

ESSENCE LOSS --> HUMANITY LOSS

First off if you are converting a character from SR you can determine someones humanity either by taking Essence straight over to Willpower/Cool for purposes of cyberware; or use the Shadowrun characters $[BODY+WILLPOWER(COOL)]/2=$ Essence for cyberpunk purposes. Multiply that by 10 for their Humanity Points. But whatever works for you.

ESSENCE LOSS CONVERSION

Take the SR Essence loss, multiply by 10 then divide by 6, drop all the digits after the tenths place. The ones place is the number of d6 you automatically have. Take the number in the tenths place and divide by 3. This is additional dice and the remainder is an adder.

EXAMPLES

Cybereyes in Shadowrun cost .2 Essence. With this that comes to $[.2 \times 10] = 2$. That's divided by 6 to give us .33. Rounded to the nearest tenth that's .3. Divided by 3 that's 1. So cybereyes cost 1d6 HL.

Cyberlimbs in SR cost 1 Essence. That's $(1 \times 10 = 10) / 6 = 1.66$. Rounded that's 1.6 So that's 3d6 HL.

Wired Reflexes[3] cost a whopping 5 Essence!! That's $(5 \times 10 = 50) / 6 = 8.3$ That equals an incredible 9d6 HL. Yikes. Hope you paid for alphaware!!

Level 2 Boosted Reflexes cost 1.25 Essence. That's $(1.25 \times 10 = 12.5) / 6 = 2.8$. That equals an HL loss of 3d6+2.

Hmm, humanity costs are similar to those in CP but are a bit lower. Well SR DOES take place 40 years ahead of CP... The monetary costs are WAY above CPs "everyone and their pet chihuahua has a cyberleg and smartlink" costs. I suggest dividing the costs by about 100 for a medium route or 1000 if you think cyberware should REALLY be as cheap as in the CP2020 rulebook.