



TRAUMA CODE: SOME KIND OF BLUE

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CD Projekt Red

A fan made quest for
Cyberpunk 2077





01.

PURPOSE

Hello prospective reader, my name is Corbin, and I am an aspiring quest designer who is very passionate about all things cyberpunk. The cyberpunk sub-genre has had a massive influence over me ever since I saw the Matrix and GITS. The relationship between technology and human identity has been a question I've wanted to explore through gameplay for some time. To that end, I have set out to make my own Cyberpunk 2077 quest inspired by the world Mike Pondsmith and CDPR have created.

As I am releasing this quest document before the game is officially out, any similarities between this quest and in-game content are pure coincidence. I've crafted this story based on what CDPR has shown thus far. I have read as much as I can about this universe, and I have many quest ideas. I felt that this quest represented my current understanding of the game the best, with a few liberties taken here and there. I hope this quest comes off as quintessentially cyberpunk. I fully intend to make more quests after the game releases, as I've had a blast writing this and I can't wait to fuel my creative drive after playing it.

I hope this quest inspires you, the reader, to think of your own stories and characters you might play in the upcoming Cyberpunk 2077!

Enjoy samurai!



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02.

QUEST INTRODUCTION

“Why should I risk my whole team!? We lost two recruits here last week, and the client died anyway. That’s two men fresh out of training that died for nothing. How do their lives factor on your balance sheet, huh? Do the bean counters think about that!? Can’t you just send back up!?” shouts the squad leader.

“Look, Simmons, if I have to call in back up for every code blue, you know how that would look on our expense reports, right? Those reports directly affect our bonuses, pal, and I’m not losing my bonus over some junkie bitch without a plat plan. Find a way to deal with it without backup. Get creative. Or you know what? Just grow a pair, Simmons! Whatever you do, just make sure she comes back in one piece,” fires back the commander, ending the conversation.

“Fuck,” sighed Simmons under his breath as he looked on hopelessly at the towering complex above him, “how the hell are we going to get her out of that hell hole?”



Summary

If V finds themselves in Japantown, near one of the slum highrises, they may run across a very frustrated Trauma Team leader, Simmons. Simmons' team is responding to a blue trauma code, a code reserved for substance overdose. The team seems apprehensive about entering the building. Just last week, Simmons was called to this same building, and for the same trauma code, except last week two of his newest crew members were shot dead on the job.

Local addicts and gang members tend to get jumpy at the sight of Trauma Team, especially if Trauma Team is looking for someone. Usually, Trauma Team is effective at finding the exact location of their customer before they arrive. Unfortunately, this building seems to interfere with location transmission, meaning the team has to use handheld locators to find the client. With every floor the team climbs, the possibility of facing resistance from junkies or gang members rises. With backup out of the question, Simmons is looking for any way to save the customer.

The client in question is Tatiana Novikov, a member of the Moxes. Despite her gang affiliations, she is secretly seeing a rival Tyger Claws gang member, Kenji Nakamura. Their relationship has remained hidden out of necessity for over a year now, for if they were discovered, they would be in extreme danger. At best, they would be banished and, at worst, killed.

Despite the potential consequences, or perhaps because of them, they continue to see each other, each time pushing the boundary of their precarious relationship to new adrenaline-filled highs. This time, however, they've gone too far. Not only are they seeing each other on Tyger Claw territory and taking heroic doses of heroin and coke, but they have also artificially swapped bodies using live braindance. To top it all off, one of them is dying.

Should V decide to help Simmons, they will have to act quickly as Trauma Team has to retrieve their clients in under 30 minutes, or else the visit is free. V will have to balance these corporate interests as well as the couple's need for discretion. Thankfully, V has many options at their disposal. Some options will be more discreet, or some may have V playing doctor for a day. However, there are no shortcuts in medicine, and due to the unusual nature of this trauma code, there may be permanent damage done if V is too hasty. Either way, V has their work cut for them.



QUEST FLOW /DIALOG CHART

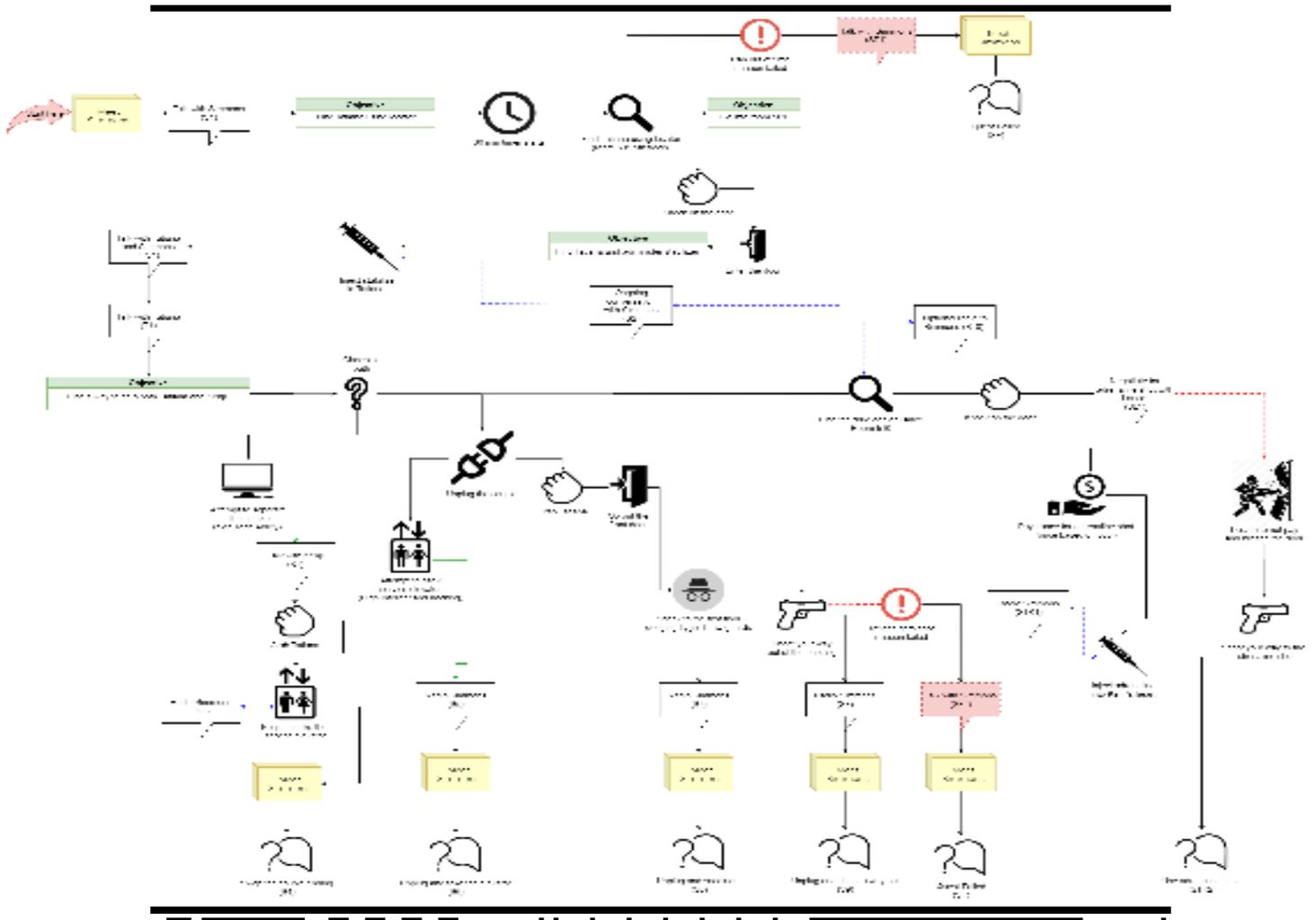
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QUEST REQUIREMENTS

There are two requirements to complete the quest and not fail:

1. Ensure that Tatiana receives treatment in under 30 minutes
2. Ensure that Tatiana is not killed or severely injured (no combat damage)

Outside of these requirements, V can approach this quest how they see fit. This doesn't mean, however, that there will not be consequences to particular solutions. Specific paths may lock V out of higher tier rewards or impact the quest's characters in meaningful ways.



I have provided a quest flow achart with the above image. The following [hyperlink](#) should take you to an interactive and higher resolution version of this quest chart. Attached with the quest chart link is a dialog tree showing all the possible 300+ lines of dialog.

CHARACTER DOSSIER

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TRAUMA TEAM LEADER SIMMONS

Traits: 35 yo, Caucasian, 6'0"

History: Before working for Trauma Team, Simmons had a 10-year stint working at different corporate hospitals as an ER nurse. He fell on hard financial times during those days, requiring him to work for Trauma Team, which offered higher pay. He has now been with Trauma Team for 5 years and has proven himself to be a cautious squad leader.

Characteristics: Simmons loves medicine and joined the field to help people, but he hates his current job and all the bureaucratic bullshit that comes with it. He cares for his team and will try his best to keep them out of harm's way. After five years of working one of the most dangerous and thankless jobs in Night City, even the most principled man will begin to crack. Though Simmons hates to admit it, years of losing colleagues, random attacks from drug addicts or cyber-psychotics, and being asked to sacrifice to save the worst in society have influenced him to live by the words "the client is all that matters".



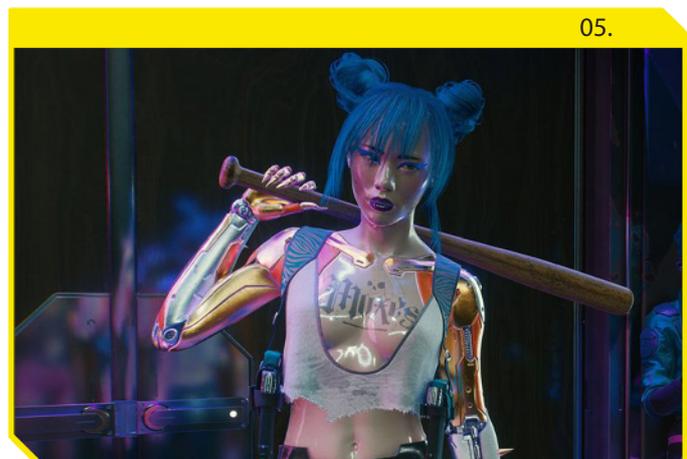
TATIANA NOVIKOV

Traits: 20 yo, Caucasian, 5'7"

Cyberware: Realskin, breast augmentations, Kiroshi optics, arm augmentations

History: Tatiana was born and raised in Watson. When she was 13, she and her father, who was driving under the influence at the time, were involved in a high-speed car crash. She survived the crash, but her father did not.

Afterward, Tatiana's mother became the sole provider, leaving Tatiana very little support at home. Because she lacked strong parental guidance and still suffered trauma from the crash, she fell prey to the hyper-sexualized and drug-addicted culture of Night City at a very young age. She started working at Lizzie's Bar at 18 to bring in extra income, much to her mother's protest. As a consequence of being a working girl, she has been a member of the Moxes since she started working at Lizzie's bar.



CHARACTER DOSSIER

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TATIANA NOVIKOV (CONT)

History(cont): A few years later, Tatiana met her current boyfriend, Kenji Nakamura, at a Lizzy Wizzy concert. Both were high out of their minds when they met, and it was only after hooking up that they found out they were in rival gangs. However, after learning this, they found that the forbidden fruit angle made the sex amazing. Now every time they see each other, they continue to push the limit of this new fling. From voyeurism to swapping bodies, there is never a dull date between them.

Characteristics: Tatiana is an adrenaline junkie and thrill seeker, but she is emotionally stunted. Her desire to be with Kenji and to continuously seek new and thrilling experiences is a way of coping with her father's loss and the crash. She loves Kenji because he provides excitement in the relationship, but she doesn't honestly know much about him outside of his gang affiliation. She has never really stopped to consider if her feelings run deeper than just raw sexual attraction with the added dash of "wanting what she shouldn't."

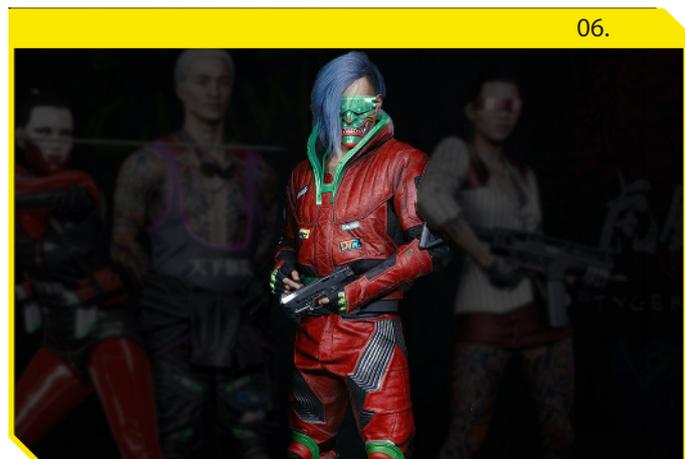
KENJI NAKAMURA

Traits: 25 yo, Japanese Asian, 5'7", Scars and road rash cover his body

Cyberware: Generation Two right cyberarm, many steel bone replacements from bike crashes

History: Born into the Tyger Claws, Kenji Nakamura has grown up knowing nothing else but the gang life. Despite being a lifelong gang banger, he has never partaken in murder or any other explicit behavior that comes with being a Tyger Claw. In fact, he secretly detests the Tyger Claws' violent nature and someday hopes to find a way out. Thus to survive, and even thrive, Kenji has had to resort to other methods of proving himself worthy of repping the Tyger Claws.

From an early age, Kenji showed promise as a skilled motorcyclist. He instinctively knew how to handle himself on a bike in the crowded Night City Streets. In those streets, Kenji would show off his skill and bravery, often challenging other bikers to races and games of chicken, which he would always win. He would later move on to doing stunts and performing radical jumps over highways. He wouldn't always land these stunts, though, and he has had many near-death falls and even more close calls over the years. Many of his failed maneuvers have required bones and even limbs to be replaced.



CHARACTER DOSSIER

KENJI NAKAMURA (CONT)

Characteristics: Kenji is the resident daredevil, and his strategy is a show of overwhelming balls. Kenji relies on stories about his death-defying feats to rise in status without getting his hands dirty. No one can question a man's honor if he has just performed a 200 ft motorcycle jump over an overpass, now can they? And most importantly, no one wants to fuck with a man who willingly looks death in the eye and has the scars to prove it.

In reality, though, Kenji is in constant fear of actually performing as a functioning member of the gang. Deep down, Kenji wants to escape gang life and possibly pursue a career in professional racing or motorcycle design. He is a proficient techie and is always modifying his bike, the Yaiba CT3-H, in his free time. In a way, he uses his relationship with Tatiana to momentarily distance himself from the Tyger Claws. He likely stays with Tatiana because she is the only person he can be genuinely vulnerable with. Still, even here, his habit of pushing limits is preventing him from authentically connecting with Tatiana and endangering himself.

LANCE

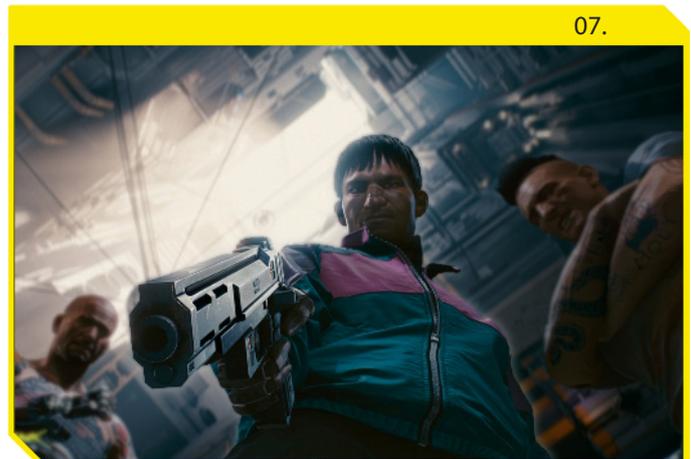
Traits: 28 yo, Caucasian, 5'9"

Cyberware: Guriella arms

History: Lance has lived a pretty unremarkable life up until this point. He has been a drug dealer in Japan Town for the last several years and has grown quite a "loyal" customer base. Of course, working on Tyger Claw turf isn't free, and Lance has become a Tyger in all but name. He works closely with the gang and pays them for protection while sharing in on the profits.

Characteristics: Being a mid-level drug dealer for the Tyger Claws has gone a bit to

Lance's head. Having a local district dependent on your "services" can make a tinpot dictator out of anyone. Doubly so if you have the backing of one of Night City's most violent gangs. He has heard enough sob stories from addicts to become jaded towards human suffering; having a heart negatively affects the bottom line. Needless to say, he won't part with anything without payment, but if it threatens his relationship with the Tyger Claws, he might think twice.



BODY SWAPPING

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With the advent of braindance technology, many hackers and psychonauts found ways to make the tech more than just glorified entertainment. Braindance recordings of powerful drug experiences or spiritual realizations of “oneness” were among the most common braindances shared with the early psychonauts. This focus on empathetic experiences led to the development of something more novel, shared braindance.

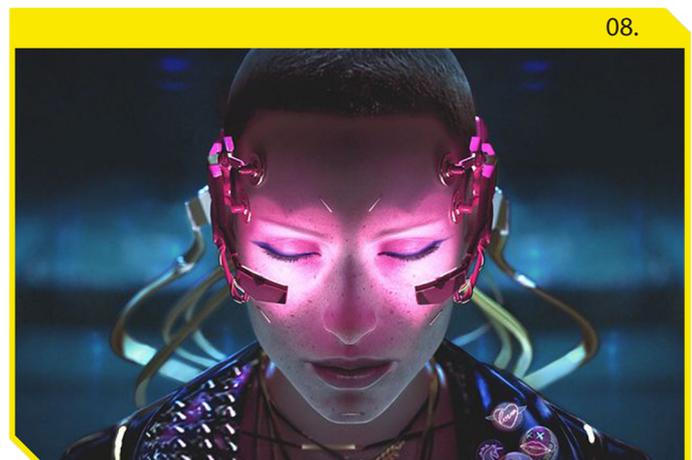
What if you could live stream someone’s neural impulses straight into your brain and feel what they feel in the moment? What if you could take it a step further and share your own neural signals back with that person? These questions lead to Vice Versa’s development, a software that allows users with two braindance kits to swap and share neural signals, as well as motor control. In effect, this software enables two people to switch bodies.

Since its creation, the full version Vice Versa has remained a closely guarded secret by its creators out of fear that it could fall into the wrong hands. Even though the tech requires a local connection, with enough research and funding, it could be made wireless, leading to all manner of impersonations or manipulative uses.

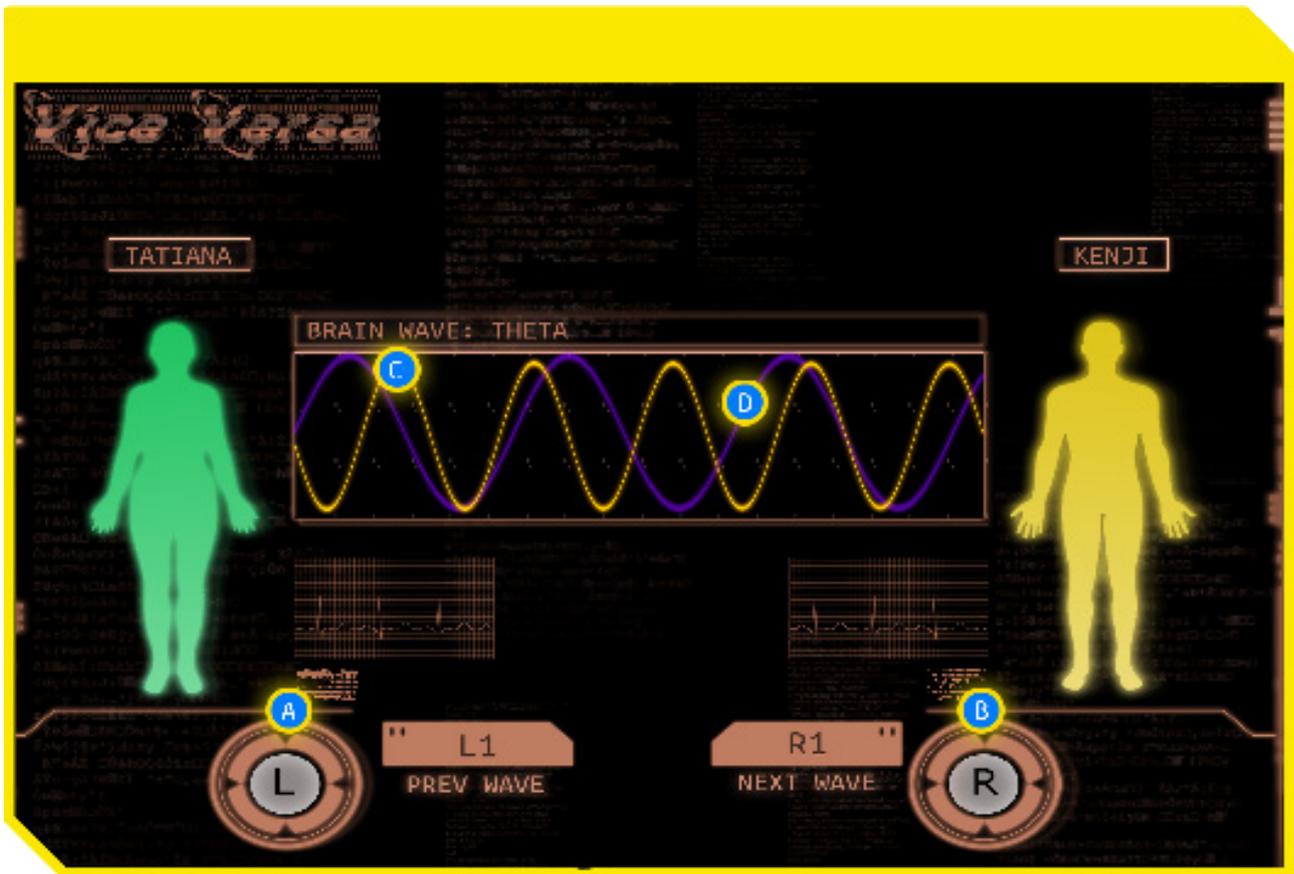
For now, a limited software version circulates through black markets. This version reduces the time that a couple can be swapped and the degree of motor control a user has. It’s often sold as a party gag for those with the eddies and more than one braindance terminal. However, cracked versions of this software also exist, and these do not share the same limitations or safety features.

Braindance swapping can be dangerous if not performed with the proper supervision or the right easing in and out of the experience. An abrupt exit from the braindance, such as a power loss or removing the head equipment, can have dire consequences for one or both of the users. Residual brain imaging is just one of the potential side effects of a premature ending.

With residual brain imaging, the affected user loses the ability to access their own memories or motor control. If the session was long enough, the residual brain image might lead to total respiratory and heart failure. It can take weeks or months for residual brain images to fade if they fade at all. This is why braindance swappers must ease in and out of the experience, much the same way a DJ must skillfully crossfade between musical tracks.



SWAPPING IN GAME



Before V starts the swap, they must pass a simple check of their tech ability stat. V's tech ability must be high relative to their other stats before interacting with the braindance terminal. Once they open up the terminal, V will be presented with the above user input screen.

To put the couple back in their correct bodies, V must match their brain waves to their original body's brain waves. Inside the braindance terminal, V will be presented with controls, figures A and B, to modify the current brainwave, figure C, to match the correct brain wave, figure D.

Rotating the left control will change the wavelength, and rotating the right control will change the amplitude or wave height. Once the current wave matches the original wave, V can move on to the other waves using the wave controls. There are a total of 6 waves to match. V will have to be quick about matching the waves as they will shift over time, and the couple must maintain coherence before being pulled out of the braindance.



ENDINGS / REWARDS

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SWAP THE COUPLE

Summary: If V has high enough technical ability points, they can swap the couple back to their appropriate bodies using the braindance terminal. After matching their brain waves to the correct body, the couple will be returned to their proper bodies.

This means that Kenji will be conscious and able to aid V in delivering the now unconscious Tatiana to Trauma Team. Kenji will unlock the service elevator, allowing V to grab Tatiana and discreetly exit Tyger Claw territory without being noticed. The service elevator exits towards the back of the building, where after V's radio call, Simmons will be waiting to meet them. After delivering Tatiana and a conversation with Simmons, V will be rewarded with the promised eddies plus a bonus.

Rewards:

2 street cred

5,000 Eddies

Platinum plan trial - This limited use item allows V to call in Trauma Team as back up once in an outdoor area. After its first use, it will not be able to call in Trauma Team.

Consequences: Swapping the couple is the most discreet and direct method of finishing the quest. It satisfies everyone's needs and has some of the most considerable rewards. Tatiana is likely to live, and Simmons' team was spared. Switching the couple also saves Kenji, as unplugging Tatiana from the braindance terminal would have left Kenji in a vegetable-like state. Furthermore, the Tyger Claws were not made aware of a Mox being on their territory and dating one of their members. However, since V wasn't able to speak to the couple, they will likely continue seeing each other and push the limits of their precarious relationship.



UNPLUG AND TAKE THE ELEVATOR

Summary: If V lacks the technical ability to swap the couple but can hack the elevator door, they can unplug Tatiana from the braindance terminal and discreetly exit the building. Kenji will be left in his room to die, but V will meet all of Simmons's conditions. Once V radios Simmons, his team will be waiting for V to hand over Tatiana. After a conversation with Simmons, V will receive his reward.



ENDINGS / REWARDS

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UNPLUG AND TAKE THE ELEVATOR (CONT)

Rewards:

2 street cred
5,000 Eddies

Consequences: While this ending satisfies Simmons' conditions and V will receive their half of the commission, it leaves a few stones unturned. Ultimately, Kenji will not survive this encounter. When Tatiana is released from the hospital, she will attempt to reconnect with Kenji to find that he is not answering her calls. She will attempt to contact V, asking what they did with Kenji and where he is.

Finally, in desperation, Tatiana will return to Kenji's apartment, only to find that he is dead. However, it will not be safe for her, and she will not survive alone on Tyger Claw turf. If V returns to the building, they will find her being airlifted out of the building by the Trauma Team coroners.



10.

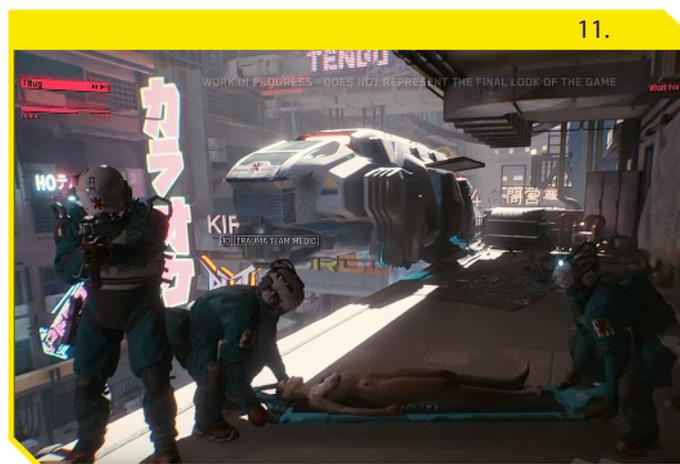
UNPLUG AND SNEAK OUT...OR SHOOT A WAY OUT

Summary: If V lacks the technical ability to swap the couple and can't hack the elevator door, they can unplug Tatiana from the braindance terminal and attempt to sneak out of the building. Kenji will be left in his room to die, but V will meet all of Simmons' conditions. Once V radios Simmons, his team will be waiting for V to hand over Tatiana. After a conversation with Simmons, V will receive his reward.

Rewards:

5 street cred (if silent)
4 Street cred (if V shot their way out)
5,000 Eddies

Consequences: This ending is similar to the last, but with a few differences depending on how well V sneaks out. Ultimately, Kenji will not survive this encounter. If V kills any Tyger Claws while sneaking out, the Tyger Claws will seek vengeance. They will go on a tirade killing innocent Moxes for Kenji's death and their fellow Tyger Claws. V will hear about the horrors that the Tyger Claws have done over the news. When Tatiana is released from the hospital, she will attempt to reconnect with Kenji as in the last ending and ultimately die.



11.



ENDINGS / REWARDS

USE ADRENALINE SHOT

Summary: If V opts to not sneak or hack their way to complete the quest, they can follow up on information that Tatiana gave about Kenji's dealer, Lance. Lance has in his possession an adrenaline shot that will end a heroin overdose. Even though Simmons believes that Tatiana is overdosing on synthcoke, he hints that she may have taken more than just coke.

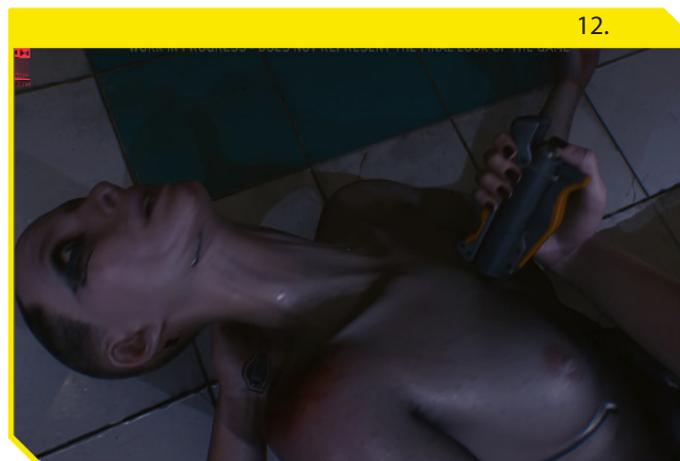
V can confirm this by talking to Lance, who operates down the hall from Kenji's apartment. Lane will indicate that he indeed sold Kenji Kabuki Brown, a mix of heroin and synthcoke, if V chooses the right words. V can negotiate for the shot or take it by force. Once V has the shot, they can choose to administer it or back out if they aren't confident. To give the shot, V will have to inject it straight into Tatiana's heart. Once V gives the shot, the overdose will be over. Kenji will be able to swap the couple back, and Trauma Team will leave. V can collect his reward from Kenji afterward, plus a bonus from Simmons.

Rewards:

4 Street cred
Custom Yaiba Kusanagi CT3-H with Trauma Team Colors
Platinum plan trial - This limited use item allows V to call in Trauma Team as back up once in an outdoor area. After its first use, it will not be able to call in Trauma Team.

Consequences: Much like the first ending, if V uses the adrenaline shot, all of the quest conditions are met. Trauma Team no longer has a reason to be there since Tatiana's overdose is healed. Being placed in their correct bodies, the couple can secretly leave the building as they usually would.

Since no one dies, the Tyger Claws are none the wiser, and V can freely talk to Tatiana and Kenji. V can even influence them to stop seeing each other on Tyger Claw turf and to be less risky with their relationship. If V does convince them, they will eventually leave their respective gangs and Night City altogether. Kenji reaches out to you after a few in-game weeks, thanking you for that day. He will share how both he and Tatiana got out of Night City, but they started having relationship problems after arriving in New York. Kenji is convinced Tatiana is seeing someone else. He is desperately trying to keep them together, but his new job working as a motorcycle designer keeps pulling him away. He is worried he is going to lose her, but he also cares about his new career. He finishes the message asking how the custom Yaiba is running and if she stills flies through traffic like he used in Night City.



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ART REFERENCES

CDPR-Punch it	01
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