

Cyberpunk 2077 Gig Pitch: Makes Me Feel Better

This gig explores the all too common Night City reality of rampant criminal violence resulting in a childhood cut short by psychological trauma. Additionally, the Scavengers are given more attention to further flesh out their identity. The player will also receive an iconic tech pistol as a reward to remind them of their role in this small story.

As a favor, Regina asks V to rescue her friend Elias Sjödin and his young daughter, Synnøve Sjödin, after their mysterious disappearance. It is suspected that Elias' employer, Raven Microcybernetics (R.M.C.), is behind this but it is later revealed that they were instead simply in the wrong place at the wrong time, ending up as the latest victims of the Scavengers.

This gig takes place in Megabuilding H10 in Little China, Watson, where a Scavenger hideout is hidden in plain sight. Scavs have secretly taken control of a floor, currently on lockdown, making residents of the habitat easy pickings for their harvesting.

While on the way to their apartment in H10, Elias and Synnøve become trapped in an elevator when it unexpectedly stops and becomes unresponsive. The Scavs have hijacked the elevator and make use of it as one of their many methods for kidnapping H10 residents. Elias manages to send a message to Regina for help before being captured by Scavs.

The Scavs discover schematics Elias had been working on and learn of an experimental weapon prototype stored in his apartment. They're interested in the tech and several Scavs, disguised so as not to draw suspicion, search Elias' apartment. They manage to locate the weapon but are unable to use it as it's encrypted to Elias' genetic signature.

At this point, V has entered the Megabuilding. Their first objective is to investigate Elias' apartment for anything that may help track down the missing Sjödin. Before going into the apartment, a resident stops V and says something to the effect of, "Looking for your chooms? You just missed 'em." V questions the resident and learns someone else had been snooping around. V quickly investigates the apartment for any useful information. They discover an empty safe with a datashard containing information about the experimental weapon. V also discovers a key piece of information which helps them locate the Scav hideout.

Upon reaching the hideout V hears a blood curdling scream. Regina calls to provide an update. Elias' vital signs have flatlined and Synnøve's heart rate is spiking. V makes their way through the hideout, sneaking past or dispatching enemies along the way, and finds the Scavs in the middle of harvesting Elias' body for cyberware and organs. They've also restrained Synnøve and are forcing her to watch and scroll an XBD. V neutralizes the nearby Scavs and frees Synnøve. She is in shock and clearly traumatized from recent events. Johnny is surprisingly considerate and offers some helpful advice for V.

Regina calls to give another update saying she's only a few minutes away and is bringing backup. She's not the only one; it turns out more Scavs have returned to the hideout to find it suspiciously quiet. The lights shut off and blast doors close, locking V and Synnøve in. A voice speaking Russian emanates from the intercom, threatening any potential intruders. It's only a matter of time before they find who they're looking for. V realizes they have no choice but to hold off the Scavs until Regina arrives with help.

It's at this point that V notices Synnøve standing next to her father's mutilated body holding the prototype weapon. It's speaking to her with Elias' voice. Johnny is the first to express his concern about the effect this might have on Synnøve's psyche. The gun recognizes Synnøve as an authorized user and begins providing instructions that would provide the most optimal chances of survival in this situation. It requests to connect to the user's personal link which Synnøve does not possess.

The Scav voice can still be heard over the intercom, the gun is requesting a personal link, Synnøve is frozen in place, unresponsive, and Johnny is urging V to make a decision and make it fast. V may attempt to calm Synnøve, bringing her back to reality so she can focus on her survival or they may ignore Synnøve and opt to immediately go after the Scavs before they get any closer. If Synnøve becomes responsive, V can connect their personal link to the gun, getting an advantage over the incoming Scavs. V can freely aim the gun but, as Synnøve is the authorized user, V must tell her when to pull the trigger. In this section the gun is locked to the alternate fire charge shot mode. At any point, V may unlink from the gun and opt to fight the Scavs head on themselves.

After defending their position for several minutes, V and Synnøve are rescued by Regina and her backup. Regina is glad she's alive and thanks V for helping. V briefly tells Regina about what happened. Regina takes Synnøve and the pistol and tells V she will call about this at a later time. For now, Synnøve needs to be taken care of.

Several in-game days later, V gets a call from Regina. V may visit Regina's hideout to reclaim the pistol and pair it to their genetic signature. The artificial intelligence interface has been removed.

Iconic weapon concept:

Commiseration is an experimental tech pistol designed by Elias Sjödin to exploit cyberware and give the user a fighting chance in situations where they're outnumbered, outgunned, and outchromed. It will only fire if it recognizes an authorized living genetic signature. It is equipped with an artificial intelligence interface similar to Skippy but this being a prototype, it currently speaks with Elias' voice. This is only relevant during the gig as Synnøve has an emotional reaction to hearing her father through the weapon. Several in-game days after the gig has been completed, Regina reaches out to let V know they can reclaim a modified version that matches their genetic signature but without the artificial intelligence interface.

As for functionality, the user must connect to the pistol with their personal link in order for it to access their RAM. The pistol has two firing modes which can be toggled by holding down the reload button: The first mode is a traditional rapid-fire tech pistol. The

second mode is a singular charge up shot capable of piercing walls which tags the target and links a number of nearby enemies on the same local net depending on the amount of RAM consumed by the charged shot and other factors such as an enemy's resistance to quickhacks. Enemies linked by this are susceptible to Phantom Pain - a passive quickhack which causes all linked enemies to falsely perceive pain whenever the initial target of the charged shot receives damage. Due to the sheer number of methods to deal damage and dispatch enemies in Cyberpunk 2077, this can be quite a versatile effect. For example, linked enemies that feel the effects of one shot final blows such as a melee finisher, a sniper headshot, or the Suicide quickhack will react differently compared to tick effects like bleed, electrical damage, or the Contagion quickhack. The exact behavior and length of time to recover varies but essentially the goal is to temporarily disorient enemies by causing fear and panic.