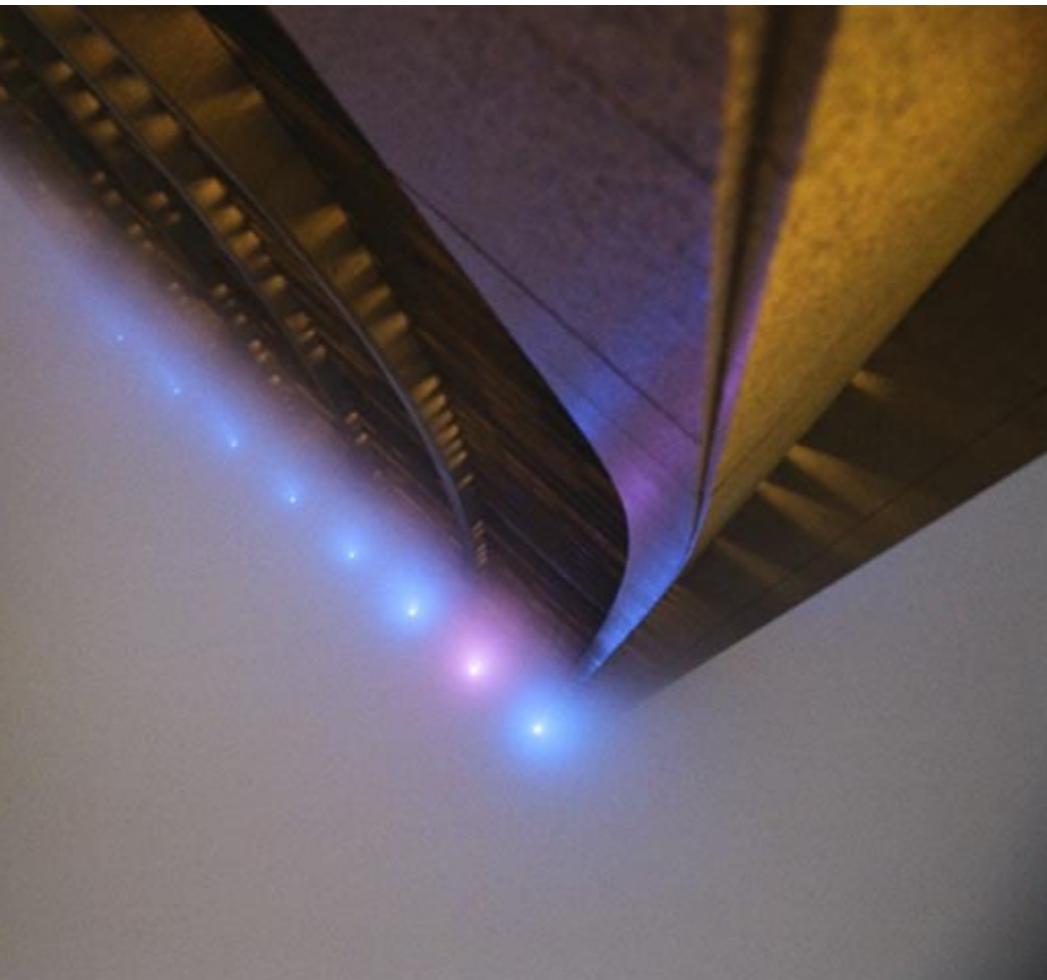


Conspiracy theory and desperation.
A cyberpunk game of paranoia and cybernetics.

Cyphelineidé2600





You are cyphernoided. Desparate, awake, at war,
cyberaugmented, **cyphersecd**, and **paranoided**.

You know the harsh and brutal truth, suppressed by
the power mad through corruption, lies, and
propaganda.

You know because they fucked your life up. You're
going do to whatever it takes to fuck them up back
and if you can, expose them and wake the sleepy
herding masses up to the smell of their bullshit.

STAY NOIDED

This is a game for one player cyphernoided (PC) and
one game master (GM).

Leave space for any cyberware you get your hands on.

- Your conspiracy theory
- Your look
- Your Name, pronouns
- some notecards. Write:

Start your character sheet on a blank sheet of paper, or

- How do they cover their tracks?
 - What are they hiding?
 - What is their true purpose?
 - What powerful conspiracy fucked your life up?
- and living conditions. Answer:

PC, introduce yourself through your conspiracy theory

as inspiration.

Follow your link. Use the current fucked up situation

You can wing it at the table, or prep it ahead of time.

- Resistance Groups
- Sentient Artificial Intelligences (SAs)
- Citystate Governments
- Megacorps
- The Media

advertisements, propaganda, net posts from: GM, introduce the world through headlines,

SETUP

RESOLUTION

GM, when the PC faces dangerous opposition, tell them what they are risking and what's in their way.

PC, say how you handle it.

GM, are they being cautious? Are they being reckless? How difficult is overcoming the opposition and avoiding the danger? Consider their approach, the tools they are using, and how well or poorly they are positioned.

Set the **Difficulty**.

- If it's trivial don't roll
- If it's easy set it to 5 or 6
- If it's hard set it to 7 to 10
- If it's ridiculous set it to 11 or 12

PC, roll:

- 3d4 if cautious
- 1d12 if reckless
- 2d6 otherwise

Get a sum of **Difficulty** or higher to succeed.

INSPIRATION

Arca
Clipping.
Death Grips
Gazelle Twin
Moor Mother

Cyberpunk 2077 Edgerunners
Altered Carbon

Neuromancer
Snow Crash

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CYBERWARE

PC, when you get your hands on cyberware, tell the GM how you get it. Give it a name and describe what it looks like. Write that on your character sheet.

When you go to an unlicensed cyberjack to install it, tell the GM what it does. Write that on your character sheet.

GM, give the cyberware a rank based on your GM, give the cyberware a rank based on your subjective feeling of its power level. This is your way to control the power level and danger of cybernetics in your game. It's quite dangerous at 7 ranks and cascades out of control at around 13 ranks.

PC, write that on your character sheet.

Cyberware can't be removed. It can only be replaced with cyberware of a higher rank (which also replaces its quirks and malfunctions).



- Total the top 3 dice and answer:
- If you have a load of dice you might be fine, otherwise roll in batches or use a digital dice roller.
- What are you afraid will happen?
- What from your past are you afraid will fuck things up?
- What past failings or false victories are now giving them the upper hand?
- 18-35 How do you know your life or will to fight is in immediate danger? You die or give up after 3 failed resolution rolls.
- 36 - Play until you die or give up.

When you use your cyberware, roll a pool of d6es equal to the total of your cyberware ranks.

Total the top 3:

- 7+ You are jackamp sick until 2 failed rolls.
- 10+ GM, add a troublesome quirk to its description, write it down.
- 14+ GM, add a serious malfunction to its description, write it down.
- 18 Your cyberware kills you on your third failed resolution roll.



FALLOUT

You will burn out. You'll grind yourself to death against them. You have no other options tho, they've taken all of those away.

The **Fallout Pool** is a pool of dice that never empties and represents the accumulated danger accruing from your struggle against power.

The only question is, how much of them can you take down with you.

