 hour duration/tape, 30 ft. increment) □□□□	6	5.2

Total Weight: 9.7/7.2 pounds

Disaster Relief Bundle (*Mission Bundle*)

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• 2 first aid kits	2	4
• 24 MREs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4.8	24
• 4 stretchers (-5 ft. to speed of bearers) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	24
• portable generator with four 5-gallon fuel cans (full) (12 hour duration/can) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	175
• 2 floodlights (4 hour duration/battery, 120 ft. cone)	2	8
• 2 tactical radios (2 hour duration/battery, 2000 ft. increment)	2	4
• quarantine tent	4	30

Total Weight: 273 pounds

Diversion Bundle (*Mission Bundle*)

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• lockpicking kit	1	1
• mechanics kit	1	5
• tactical radio (2 hour duration/battery, 2000 ft. increment)	1	2
• binoculars (+2 gear bonus with Spot checks made at a distance)	1	1
• earplugs (+4 gear bonus with all saves vs. sonic attacks, +1 gear bonus to saves vs. explosive damage, -4 gear penalty to Listen checks)	.1	.01
• 4 flash/bang grenades (Fort save (DC 18) or blind for 2D6 rounds, if within 10 ft. Fort save (DC18) or deafened and stunned for 1D6 rounds, error 1-4, 15 ft. (max. 75 ft.), no blast increment) □□□□	4	2
• ½ pound of C4 (4D6 damage/quarter pound, 10 ft. blast increment radius, error range 1) □□	4	½

Total Weight: 15.51 pounds

Hijack Bundle (*Mission Bundle*)

	GP	Weight
• carry-on case		
• lockpicking kit	1	1
• 50 zip ties (can bind character with DC 24, Hardness 2, 3 wounds, and Break DC of 24) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1	½
• 4 concussion grenades (5D4 subdual, error 1-4, 15 ft. (max. 75 ft.), 5 ft. blast increment) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	2
• 400 rounds of safety slug ammunition (any caliber)	4	13.3

Total Weight: 16.8 pounds

Hunting Bundle *(Mission Bundle)*

	GP	Weight
• rifle bag		
• survival kit	1	8
• binoculars (+2 gear bonus with Spot checks made at a distance)	1	1
• 2 cage traps <input type="checkbox"/> <input type="checkbox"/>	2	80
• 2 antivenin shots (+4 to next save vs. poison) <input type="checkbox"/> <input type="checkbox"/>	1	.02
• 6 MREs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1.2	6
• 4 knockout shots (primary phase: 2D6 rounds onset time, Fort save (DC12), 1D4 INT damage; secondary phase: 2D6 rounds onset time, Fort save (DC 12), 1D6 INT damage) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	12	.04
• taser (50 shots/battery) (1D8 subdual, error 1, BT)	2	2

Total Weight: 97.06 pounds

Infiltration Bundle *(Mission Bundle)*

	GP	Weight
• black sling-bag		
• 2 sets of average clothing		
• disguise kit	1	2
• lockpicking kit	1	1
• 4 line taps (Surveillance check (DC 15) grants +2 gear bonus to Surveillance checks for tapped line) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1	.04
• light amplification binoculars (+2 gear bonus with Spot checks in daytime, +4 with Spot and Search checks at night made at a distance)	2	2
• miniature camera (12 exposures/roll, 15 ft. increment) with 2 rolls professional-grade film <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6	.06
• travel manual (any one, +1 gear bonus to Cultures and Gather Information skill checks involving one designated region)	1	1

Total Weight: 6.64 pounds

Investigation Bundle (*Mission Bundle*)

	GP	Weight
<ul style="list-style-type: none"> • forensics case • science kits (any three) <hr/> <hr/>	3	15
<ul style="list-style-type: none"> • 4 line taps (Surveillance check (DC 15) grants +2 gear bonus to Surveillance checks for tapped line) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 	1	.04
<ul style="list-style-type: none"> • chemical analyzer (1 day duration/battery, 10 ft. increment, 40 ft. max., +2 gear bonus to Search checks to locate/identify toxins/gases) 	1	3
<ul style="list-style-type: none"> • microscope (+2 gear bonus with Search and Knowledge (science focus) checks) 	1	2
<ul style="list-style-type: none"> • digital camera, standard (6 hour duration/battery, 40 ft. increment) 	1	1
<ul style="list-style-type: none"> • tape recorder (4 hour duration/battery, 5 ft. increment, 25 ft. max.) with 4 commercial-grade tapes (2 hour duration/tape) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 	5	.7
<ul style="list-style-type: none"> • desktop computer (+2 Power Rating) or PDA (+1 Power Rating) (12 hour duration/battery) 	2/1	10/½
<ul style="list-style-type: none"> • logbook 	1	1

Total Weight: 23.24/12.74 pounds

Overseer Bundle (*Mission Bundle*)

	GP	Weight
• attaché case		
• laptop computer (+2 Power Rating) (4 hour duration/battery) with information database software (any two)	3	3
• video camera, standard with 4 commercial-grade tapes (4 hour duration/tape, 30 ft. increment) □□□□	6	5.2
• 4 headset radios (2 hour duration/battery, 1000 ft. increment)	8	8

Total Weight: 16.2 pounds

Patrol Bundle (*Mission Bundle*)

	GP	Weight
• sling bag		
• first aid kit	1	2
• survival kit	1	8
• compass, inertial (1 day duration/battery) or GPS receiver (during Earth missions only) (4 day duration/battery)	1	.01/2
• light amplification binoculars (+2 gear bonus with Spot checks in daytime, +4 with Spot and Search checks at night made at a distance)	2	2
• weather sensor (10 day duration/battery, +4 gear bonus with Survival checks to predict weather)	1	½
• tactical radio (2 hour duration/battery, 2000 ft. increment)	1	2
• 12 MREs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2.4	12
• 4 batteries <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	.4	2

Total Weight: 28.51/30.5 pounds

Puzzle Bundle (*Mission Bundle*)

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• science kits (any two)	2	10
<hr/>		
• chemical analyzer (1 day duration/battery, 10 ft. increment, 40 ft. max. , +2 gear bonus to Search checks to locate/identify toxins/gases)	1	3
• digital camera, standard (6 hour duration/battery, 40 ft. increment)	1	1
• Geiger counter (3 day duration/battery, 1000 ft. max. range)	1	1
• metal detector (6 hour duration/battery, 5 ft. increment, 20 ft. max., +2 gear bonus with Search checks to locate metal and alloys)	1	5
• logbook	1	1
• PDA (+1 Power Rating) (12 hour duration/battery)	1	½

Total Weight: 25½ pounds

Raid Bundle (*Mission Bundle*)

	GP	Weight
• black sling-bag		
• 2 sets of camouflaged BDUs	2	4
• climbing kit	1	5
• lockpicking kit	1	1
• 2 sets of NODs/nightvision goggles (12 hour duration/battery)	4	1
• binoculars (+2 gear bonus with Spot checks made at a distance)	1	1
• cargo net (20 ft. x 20 ft., Hardness 4, 20 Wounds, Break DC of 24)	½	15
• 100-ft. rope, coiled (Hardness 0, 2 wounds, Break DC of 23, supports 500 pounds)	.6	8
• 1 jar of face paint (6 applications, +1 gear bonus to all DCs of Search and Spot checks made to notice painted character) □□□□□□	1	½
• 2 batteries □□□□□□	.2	1
• 2 concussion grenades (5D4 subdual, error 1-4, 15 ft. (max. 75 ft.), 5 ft. blast increment) □□	2	1
• 2 smoke grenades (error 1-4, 15 ft. (max. 75 ft.), 5 ft. x 5 ft. cloud that disperses in 2D6 rounds or 1D6 outdoors, grants ½ concealment) □□	2	1
Total Weight:		38 pounds

Repair Bundle (*Mission Bundle*)

	GP	Weight
• metal tool case		
• electronics kit with Superior Tools quality	3	5
• mechanics kit with Superior Tools quality	3	5
• equipment manual (any one, +1 gear bonus with Knowledge skill checks involving one equipment focus)	1	1
<hr/>		
• spare parts (as necessary)		
• PDA (+1 Power Rating) (12 hour duration/battery)	1	½

Total Weight: 11½ pounds

Rescue Bundle *(Mission Bundle)*

	GP	Weight
• canvas roll-up bag		
• 2 batteries <input type="checkbox"/> <input type="checkbox"/>	.2	1
• first aid kit	1	2
• GPS receiver (during Earth missions only) (4 day duration/battery)	1	2
• collapsible stretcher (-5 ft. to speed of bearers)	2	5
• signal mirror (send code 5 miles in daylight, 2 miles when overcast, 1 mile at night)	1	.01
• 6 MREs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	½	6
• 4 smoke grenades (error 1-4, 15 ft. (max. 75 ft.), 5 ft. x 5 ft. cloud that disperses in 2D6 rounds or 1D6 outdoors, grants ½ concealment) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	2
• flare gun with 5 flares (gun: 50 ft. increment ranged attack of DC 5 +5 per 50 ft. to target square; flares: 1D8, 30 ft. increment radius, 10 minute duration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1½	2¼

Total Weight: 20.26 pounds

Research Bundle (*Mission Bundle*)

	GP	Weight
• lab case		
• evidence kit	1	5
• science kits (any two)	2	10
• large tent	2	15
• Geiger counter (3 day duration/battery, 1000 ft. max. range)	1	1
• laptop computer (+2 Power Rating) (4 hour duration/battery)	2	3
• video camera, professional with 6 professional-grade tapes (4 hour duration/tape, 50 ft. increment) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	16	10.3
• 4 batteries <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	.4	2
• logbook	1	1

Total Weight: 47.3 pounds

Sabotage Bundle (*Mission Bundle*)

	GP	Weight
• black sling-bag		
• electronics kit	1	5
• lockpicking kit	1	1
• mechanics kit	1	5
• demolitions kit (any one with a cost of 1 Gear Pick)	1	7/8
<hr/>		
• 1 pound of C4 (4D6 damage/quarter pound, 10 ft. blast increment radius, error range 1) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	8	1

Total Weight: 19/20 pounds

Scouting Bundle (*Mission Bundle*)

	GP	Weight
• trail backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• survival kit	1	8
• small tent	1	5
• altimeter	1	.01
• binoculars (+2 gear bonus with Spot checks made at a distance)	1	1
• compass, inertial (1 day duration/battery)	1	1
• compass, magnetic	1	¼
• 12 MREs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2.4	12
• weather sensor (10 day duration/battery, +4 gear bonus with Survival checks to predict weather)	1	½
• 4 batteries <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	.4	2
• logbook	1	1

Total Weight: 34.76 pounds

Search Bundle (*Mission Bundle*)

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• climbing kit	1	5
• binoculars (+2 gear bonus with Spot checks made at a distance)	1	1
• GPS receiver (during Earth missions only) (4 day duration/battery)	1	2
• video camera, standard with IR lens (4 hour duration/tape, 30 ft. increment, increases Check cap by 5)	4	6
• tactical radio (2 hour duration/battery, 2000 ft. increment)	1	2
• 4 batteries □□□□	.4	2
• flare gun with 5 flares (gun: 50 ft. increment ranged attack of DC 5 +5 per 50 ft. to target square; flares: 1D8, 30 ft. increment radius, 10 minute duration) □□□□□	1½	2¼

Total Weight: 24¼ pounds

Secure Location Bundle (*Mission Bundle*)

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• battery bank (12 hour duration)	2	40
• 2 floodlights (4 hour duration/battery, 120 ft. cone)	2	8
• folding shovel	1	5
• simple lock (Open Lock or Break check of DC 20, Hardness 8, 10 wounds)	.2	½
• 500-ft. barbed wire, rolled (Hardness 6, 8 wounds, Break DC of 20, Climb check (DC 12 + 4 per strand up to DC 24) to pass, failure inflicts 1D6 damage)	2½	40
• 100-ft. chain link fence, rolled (Hardness 6, 10 Wounds, Break DC of 20; may be scaled at Climb check (DC 20) and -15 ft. to move)	2½	150
• 2 video cameras, standard (4 hour duration/tape, 30 ft. increment)	4	10

Total Weight: 257½ pounds

Security Bundle (*Mission Bundle*)

	GP	Weight
• heavy-duty blast case		
• bomb sniffer (2 hour duration/battery, 5 ft. increment, 20 ft. max. , +2 gear bonus with Search and Gather Information checks to identify chemical explosives)	1	2
• 2 pairs of handcuffs <input type="checkbox"/> <input type="checkbox"/>	1	1
• metal detector (6 hour duration/battery, 5 ft. increment, 20 ft. max., +2 gear bonus with Search checks to locate metal and alloys)	1	5
• lie detector, hand-held (2 day duration/battery, +2 gear bonus to Sense Motive checks)	2	1
• line tracer (4 day duration/battery, +1 gear bonus with Search and Electronics checks to locate source)	1	.01
• video camera, standard (4 hour duration/tape, 30 ft. increment)	2	5
• 4 headset radios (2 hour duration/battery, 1000 ft. increment)	5	8.4

Total Weight: 22.41 pounds

Set Up Base Bundle (*Mission Bundle*)

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• 3 large tents	6	45
• logbook	1	1
• folding shovel	1	5
• tactical radio (2 hour duration/battery, 2000 ft. increment)	1	2
• portable generator with eight 5-gallon fuel cans (full) (12 hour duration/can) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5	295
• laptop computer (+2 Power Rating) (4 hour duration/battery)	2	3

Total Weight: 355 pounds

Surveillance Bundle (*Mission Bundle*)

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• electronics kit	1	5
• 8 line taps (Surveillance check (DC 15) grants +2 gear bonus to Surveillance checks for tapped line) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	.08
• light amplification binoculars (+2 gear bonus with Spot checks in daytime, +4 with Spot and Search checks at night made at a distance)	2	2
• camera, professional with 4 rolls professional-grade film (36 exposures/roll) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	10	2.04
• video camera, professional with 4 professional-grade tapes (4 hour duration/tape, 50 ft. increment) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	12	10.2
• 2 batteries <input type="checkbox"/> <input type="checkbox"/>	.2	1

Total Weight: 24.32 pounds

Test Bundle (*Mission Bundle*)

	GP	Weight
• metal tool case		
• electronics kit	1	5
• mechanics kit	1	5
• first aid kit	1	2
• Geiger counter (3 day duration/battery, 1000 ft. max. range)	1	1
• PDA (+1 Power Rating) (12 hour duration/battery)	1	½
• science kit (any one)	1	5
<hr/>		
• video camera, standard with 4 commercial-grade tapes (4 hour duration/tape, 30 ft. increment) □□□□	6	5.2

Total Weight: 23.7 pounds

Transport Prisoner Bundle (*Mission Bundle*)

	GP	Weight
• briefcase		
• first aid kit	1	2
• 2 pairs of handcuffs <input type="checkbox"/> <input type="checkbox"/>	1	1
• tactical deployment vest (3 DR, +3 MDB, -1 ACP)	3	5
• 2 knockout shots (primary phase: 2D6 rounds onset time, Fort save (DC12), 1D4 INT damage; secondary phase: 2D6 rounds onset time, Fort save (DC 12), 1D6 INT damage) <input type="checkbox"/> <input type="checkbox"/>	6	.02
• taser (50 shots/battery) (1D8 subdual, error 1, BT)	2	2

Total Weight: 10.02 pounds

Actor Bundle (*Personal Bundle*)

	GP	Weight
• fashionable backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• disguise kit	1	2
• 2 sets of fashionable clothes		
• 4 sets of average clothes		

Total Weight: 6 pounds

CB Enthusiast Bundle (*Personal Bundle*)

	GP	Weight
• laptop computer (+1 Power Rating) (4 hour duration/battery)	2	3
• manual (radios, +1 gear bonus with Knowledge skill checks involving radios)	1	1
• 2 tactical radios (2 hour duration/battery, 2000 ft. increment)	2	4
• 2 batteries <input type="checkbox"/> <input type="checkbox"/>	.2	1

Total Weight: 9 pounds

Diver Bundle *(Personal Bundle)*

	GP	Weight
• diving bag (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	2
• 2 SCUBA suits (2 hour duration/tank fill)	4	36
• 2 sets of fins (+10 ft. per round to speed)	2	4
• camera, standard underwater with 4 rolls of standard-grade film (36 exposures/roll, 30 ft. increment) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6	1.04

Total Weight: 43.04 pounds

Gamer Bundle (*Personal Bundle*)

	GP	Weight
• console system bag		
• cell phone (24 hour duration/battery)	—	½
• 2 manuals (gaming, +1 gear bonus with Knowledge skill checks involving two games)	2	2
<hr/>		
• desktop computer (+3 Power Rating) with entertainment suite	9	20

Total Weight: 22½ pounds

Gun Enthusiast Bundle (*Personal Bundle*)

	GP	Weight
• gun case		
• Beretta Model 92FS pistol with stealth holster (+6 gear bonus to the DCs of Spot checks made to notice weapon and +3 gear bonus to the DCs of Search checks made to find during a frisk. requires one full action to draw weapon) and 75 rounds of 9mm FMJ ammunition (1D10+1, error 1-2, threat 20, 25 ft., 15 rounds)	3¾	5½
	Total Weight:	5½ pounds

Historian Bundle (*Personal Bundle*)

	GP	Weight
• valise		
• appraisal kit	1	1
• magnifying glass (+1 gear bonus with Search checks of +1 minute)	1	½
• manual (history, +1 gear bonus with Knowledge skill checks involving history)	1	1
• logbook	1	1
• desktop computer (+2 Power Rating)	2	10

Total Weight: 13½ pounds

Photographer Bundle *(Personal Bundle)*

	GP	Weight
• camera case		
• floodlight (4 hour duration/battery, 120 ft. cone)	1	4
• PDA (+1 Power Rating) (12 hour duration/battery)	1	½
• camera, professional with 2 rolls of professional-grade film (36 exposures/roll, 50 ft. increment) <input type="checkbox"/> <input type="checkbox"/>		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6	2.02
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
• 2 batteries <input type="checkbox"/> <input type="checkbox"/>	.2	1

Total Weight: 7.52 pounds

Hunter Bundle *(Personal Bundle)*

	GP	Weight
• rifle bag		
• binoculars (+2 gear bonus with Spot checks made at a distance)	1	1
• 5 glowsticks (4 hour duration, one use, 10 ft. increment radius, 40 ft. max.) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	½	.05
• 6 MREs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1.2	6
• GPS receiver (4 day duration/battery)	1	2
• heavy crossbow with 30 standard bolts (1D8+2, error 1-2, threat 19-20, 130 ft. (max. 400 ft.), 2-h) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3.3	12

Total Weight: 21.05 pounds

Internet Fan Bundle (*Personal Bundle*)

	GP	Weight
• black shoulder bag		
• desktop computer (+4 Power Rating) or laptop computer (+3 Power Rating) (4 hour duration/battery) with hacking suite	12/11	17/8
• camera, standard digital (6 hour duration/battery, 40 ft. increment)	1	1
• cell phone (24 hour duration/battery)	—	½

Total Weight: 18½/9½ pounds

Movie Buff Bundle (*Personal Bundle*)

	GP	Weight
• laptop case		
• laptop computer (+2 Power Rating) (4 hour duration/battery) with audio/video suite	10	13

Total Weight: 13 pounds

Mr. Fix-It Bundle (*Personal Bundle*)

	GP	Weight
• tool case		
• electronics kit	1	5
• mechanics kit	1	5
• line tracer (4 day duration/battery, +1 gear bonus with Search and Electronics checks to locate source)	1	.01
• floodlight (4 hour duration/battery, 120 ft. cone)	1	4
• portable generator with two 5-gallon fuel cans (full) (12 hour duration/can) <input type="checkbox"/> <input type="checkbox"/>	3½	105
• 2 batteries <input type="checkbox"/> <input type="checkbox"/>	.2	1

Total Weight: 120.01 pounds

Musician Bundle (*Personal Bundle*)

	GP	Weight
• band luggage		
• desktop computer (+2 Power Rating) with audio/video suite	10	20
• musical kit with Superior Tools quality	3	8

Total Weight: 28 pounds

Outdoorsman Bundle *(Personal Bundle)*

	GP	Weight
• backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• survival kit	1	8
• tent, small	1	5
• altimeter	1	.01
• binoculars (+2 gear bonus with Spot checks made at a distance)	1	1
• canteen	1	3
• compass, magnetic	1	¼
• 6 MREs □□□□□□	1.2	6
• GPS receiver (4 day duration/battery)	1	2
• metal detector (6 hour duration/battery, 5 ft. increment, 20 ft. max., +2 gear bonus with Search checks to locate metal and alloys) or weather sensor (10 day duration/battery, +4 gear bonus with Survival checks to predict weather)	1	5½

Total Weight: 24.26/29.71 pounds

Party Animal Bundle (*Personal Bundle*)

	GP	Weight
• fashionable backpack (+2 gear bonus to STR for encumbrance purposes, -1 to Reflex saves)	1	4
• 2 sets of fashionable clothes		
• first aid kit	1	2
• camera, standard with 2 rolls of commercial-grade film (36 exposures/roll, 30 ft. increment) <input type="checkbox"/> <input type="checkbox"/>		
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• cell phone (24 hour duration/battery)	—	½

Total Weight: 7.52 pounds

Professional Bundle (*Personal Bundle*)

	GP	Weight
• briefcase		
• 3 sets of fashionable clothes		
• manuals (any two, +1 gear bonus with Knowledge/Language skill checks involving two foci)	2	2
<hr/>		
• PDA (+2 Power Rating) (12 hour duration/battery)	2	½
• cell phone (24 hour duration/battery)	—	½

Total Weight: 3 pounds

Professor Bundle (*Personal Bundle*)

	GP	Weight
• valise		
• desktop computer (+2 Power Rating)	2	10
• science kits (any two)	2	10
<hr/>		
• manuals (any two, +1 gear bonus with Knowledge/Language skill checks involving two foci)	2	2
<hr/>		
• 2 logbooks	2	2

Total Weight: 24 pounds

Technophile Bundle (*Personal Bundle*)

	GP	Weight
• electronic tool case		
• electronics kit	1	5
• camera, standard digital (6 hour duration/battery, 40 ft. increment)	1	1
• cell phone (24 hour duration/battery)	—	½
• desktop computer (+3 Power Rating) with programming suite	11	20
• PDA (+1 Power Rating) (12 hour duration/battery)	1	½

Total Weight: 27 pounds

World Traveler Bundle (*Personal Bundle*)

	GP	Weight
• worn luggage		
• 1 set of fashionable clothes		
• camera, standard with 4 rolls of commercial-grade film (36 exposures/roll, 30 ft. increment) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5	1.04
• manual (travel, +1 gear bonus to Cultures and Gather Information checks involving one designated region)	1	1
• regional maps (any two, +1 gear bonus with navigation skill checks involving one designated region)	½	.02

Total Weight: 2.06 pounds

Anti-Aircraft Bundle (*Weapon Bundle*)

	GP	Weight
• Raytheon Stinger IV anti-aircraft missile launcher with 4 missiles (3d10+2, -3 DR, error 1-3, 500 ft., 10 ft. blast increment, 1 missile, AP) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	12	97

Total Weight: 97 pounds

Close Combat Bundle (*Weapon Bundle*)

	GP	Weight
<ul style="list-style-type: none">Franchi SPAS-12 shotgun (shot: 5D4, error 1-2, threat 20, 30 ft. (max. 150 ft.), 8 rounds, CS, DP, RG or slug: 2D12, error 1-2, threat 19-20, 30 ft. (max. 150 ft.), 8 rounds, CS, DP, RG) or Daewoo USAS-12 shotgun (shot: 5D4, error 1-3, threat 20, 30 ft. (max. 150 ft.), 20 rounds, single shot, burst, or strafe; or slug: 2D12, error 1-3, threat 19-20, 30 ft. (max. 150 ft.), 20 rounds, single shot, burst, or strafe) with assault sling (with DEX check (DC 10), can use as a free action) and 60 rounds of 12 gauge ammunition (shot or slug)	6.6/5.6	12½/14½

Total Weight: 12½/14½ pounds

Concealed Carry Bundle (*Weapon Bundle*)

	GP	Weight
<ul style="list-style-type: none">Beretta Model 92FS pistol with stealth holster (+6 gear bonus to the DCs of Spot checks made to notice weapon and +3 gear bonus to the DCs of Search checks made to find during a frisk. requires one full action to draw weapon), and 75 rounds of 9mm FMJ ammunition (1D10+1, error 1-2, threat 20, 25 ft., 15 rounds)	3¾	5½

Total Weight: 5½ pounds

Cowboy Bundle (*Weapon Bundle*)

	GP	Weight
• 2 Colt M1911A1 pistols with standard holsters and 90 rounds of .45 ACP FMJ ammunition (1D12, error 0, threat 19-20, 25 ft., 7 rounds, RG, TD)	6.9	5¼

Total Weight: 5¼ pounds

Explosives Bundle (*Weapon Bundle*)

	GP	Weight
• 3 Claymore mines (4D8, 10 ft. cone, error 1-2) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	9	9

Total Weight: 9 pounds

Frontal Assault Bundle (*Weapon Bundle*)

	GP	Weight
• Colt M16A3 assault rifle with laser sight (6 hour duration/battery, +2 gear bonus to attack checks made against targets within 50 ft.), standard sling, and 240 rounds of 5.56mm FMJ ammunition (4D4, error 1-2, threat 20, 125 ft., 30 rounds, no strafe mode)	6.4	17.3
• earplugs (+4 gear bonus with all saves vs. sonic attacks, +1 gear bonus to saves vs. explosive damage, -4 gear penalty to Listen checks)	.1	.01

Total Weight: 17.31 pounds

Heavy Assault Bundle (*Weapon Bundle*)

	GP	Weight
• Colt M203 grenade launcher with assault sling (with DEX check (DC 10), can use as a free action) (-1 accuracy, damage per grenade, error per grenade, threat per grenade, 50 ft., blast increment per grenade, 1 round)	5	4½
• 6 fragmentation grenades (2D10, error 1-4, 5 ft. blast increment) □□□□□□	6	3

Total Weight: 7½ pounds

Night Attack Bundle (*Weapon Bundle*)

	GP	Weight
• tactical flashlight (12 hour duration/battery, 60 ft. cone)	1	½
• goggles, IR/UV (12 hour duration/battery)	2	½
• H&K MP5A3 submachinegun with night vision sight (6 hour duration/battery), assault sling (with DEX check (DC 10), can use as a free action), and 90 rounds of 9mm FMJ ammunition (-1 accuracy, 1D10+1, -2 DR, error 1-2, threat 20, 30 ft., 30 rounds, CS, DP, IN suppressor, single shot, burst, or strafe)	7.9	9

Total Weight: 10 pounds

Police Duty Bundle (*Weapon Bundle*)

	GP	Weight
• 1 pair of handcuffs	½	½
• S&W Model 10 revolver with shoulder holster (+3 gear bonus to the DCs of Spot checks made to notice weapon), 2 speed loaders (allows reload of 6 shots in one half action), and 60 rounds .38 Special FMJ ammunition (1D8+1, error 0, threat 20, 20 ft. 6 rounds, DP)	4.1	5½
	Total Weight:	6 pounds

Riot/Crowd Control Bundle (*Weapon Bundle*)

	GP	Weight
• first aid kit	1	2
• riot shield (+2 DM)	2	6
• Winchester 1300 shotgun with standard sling and 70 rounds of 12 gauge (non-lethal) ammunition (shot: 5D4 subdual, error 1-2, 30 ft. (max. 150 ft.), 7 rounds, IN detachable bayonet, TD; or slug: 2D12 subdual, error 1-2, 30 ft. (max. 150 ft.), 7 rounds, IN detachable bayonet, TD)	5.7	10¾

Total Weight: 18¾ pounds

Urban Assault Bundle (*Weapon Bundle*)

	GP	Weight
• climbing kit	1	5
• 2 breaching charges (2D8 subdual damage, 5 ft. cone blast increment, error range 1-2) □□	4	2
• Ingram MAC-10 submachinegun with assault sling (with DEX check (DC 10), can use as a free action) and 90 rounds of .45 ACP FMJ ammunition (-2 accuracy, 1D12, error 1-2, threat 19-20, 30 ft., 30 rounds, TD)	4	9½

Total Weight: 16½ pounds

Wetworks Bundle (*Weapon Bundle*)

	GP	Weight
<ul style="list-style-type: none">silenced H&K SOCOM Mark 23 pistol with stealth holster (+6 gear bonus to the DCs of Spot checks made to notice weapon and +3 gear bonus to the DCs of Search checks made to find during a frisk. requires one full action to draw weapon) and 60 rounds of subsonic .45 ACP FMJ ammunition (1D12, error 1, threat 19-20, 25 ft. 12 rounds, WL, IN laser sight, IN suppressor)	6½	6

Total Weight: 6 pounds

Fire Support Bundle (*Weapon Bundle*)

	GP	Weight
• FN M249 SAW machinegun with standard sling and 600 rounds of 5.56mm FMJ ammunition (4D4, error 1, threat 20, 100 ft., 200 round belt or 30 round magazine)	10	36

Total Weight: 36 pounds

Marine Fire Support Bundle (*Weapon Bundle*)

	GP	Weight
• FN M240G machinegun with 150 rounds of 7.62mm FMJ ammunition (4D4+2, error 1-2, threat 19-20, 150 ft., 200 round belt, AK, DP)	7½	29

Total Weight: 29 pounds

Russian Fire Support Bundle (*Weapon Bundle*)

	GP	Weight
• Kalashnikov PK machinegun with standard sling and 300 rounds of 7.62mm Soviet FMJ ammunition (2D10+1, error 1-3, threat 19-20, 175 ft., 100 rounds, RG)	10	31

Total Weight: 31 pounds

Russian Frontal Assault Bundle (*Weapon Bundle*)

	GP	Weight
• Kalashnikov AK-74 assault rifle with standard sling and 210 rounds of 5.45mm FMJ ammunition (3D6+1, error 1, threat 20, 175 ft., 30 rounds, RG)	5	16
• 2 smoke grenades (error 1-4, 15 ft. (max. 75 ft.), 5 ft. x 5 ft. cloud that disperses in 2D6 rounds or 1D6 outdoors, grants ½ concealment) □□	2	1

Total Weight: 17 pounds

Russian Heavy Assault Bundle (*Weapon Bundle*)

	GP	Weight
• KBP GP-25 grenade launcher (-1 accuracy, damage per grenade, error per grenade, threat per grenade, 40 ft., 1 round)	3	3
• 6 fragmentation grenades (2D10, error 1-4, 5 ft. blast increment) □□□□□□	6	3
• laser sight (for weapon on which GP-25 is mounted) (6 hour duration/battery, +2 gear bonus to attack checks made against targets within 50 ft.)	2	½

Total Weight: 6½ pounds

Sniper Bundle (*Weapon Bundle*)

	GP	Weight
<ul style="list-style-type: none">H&K MSG-90 sniper rifle with bipod, standard sling, 20 rounds of 7.62mm AP ammunition, and 60 rounds of 7.62mm FMJ ammunition (AP: +1 accuracy, 4D4+2, -2 DR, error 1, threat 18-20, 175 ft., 20 rounds, AA, BB, IN 12x telescopic sight (ignore range increments 3, 5, and 7)); FMJ: +1 accuracy, 4D4+2, error 1, threat 18-20, 175 ft., 20 rounds, AA, BB, IN 12x telescopic sight (ignore range increments 3, 5, and 7))	7.2	17

Total Weight: 17 pounds

Anti-Material Sniper Bundle (*Weapon Bundle*)

	GP	Weight
<ul style="list-style-type: none">Barrett M82A1 “Light Fifty” sniper rifle with 24x telescopic sight (ignore range increments 4, 6, 8, and 10), standard sling, and 20 rounds of .50 BMG FMJ ammunition (2D12+2, -3 DR, error 1-2, threat 17-20, 375 ft., 10 rounds, AP, TD)	12.2	31

Total Weight: 31 pounds

Marine Sniper Bundle (*Weapon Bundle*)

	GP	Weight
• face paint (3 applications, +1 gear bonus to all DCs of Search and Spot checks made to notice painted character) □□	½	¼
• ghillie suit (+4 gear bonus to all DCs of Spot, Search and Surveillance to notice wearer in appropriate terrain)	1	6
• Remington M40A1 sniper rifle with standard sling, 20 rounds of 7.62mm AP ammunition and 60 rounds of 7.62mm FMJ ammunition (AP: 4D4+2, -2 DR, error 1, threat 18-20, 200 ft., 5 rounds, IN 10x telescopic sight (ignore range increments 3, 5, and 7); FMJ: 4D4+2, error 1, threat 18-20, 200 ft., 5 rounds, IN 10x telescopic sight (ignore range increments 3, 5, and 7))	6.2	18

Total Weight: 24¼ pounds

Russian Sniper Bundle (*Weapon Bundle*)

	GP	Weight
• Dragunov SVD sniper rifle with standard sling and 60 rounds of 7.62mm Soviet FMJ ammunition (+1 accuracy, 2D10+1, error 1-2, threat 18-20, 200 ft., 10 rounds, IN 6x telescopic sight (ignore range increments 2 and 4))	6.6	12
• light amplification binoculars (+2 gear bonus with Spot checks in daytime, +4 with Spot and Search checks at night made at a distance)	2	2

Total Weight: 14 pounds

M4A1 SOPMOD Bundle (*Weapon Bundle*)

	GP	Weight
• M4A1(4D4, error 1-2, threat 20, 100 ft., 30 rounds, DT, MD, CS, single shot, burst, or strafe)	4	7¾
• 4x day/night scope (6 hour duration/battery, ignore range increments 2 and 4)	4	2
• ACOG/Advanced Combat Optical Gunsight (grants +6 gear bonus to Spot and Search checks regardless of lighting conditions, +1 gear bonus to ranged attacks)	5	3
• assault sling (with DEX check (DC 10), can use as a free action)	1	½
• infrared laser sight (6 hour duration/battery, +2 gear bonus to attack checks made against targets within 50 ft.)	2	½
• laser sight (6 hour duration/battery, +2 gear bonus to attack checks made against targets within 50 ft.)	2	½
• removable suppressor (+15 to Listen and Spot check DCs to notice the weapon's discharge or locate)	2	1
• tactical flashlight (12 hour duration/battery)	1	½
• vertical foregrip (+1 gear bonus to autofire and strafe attacks)	1	½

Total Weight: 16¼ pounds

