ESPIONAGE GEAR	Complexity/GP	Description
Brainprint Scanner	Min/1	Scans brainprint in 5 minutes.
Bugzapper Strips	Mod/2	Portal EMP field, DV 3d10 to nanoswarms/microswarms.
Chameleon Cloak	Mod/2	Camouflage, +10 Infiltrate, +30 stationary.
Covert Operations Tool	Maj/R/3	Bypasses locks, cuts/repairs holes, Hardware: Electronics 60 vs. electronic locks, more.
Cuffband	Min/1	Electronic handcuffs, remote operation, shock attack DV 1d6.
Dazzler	Mod/2	Blinds cameras w/in 200 m, REF Check or −30 Perceive for synthmorphs, bots, vehicles.
Disabler	Mod/R/2	Disables morphs with cyberbrain when plugged into access jacks.
Fiber Eye	Min/1	Flexible fiberoptic with camera and viewer.
Gray Box	Min/1	Establishes a wireless mesh link.
ID Scanner	Min/1	Scans nanotat IDs.
Invisibility Cloak	Maj/R/3	Metamaterial cloak, makes invisible, −60 Perceive to spot.
Microbug	Min/1	Micro-sized camera/audio recorder.
Prisoner Mask	Min/1	Blocks enhanced vision/hearing, jams mesh/radio.
Privacy Pod	Maj/3	Blocks sound/mesh signals, includes bug zapper, guardian swarm, life support (24 hours).
Psi Jammer	Mod/2	James brainwave frequencies w/in 20 m, −30 Psi Tests.
Quantum Computer	Maj/3	Used for codebreaking (p. XX).
Ripper	Mod/2/R	EMP pulse every 5 turns, DV 3d10 to nanoswarms/microswarms.
Shroud	Mod/2/R	Blocks ID methods, mesh signals.
Traction Pads	Mod/2	+30 climbing Athletic Tests.
White Noise Machine	Min/1	Masks conversations from being recorded.
X-Ray Emitter	Min/1	Transmits x-rays for use with enhanced vision.