# Important stuff

This Document covers the following scenes in the order shown:

**Beat: Midpoint**

1. A Foreboding Nightmare
2. Leaving for the Headquarters
3. Planning the Mission
4. The Infiltration
   1. Through the Front Door
   2. Through the Garage
   3. Through the Roof

Note: many bits of branches require certain variables to be at a certain value in order to pass through, to show this that can be found in between statements in arrow brackets should be considered a branch that isn’t guaranteed to occur, similar to actual javascript (e.g hey man, <if mean is greater than 5> you’re kind of mean<else>you’re alright</if>).

# Scene 1 (A Foreboding Nightmare):

Suddenly, I struggle breathing. Opening my eyes reveals that I’m deep down in some large body of water. I look up and see the surface about 70 feet above me. As I desperately swim to the surface, I feel my lungs draining faster than I can swim. In fact, it feels as if the surface isn't getting any closer no matter how hard I try. As I feel the oxygen in my lungs getting replaced with water, I close my eyes in acceptance of my fate only to suddenly breach the surface of the water.

I quickly roll over so my hands and knees can lift my head out of the water and cough out what feels like two times my body weight of salt water. As I start calming down, I notice that the massive body of water that seemed to have an infinite depth is now only ankle high. This must be a dream, right?

Looking in front of me, I see a massive staircase (I think 10 stories high) leading up to a floating platform with the sun blazing behind it and a cloaked figure staring directly at the sun. I stand up and start walking towards it only to look down and notice that the body of water I was walking through has somehow turned into an ocean of blood

<if violence is greater than 15>

, I also notice that my steps through the blood have somehow made it darker as if the blood got more concentrated.

<else if effectiveness and violence is greater than 0>

, I also notice that my steps through the blood have made it lighter as if the blood was getting diluted.

<else if brutality is greater than 10>

, I also notice that my steps through the blood have somehow turned it into what seems to be dirty water.

<else if effectiveness is greater than 17>

, I also notice that my steps through the blood have somehow changed it back to water as if it was being purified.

<else>

(blank).

</if>

Looking up, the figure on the platform is now looking down at me and three more figures of what seems to be children of various ages are now standing around the hooded one. There seems to be a toddler sitting on the hooded one’s neck with their hands on each temple as if they’re trying to take it off, there’s also what looks to a teenage girl and a teenage boy standing on either side of the hooded one, both have a hand on their side’s respective shoulder of the hooded figure.

I look down again and see a large pile of corpses in front of me

<if violence is greater than 10>

, some of which I recognize have been killed by me.

<else>

(blank).

</if>

After inspecting them for a moment, I realize that the corpses are in the shape of a one-eyed seraph, the symbol of the Watchers. Looking toward the figures again, they’ve somehow moved all the way to the bottom of the stairs, they’re close enough that I can now see the bottom half of the hooded figure’s face, though the faces of the other figures were still obscured. Despite that I can’t see his eyes, I can tell that he’s looking deep into my soul and judging me, he looks…

<if violence is greater than 12>

proud?

<else if violence is greater than 3>

satisfied?

<else>

disappointed?

</if>

# Scene 2 (Leaving for the Headquarters):

The sudden ringing from my phone pulls me from my strange nightmare and jolt up while hyperventilating, I look over at my phone and that it’s a call from the Doctor. I take a couple moments to mentally bring myself back to reality before picking up my phone and answering with a stammered “Yeah?”

Come to the headquarters as soon as possible. – The Doctor.

I struggle to say anything.

Deacon, you there? – The Doctor.

Yeah… yeah, sorry, I just had a… strange dream. – Deacon.

Is that so? It’s probably from the mutations and its effect on your brain. Unless it starts happening more often, I wouldn’t worry about. – The Doctor.

Alright, well you’re the doctor, though not an actual one. – Deacon.

You know I have a medical certificate, right? – The Doctor.

Yeah, a certificate you refuse to show us. – Deacon.

I have my reasons. Anyways, like I said, we need you here asap. – The Doctor.

Has Eveline investigated the bank robbery gang? – Deacon.

Yes, I’ll give a rundown of everything she has found once you get here. – The Doctor.

The Doctor then hangs up and I look at my phone to find a bunch missed calls and messages from mom and that it’s currently 7:16 pm, that nightmare really wanted to keep me there for a while.

I eventually get out of bed and head bathroom to wash my face and wake myself up. After dressing myself, I head downstairs and see my mum and Charlie cleaning up the dishes while dad seems to be drinking coffee while reading the news on his phone, though it could also be bourbon in a coffee mug, which seems like something he would do. As walk past the kitchen towards the front door, I hear my mum pipe up.

Sleeps through most of the day and is now leaving without even saying bye to his mother. – Deacon’s Mom.

<if violence is greater than 10>

I simply ignore her and continue walking towards and through the door. Before closing the door, I hear my mum calling out my name but giving up as the door closes. I then started heading towards the headquarters.

<else>

(sigh) Sorry. I’m going out, bye mom. – Deacon.

Just so you know, I haven’t made you any food so… - Deacon’s Mom.

Don’t worry, I’ll figure something out. – Deacon.

Where are you going? – Charlie.

Going to Veronica’s. – Deacon.

Oh, ok. – Charlie.

Charlie then goes back to helping mom.

Stay safe, boy. – Deacon’s Dad.

I will. – Deacon.

I then head out the front door and towards the Headquarters.

</if>

After some time and some grappling, I eventually make it to the headquarters. As soon as I enter, the Doctor calls out to me while he’s typing away on the computer facing away from me. I walk up him.

Alright I’m here, what’s been happening. – Deacon.

Have a look at this. – The Doctor.

After typing some more on the computer he’s on, two images of double helix strips with random numbers attached appear on the big screen above the computer.

What do you think? – The Doctor.

(shrugs) Just kind of looks like gibberish to me. – Deacon.

(sigh) Really? – The Doctor.

What did you expect me to say? I know nothing about genetics and you know that. – Deacon.

I know, I should have realised that I need to massively decrease my expectations for you. – The Doctor.

Exactly! – Deacon.

Alright now shut up and listen, the code above the helix strips represents the genetic code of the DNA sample that the strip represents. And if you compare the two strips of code, you’ll notice that they are nearly identical with a difference of only about 99.9%. – The Doctor.

Isn’t that normal? – Deacon.

For two regular people, yes, but that’s the issue, these aren’t two normal people. – The Doctor.

Who are they? -Deacon.

The left strip is the DNA from some

<if brutality is greater than 10>

drops of blood

<else>

strains of hair

</if>

from one of the bank robbers, the one who was vastly stronger compared to the rest. The right strip is your DNA. – The Doctor.

What?! – Deacon.

Considering that fully mutated Watchers are only meant to share anywhere from 99.0% to 99.4% of DNA with regular people, this is highly abnormal. For scale, the animal we share the most DNA with are chimpanzees who share about 98.8% of DNA with humans. – The Doctor.

What does this mean? – Deacon.

The only logical explanation that I could come to was that this bank robber, at some point, was given the Watcher mutations. – The Doctor.

Who could’ve done this? – Deacon.

I suspect you’ll find out soon, Eveline is waiting for you at that abandoned chemical factory near the southern gates. Apparently, the gang is using it as their hideout. – The Doctor.

Is the leader there? – Deacon.

She couldn’t see one from the outside but considering the number of gangsters she saw going in and out of the factory, there’s a high chance that he’s in there or there’s some lead we can use. – The Doctor

Alright, I’ll head there now, unless there’s something else you need to tell me. – Deacon.

No, but make sure you tell me the leader’s identity as soon as you learn it. I want to confirm a theory I have. – The Doctor.

Uh, sure. – Deacon.

I leave the headquarters as The Doctor goes back on his computer.

# Scene 3 (Planning the Mission):

I eventually make my way to the rooftop of a building near the factory. Leaning over the edge, I look over the factory. Thugs are crawling all over the front of the building, they also seem agitated for some reason. I then look around at the other buildings around the factory in search of Eveline. Despite my improved eyesight, I can’t find her. Suddenly, a hand touches my shoulder and I immediately spin around and slap it away only to see that it was my trainee.

Ow! Did you really have to do that? – Eveline.

I didn’t know it was you, so yes. Maybe it was the gang leader who just so happened to come onto this exact roof, or even worse, a Jehovah’s Witness trying to teach me about God. – Deacon.

She chuckles as she leans over the edge of the building.

Well, you’re lucky you have enhanced reflexes to save you in either situation. – Eveline.

Yeah, anyways what are I looking at? – Deacon.

You’re looking at the hideout of the gang who robbed the central bank. – Eveline.

Right, anything else? What about the leader? – Deacon.

He hasn’t shown his face yet but he’s likely in there, I’m certain of it. – Eveline.

Got it. The guards out the front, they look on edge, any idea why? – Deacon.

Right… about that… - Eveline.

I turn to look at Eveline.

What? – Deacon.

So, I may have tried to break in on my own. – Eveline.

Okay… - Deacon.

I may have also been spotted. – Eveline.

What? – Deacon.

<if Brutality is greater than 15>

What the fuck is wrong you? – Deacon.

I ju- - Eveline.

You getting spotted has not only made breaking in a lot more difficult than it had to be but now the whole fucking mission could be compromised! – Deacon.

I’m sorry, okay! I ju-just wanted to… - Eveline.

Wanted to what? – Deacon.

I just wanted to prove to myself that I could do it! – Eveline.

And what did you end up proving? – Deacon.

That I can’t do shit. – Eveline.

No, you proved that you can’t do shit yet. You still have a lot of training to go through, but for now, you head back to the headquarters and let me deal with this. – Deacon.

I can still help, just give me another chance… please? – Eveline.

<link for bringing Eveline>

(sigh) Fine, just stay close to me and don’t fuck up again. – Deacon.

I won’t, I promise. – Eveline.

</link>

<link for not bringing Eveline>

No means no Eveline. I don’t want you fucking up the mission more than you already have. – Deacon.

Bu- - Eveline.

Go! – Deacon.

Eveline stares at me angrily for a moment but eventually turns around and leaves.

</link>

<else>

Fuck, were you harmed? – Deacon.

Thankfully not, I was able to escape through one of the second-floor windows. – Eveline.

At least there’s that, but make sure you take this as a lesson. – Deacon.

A lesson of what? That I can’t do anything without any mutations? – Eveline.

No. The lesson is that, mutations or not, you still have a lot of training and experience to gain before you can go on missions on your own. – Deacon.

Right, okay. So, what now? – Eveline

Now it’s probably best I continue this mission on my own, you should back to the headquarters and recuperate yourself. – Deacon.

But I know I can do this, how else am I supposed to get experience if you won’t take me on missions? – Eveline.

<link for bringing Eveline>

No more stupid mistakes? – Deacon.

No more stupid mistakes, I promise. – Eveline.

Fine then, let’s plan our approach. – Deacon.

</link>

<link for not bringing Eveline>

There’ll be other opportunities Eveline, you’ll get experience that way. – Deacon.

(sigh) Fine, I’m going. – Eveline.

Eveline then leaves in the direction of the headquarters.

</link>

</if>

<if Eveline was brought along>

So what’s the plan? – Eveline.

We still have a couple options despite their agitation. – Deacon.

<if2 brutality is greater than 12>

We can always go through the front door. – Deacon.

Is that really a good idea? – Eveline.

Depends on your definition of a good idea, it’ll certainly be the fastest, but we’ll have to go loud, I doubt we’ll be able to sneak our way through the front guards. – Deacon.

</if2>

There’s the garage, one of the doors look stuck open. We might be able to pass through without drawing any attention. – Deacon.

Do we need to go silently? – Eveline.

If we can, it gives us a sizeable advantage over anyone we’re fighting against, plus people tend to have much looser tongues when they don’t know that some vigilante is eavesdropping on them, they might tell us something useful completely unprompted. – Deacon.

But what if we get spotted? – Eveline.

Then we deal with whoever is coming for us as quickly as possible. – Deacon.

Although if we are going for stealth, going for the roof will probably be the best option. It’ll give us the best advantage for dealing with everything silently. – Deacon.

Well, you’re the Watcher, you decide. – Eveline.

<else if Eveline was not brought along>

Alright Deacon, how are you going to get in there?

<if2 brutality is greater than 12>

There’s always the front door, I would have to go loud, and it’ll probably be quite dumb but for this situation, it might just work.

</if2>

There’s the garage, looks like one of the doors is stuck open so I should be able to sneak in, though trying to sneak through the ground level with be difficult, especially with the gang on high alert. Though I don’t necessarily have to stick to stealth, if I wanted to do that then entering through the roof would be the best option, especially if I’m only going for the head of the snake.

Alright Watcher, what’s it going to be?

</if>

<link for the front door (only available with 12 brutality)>

<skip to Scene 4.a>

</link>

<link for the garage>

<skip to Scene 4.b>

</link>

<link for the roof>

<skip to Scene 4.c>

</link>

# Scene 4 (The Infiltration):

## Major branch a (Through the Front Door):

### Eveline branch:

#### Violent branch (only occurs if violence is greater or equal to 14):

Eveline and I walk up to the front door, the three thugs guarding the door obviously notice and try to stop us. I use the hook on my grappling hook to quickly slit the throats of all three of them. I grab one of their pistols before going inside, a Glock 64, something inside makes me believe that I’ll make good use of it soon.

Going inside, we find ourselves in the main factory area where most of the chemicals, equipment, and thugs seem to be located. Two of them were eager to meet us as they stood out of their cover and tried to shoot us with what seems to be MP5s, my reflexes and instincts kick in and I put one bullet in the head of the right thug before putting a bullet into the arm of the left thug causing him to drop his gun, I then pull him towards me with my grappling hook and slam him into the ground with enough force to crack his skull and neck killing him as well. I glance at Eveline for a moment only to see her face expressing fear towards me.

Eveline, it's either their lives or the lives of the innocent. If anything, I’m doing them a favour. – Deacon.

She slowly nods in agreement but I can tell it’s a lie, she still sees these criminals as humans. Oh well, one day she’ll learn, as long as she doesn’t try to stop me, I don’t care what she thinks. Continuing through the main area led to 7 more gangsters appearing and pointing whatever guns they had at us. Eveline ran behind a nearby truck, and I lagged behind to return a couple shots, taking them down to only 4.

One tries to sneak up and attack me while we are in cover, I knock his pistol out of his hand and try to pin him to the ground, he’s surprisingly tough, possibly meaning he was given the Watcher mutations. He gets a couple of powerful punches on me before Eveline picks up his pistol and shoots him in the head. After recovering for a moment, I look at Eveline.

Do you understand what I said before now? – Deacon.

I think so. – Eveline.

Good, now hand me the gun. – Deacon.

Gun in hand, I climb onto the truck and leap behind the crates that the 3 remaining thugs were using as cover. Before they could turn around, I shoot the 2 thugs on the left and right before pointing my pistol at the remaining gangster. After turning around, he looks at his dead allies before dropping his SMG and pleading with me.

Pl-Please don’t kill me, I-I’ll leave a-and you’ll never see me again. I promise! – Thug.

I slowly walk towards him and place my pistol on his forehead as his breathing turns into hyperventilating.

Wait! Please don’t! – Thug.

I pull the trigger only for the gun click. Empty. The thug’s breathing starts to slow down, cocky fucker even starts smiling.

What a shame. – Deacon.

I bend down to place the pistol on the ground only to pick up his SMG and aim it at him. His smile is immediately replaced with horror. Before he could let out another word, I unload the entire magazine into him, the first bullet was to kill him while the others were for killing his ego. I toss the gun on the ground and turn to see Eveline looking at the thug’s corpse with a similar face of fear as the entrance. She then looks me in the eyes.

Was he still a threat after that first bullet? – Eveline.

I just walk past her and start searching for the leader, Eveline eventually follows. After searching through most of the factory, all we could find was a makeshift chemical lab, glass tubs filled with concentrated acid, bottles filled with Cas9, and vials filled with liquid labelled ‘WrM-22-A’, ‘WrM-22-B’ ‘WrM-23’ and ‘WrM-Ed’.

What are these (in reference to the vials)? – Eveline.

I don’t… wait, these are the Watcher formulas. – Deacon.

Are you sure? – Eveline.

Yeah, the ‘W’ and ‘r’ stands for ‘Watcher’, the ‘M’ stands for Mutations, the numbers after the first dash signify its generation, while the letter after the second dash indicates a variant of that generation. ‘A’ is usually the original. I’m pretty sure 23 is my one. – Deacon.

Who had 22? – Eveline.

Not sure, probably my mentor. – Deacon.

So, it changes with each Watcher? – Eveline.

Not always, according to what the Doctor told me, the Watchers were stuck on the first generation for many years before he joined and started refining the formula. – Deacon.

Huh, but what does Ed mean? – Eveline.

Not sure, a generation is meant to be a number. – Deacon.

Maybe it’s meant to indicate another word? – Eveline.

Possibly, but even I don’t know what word that would… unless… - Deacon.

I look down at the ground and start thinking about what it could possibly mean. Education? Doubt it. Encumbered? No idea what that would mean. Edward? Wait, Edward… shit.

What’s wrong? – Eveline.

We need to find the leader, now! Where haven’t we searched? – Deacon.

Uh, the office, I think. – Eveline.

Alright then, come on! – Deacon.

I start walking quickly towards the office.

Wait, Deacon, what’s wrong? – Eveline.

(While walking) I think I’m about to reunite with an old ‘friend’. – Deacon.

#### Non-Violent branch:

Eveline and I walk up to the front door, the three thugs guarding the door obviously notice and try to stop us. I use one of my grappling hooks to throw one of the thugs into another and steal the pistol off of the third using my other grappling hook. Wielding the gun I

<if violence is greater or equal to 5>

shoot the heads of the three thugs and continue forward.

<else>

knock out the two thugs while Eveline deals with the third.

</if>

Going inside, we find ourselves in the main factory area where most of the chemicals, equipment, and thugs seem to be located. Two of them were waiting for us as they stood out of their cover and aim at us with what seems to be MP5s. I bring Eveline with me behind some crates in front of them before they could pull the trigger.

Thinking quickly, I pull off a plank from the crate and throw it at one of the thugs knocking them to the ground. The other thug looks at them for a moment allowing me to grapple to him and disarm him. I then use his gun to

<if violence is greater than 7>

shoot his friend in the head before shooting him and emptying his gun.

<else>

knock him out before grappling to his friend and doing the same.

</if>

Is that all of them? – Eveline.

I then hear the cocking of guns further in the main area.

Doesn’t sound like it, stay vigilant. – Deacon.

Continuing through the main area led to 7 more gangsters appearing and pointing whatever guns they had at us. Eveline and I ran behind a nearby truck for cover. One tries to sneak up and shoot me, I knock his SMG out of his hand and try to pin him to the ground, he’s surprisingly tough, possibly meaning that he was also given the Watcher mutations. He gets a couple of powerful punches on me before Eveline picks up his SMG and

<if violence is greater or equal 9>

shoots him in the head.

<else>

chokes him out with it giving me time to get up and punch him until he goes unconscious.

</if>

Fuck… you okay? – Eveline.

Yeah, just need to deal with the rest. – Deacon.

I look and see that the remaining gangsters are close together, one smoke bomb will cover all of them and will let me deal with them without issue. I just need to decide how to deal with them.

<link for kill the group (forced if violence is greater than 10)>

I climb on top of the truck and toss a smoke bomb into the group. Using the smoke as cover, I was able to kill all of them using the hook from my grappling and the knives some of them were carrying.

</link>

<link for disarm then fight the group>

I climb on top of the truck and toss a smoke bomb into the group. Using the smoke as cover, I was able to disarm the remaining thugs. Wanting to give them a fair shot, I stand behind them while waiting for the smoke to dissipate and for them to notice me. Upon seeing me, two of them attempt to punch me, I trip the first guy and slam his head into ground knocking him out before grabbing and breaking the arm of the other the second guy and punching his head and knocking him out. Three more try to attack me, I slam two of their heads together before grappling to the third and throwing him at the remaining thugs.

</link>

<link for knock the group out>

I climb on top of the truck and toss a smoke bomb into the group. Using the smoke as cover, I was able to quickly knock out the remaining thugs.

</link>

After regrouping with Eveline, we begin searching through the factory for the leader. After searching through most of the factory, all we could find was a makeshift chemical lab, glass tubs filled with concentrated acid, bottles filled with Cas9, and vials filled with liquid labelled “WrM-22-A”, “WrM-22-B” “WrM-23” and “WrM-Ed”.

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Maybe it’s meant to indicate another word? – Eveline.

Possibly, but even then I don’t know what word that would… unless… - Deacon.

I look down at the ground and start thinking about what it could possibly mean. Education? Doubt it. Encumbered? No idea what that would mean. Edward? Wait, Edward… shit.

What’s wrong? – Eveline.

We need to find the leader, now! Where haven’t we searched? – Deacon.

Uh, the office, I think. – Eveline.

Alright then, come on! – Deacon.

I start walking quickly towards the office.

Wait, Deacon, what’s wrong? – Eveline.

(While walking) I think I’m about to reunite with an old ‘friend’. – Deacon.

### Non-Eveline branch:

#### Violent branch (only occurs if violence is greater than 14):

I walk up to the front door, the three thugs guarding the door obviously notice and try to stop me. I use the hook on my grappling hook to quickly slit the throats of all three of them. I grab one of their pistols before going inside, a Glock 64, something inside makes me believe that I’ll make good use of it soon.

Going inside, I enter the main factory area where most of the chemicals, equipment, and thugs seem to be located. Two of them were eager to meet me as they stood out of their cover and tried to shoot us with what seems to be MP5s, my reflexes and instincts kick in and I put one bullet in the head of the right thug before putting a bullet into the arm of the left thug causing him to drop his gun, I then pull him towards me with my grappling hook and slam him into the ground with enough force to crack his skull and neck killing him as well.

Almost got me, you prick. – Deacon.

Continuing through the main area led to 7 more gangsters appearing and pointing whatever guns they had at me. I slowly move towards a nearby truck while returning shots, taking them down to only 4. One tries to sneak up and attack me with a pistol, I knock his gun out of his hand and try to pin him to the ground. He’s surprisingly tough, possibly meaning he was given the Watcher mutations. He gets a couple of powerful punches on me before I kick him in the balls causing to fall on the ground. I get on top of him and gave some of my own punches until he stopped moving

<if violence is greater than 16>

and his face became unrecognisable.

<else>(blank).

</if>

I pick up my gun and climb onto the truck, I then leap behind the last 3 gangsters. Before they could even react, I shoot the two on the side before aiming at the last thug in between them. He turns to see his two dead allies before dropping his gun and pleading with me.

Pl-Please don’t kill me, I-I’ll leave a-and you’ll never see me again. I promise! – Thug.

I slowly walk towards him and place my pistol on his forehead as his breathing turns into hyperventilating.

Wait! Stop! – Thug.

I pull the trigger only for the gun click. Empty. The thug’s breathing starts to slow down, cocky fucker even starts smiling.

What a shame. – Deacon.

I bend down to place the pistol on the ground only to pick up his SMG and aim it at him. His smile is immediately replaced with horror. Before he could let out another word, I unload the entire magazine into him, the first bullet was to kill him while the others were for killing his ego.

See you in hell, you cocky bastard. – Deacon.

I toss the gun on the ground and began searching around the factory.

After searching through most of the factory, all I could find was a makeshift chemical lab, glass tubs filled with concentrated acid, bottles filled with Cas9, and vials filled with liquid labelled “WrM-22-A”, “WrM-22-B” “WrM-23” and “WrM-Ed”. Wait, “WrM”? That’s the Watcher mutations! What did the Doctor say? ‘W’ and ‘r’ stands for Watcher, ‘M’ stands for Mutation, the numbers after the first dash indicates its generation, and any further letters dictates a variant within a generation with ‘A’ usually meaning the original. Pretty sure 23 is what I have, but what the hell is “Ed”, maybe another word? Education? Doubt it. Encumbered? What would that even mean? I look closely at the on the ‘-Ed’ vials. Ed-ward? Wait, Edward. Fuck, how did I not realise it sooner? I throw all the vials onto the floor. I’ve already checked nearly everywhere in this factory, he must be in the office.

You were supposed to be dead, old ‘friend’. Don’t worry, I’ll put you back where you belong. – Deacon.

#### Non-Violent branch:

I walk up to the front door, the three thugs guarding the door obviously notice and try to stop me. I use one of my grappling hooks to throw one of the thugs into another and steal the pistol off of the third using the other grappling hook, using the gun I

<if violence is greater or equal to 5>

shoot the heads of the three thugs and continue forward.

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knock out the two thugs before throwing it at the third knocking him out as well.

</if>

Going inside, I enter the main factory area where most of the chemicals, equipment, and thugs seem to be located. Two of them were waiting for me as they stood out of their cover and aim at us with what seems to be MP5s. I take cover behind some crates in front of them before they could pull the trigger.

Thinking quickly, I pull off a plank from the crate and throw it at one of the thugs knocking them to the ground. The other thug looks at them for a moment allowing me to grapple to him and disarm him. I then use his gun to

<if violence is greater than 7>

shoot his friend in the head before shooting him and emptying his gun.<else>knock him out before grappling to his friend and doing the same.

</if>

Continuing through the main area led to 7 more gangsters appearing and pointing whatever guns they had at me. I ran behind a nearby truck for cover. One tries to sneak up and shoot me with an SMG, I knock his gun out of his hand and try to pin him to the ground. He’s surprisingly tough, possibly meaning that he was also given the Watcher mutations. He gets a couple of powerful punches on me before

<if violence is greater or equal 9>

grabbing his gun and hitting him with it and giving me the opportunity to quickly shoot him in the head.

<else>

grabbing his gun and hitting him with it until he goes unconscious.

</if>

Fucking hell… c’mon Deacon, there’s still more left. – Deacon.

I look and see that the remaining gangsters are close together, one smoke bomb will cover all of them and will let me deal with them without issue. I just need to decide how to deal with them.

<link for kill the group (forced if violence is greater than 10)>

I climb on top of the truck and toss a smoke bomb into the group. Using the smoke as cover, I was able to kill all of them using the hook from my grappling and the knives some of them were carrying.

</link>

<link for disarm then fight the group>

I climb on top of the truck and toss a smoke bomb into the group. Using the smoke as cover, I was able to disarm the remaining thugs. Wanting to give them a fair shot, I stand behind them while waiting for the smoke to dissipate and for them to notice me. Upon seeing me, two of them attempt to punch me, I trip the first guy and slam his head into ground knocking him out before grabbing and breaking the arm of the other the second guy and punching his head and knocking him out. Three more try to attack me, I slam two of their heads together before grappling to the third and throwing him at the remaining thugs.

</link>

<link for knock out the group>

I climb on top of the truck and toss a smoke bomb into the group. Using the smoke as cover, I was able to quickly knock out the remaining thugs.

</link>

That’s everyone, time to look for the leader. – Deacon.

After searching through most of the factory, all I could find was a makeshift chemical lab, glass tubs filled with concentrated acid, bottles filled with Cas9, and vials filled with liquid labelled “WrM-22-A”, “WrM-22-B” “WrM-23” and “WrM-Ed”. Wait, “WrM”? That’s the Watcher mutations! What did the Doctor say? ‘W’ and ‘r’ stands for Watcher, ‘M’ stands for Mutation, the numbers after the first dash indicates its generation, and any further letters dictates a variant within a generation with ‘A’ usually meaning the original. Pretty sure 23 is what I have, but what the hell is “Ed”, maybe another word? Education? Doubt it. Encumbered? What would that even mean? I look closely at the on the ‘-Ed’ vials. Ed-ward? Wait, Edward. Fuck, how did I not realise it sooner? I throw all the vials onto the floor. I checked nearly everywhere in this factory, he must be in the office.

It's been a long time, old ‘friend’, but it’s time for us to reunite. – Deacon

## Major branch b (Through the Garage):

### Eveline branch:

Eveline and I sneak through the garage door, surprisingly it’s unguarded making it a fairly uneventful entry into the main area. Upon entering, we immediately hear some guy with a raspy voice yelling at 4 thugs. Seeing as the thugs aren’t trying to kill him, this is probably the leader.

How did you fucking idiots let the girl escape? – Leader.

We tried sir but she was too fast, she must’ve had training. – Thug 1.

Of course she had training! She’s the trainee of the Watcher, she’s meant have fucking training! – Leader.

I’m sorry sir. – Thug 2.

Enough of your excuses, you better be extra vigilant tonight in case she or the real Watcher returns. I’ll be in the office if any of you need me. – Leader.

The Leader then walks away, and the thugs let out a sigh.

He doesn’t seem very nice. – Eveline.

Don’t think most of them are, now c’mon, we need to get to the office. – Deacon.

From this angle, we can’t see much of the main floor beside the more prominent things like the barrels and crates seemingly filled to the brim with chemicals and lab equipment. It’s almost like the factory is still running, as long as you don’t look at the many thugs roaming the area. Using the boxes as cover, Eveline and I sneak through some of the main area until we come across a lone gangster looking through some crates of chemicals.

It's your call, how’re dealing with this guy. – Eveline.

<link for snapping his neck (forced if violence is greater or equal to 7)>

I go up and use the wire from my grappling hook to start choking him. I pull him behind some crates before using the wire to snap his neck.

</link>

<link for knocking him out>

I go up use the wire from my grappling hook to strangle him until he goes unconscious. I then pull his body behind some boxes to temporarily hide it.

</link>

Hey, look at this. – Eveline.

I turn and see Eveline looking in the crate that the thug and going through. Walking up and looking myself reveals that it’s filled with vials of liquid labelled “WrM-22-A”, “WrM-22-B” and “WrM-23”.

What are these? – Eveline.

Not sure… wait, these are the Watcher formulas. – Deacon.

Are you sure? – Eveline.

Yeah, the ‘W’ and ‘r’ stands for ‘Watcher’, the ‘M’ stands for Mutations, the numbers after the first dash signify its generation, while the letter after the second dash indicates a variant of that generation. ‘A’ is usually the original. I’m pretty sure 23 is my one. – Deacon.

Who had 22? – Eveline.

Not sure, probably my mentor. – Deacon.

So, it changes with each Watcher? – Eveline.

Not always, according to what the Doctor told me, the Watchers were stuck on the first generation for many years before he joined and started refining the formula. – Deacon.

Right, so, I guess the leader has been mutating his gang with this. – Eveline.

Definitely, either way let’s keep going. – Dacon.

Continuing through the main floor, we are eventually blocked by two thugs.

Alright, what now? – Eveline

<link for snapping their necks (forced if violence is greater or equal to 9)>

I signal to Eveline to snap the neck of the one on the right, she hesitates for moment before nodding. I silently move behind the thug on the left before getting him into a headlock as soon as I see Eveline do the same. I then snap my thug’s neck but notice that Eveline hasn’t done the same and is instead continuing to choke him out, I pull him from Eveline and use my grappling hook to slit his throat. I then motion to Eveline asking what happened?

Sorry, I just… I’ll do better next time. – Eveline.

You better, let’s go. - Deacon.

</link>

<link for knocking them out>

I signal to Eveline to knock out the one on the right. After Eveline nods and moves towards her target, I silently move behind the thug on the left before getting him into a headlock as soon as I see Eveline do the same. I then strangle my thug until he goes unconscious before checking on Eveline who’s taking a little longer to do the same. When she’s done, we both move the bodies somewhere mostly hidden before continuing on.

</link>

We eventually make it to a more open environment in front of us being the hallway to the office.

<if kill count is greater or equal to 2>

Hey! It’s the Watcher, I knew we were missing people! – Thug.

Almost as quickly as the thug could say that, Eveline and I are surrounded by a group of him and 4 other gangsters.

Shit, what now? – Eveline.

<if violence is greater than 11>

I look at the thugs and notice that some of them have pistols holstered in their belts.

Let me deal with this. – Deacon.

Alone? – Eveline.

Trust me. – Deacon.

What’re you going to doing? – Eveline.

This. – Deacon.

I sprint to one of the thugs and punch them in the face before grabbing his pistol and shooting each of the thugs in the head before they could even react.

Jesus, Deacon. – Eveline

It’s what needed to be done, now come, we still have a leader to visit. – Deacon.

<else>

They’re not using their guns, I’m guessing they want to give us a fair fight. – Deacon.

So, fight? – Eveline.

Don’t see any other option, remember your training, and go for 2 of them, I’ll deal with the rest. – Deacon.

As soon as I was done, two of the thugs charge at me

<if brutality is greater or equal to 8>

so I dodge and grab the arm of one and use said arm to trip the other before breaking the arm, punching the thug and slamming his head into the head of the other thug on the ground.

<else>

so I dodge and trip one of them before countering the other and knocking him out with some quick and hard punches, I then give the same punches to the thug on the floor to knock him out as well.

</if>

I check on Eveline and see that she has finished taking down one of his thugs. Turning back around I get pinned down by a surprisingly strong gangster, high chance he has been given those Watcher mutations from earlier. The mutated gangster starts beating down on me until I kicked him in the balls got on top of him, I then gave some punches of my own until he stopped moving. I check on Eveline again and see that she has finished taking down the last thug.

You good? – Deacon.

She then looks closely at my bloodied face.

I think I should be asking you that. – Eveline.

I’m fine, let’s keep going, we’re almost at the leader. – Deacon.

</if>

<else>

Surprised how smooth it’s been. – Deacon.

Good job, you’ve now cursed us, I bet this building is now going burn down with us in it. – Eveline

Very funny, now then, it’s time to meet the leader. – Deacon.

<if>

### Non-Eveline branch:

I sneak through the garage door, surprisingly it’s unguarded making it a fairly uneventful entry into the main area. Upon entering, I immediately start hearing some guy with a raspy voice yelling at 4 thugs. Seeing as the thugs aren’t trying to kill him, this is probably the leader.

How did you fucking idiots let the girl escape? – Leader.

We tried sir but she was too fast, she must’ve had training. – Thug 1.

Of course she had training! She’s the trainee of the Watcher, she’s meant have fucking training! – Leader.

I’m sorry sir. – Thug 2.

Enough of your excuses, you better be extra vigilant tonight in case she or the real Watcher returns. I’ll be in office if any of you need me. – Leader.

The Leader then walks away, and the thugs let out a sigh before going back to their posts. Eveline really pissed off this leader with that stunt of hers, hasn’t she? Honestly I don’t blame him.

From this angle, I can’t see much of the main floor beside the more prominent things like the barrels and crates seemingly filled to the brim with chemicals and lab equipment. It’s almost like the factory is still running, as long as you don’t look at the many thugs roaming the area. Using the boxes as cover, I sneak through some of the main area until I come across a lone gangster looking through some crates of chemicals. Now to decide how to deal with you.

<link for snapping his neck (forced if violence is greater or equal to 7)>

I go up and use the wire from my grappling hook to start choking him. I pull him behind some crates before using the wire to snap his neck.

</link>

<link for knocking him out>

I go up use the wire from my grappling hook to strangle him until he goes unconscious. I then pull his body behind some boxes to temporarily hide it.

</link>

Before continuing, I take a peek at what the gangster was looking through and find a ton of vials filled with liquid labelled “WrM-22-A”, “WrM-22-B” and “WrM-23”. Wait, “WrM”? That’s the Watcher mutations! What did the Doctor say? ‘W’ and ‘r’ stands for Watcher, ‘M’ stands for Mutation, the numbers after the first dash indicates its generation, and any further letters dictates a variant within a generation with ‘A’ usually meaning the original. Pretty sure 23 is what I have. I guess this what the leader uses to mutate his gang.

Continuing through the main floor, I’m eventually blocked by two more thugs. Now to decide how to deal with them.

<link for slitting their necks (forced if violence is greater or equal to 9)>

I decide to go for the quick option and used the hook on my grappling hook to slit the throats of the two gangster and moving on.

</link>

<link for knocking them out>

I throw some nearby vials to attract one of the thugs in a certain direction while I knock out the other. After the thug goes unconscious, I then quickly take down the distracted thug before he notices his friend. I then tuck their bodies somewhere where they won’t be found for the time being.

</link>

I eventually make it to a more open environment in front of me is the hallway to the office.

<if kill count is greater or equal to 2>

Hey! It’s the Watcher, I knew we were missing people! – Thug.

Almost as quickly as the thug said that, I get surrounded by a group of him and 2 other gangsters. Shit, how am I going to deal with this?

<if violence is greater than 11>

I look at the thugs and notice that of them have some pistols holstered in their belts. I sprint to one of the thugs and punch them in the face before grabbing his pistol and shooting each of the thugs in the head before they could even react. With the gangsters dead, I continue onwards to the leader.

<else>

They don’t seem to have guns equipped, guessing they want a fair fight. Two of the thugs charge at me

<if brutality is greater or equal to 8>

so I dodge and grab the arm of one and use said arm to trip the other before breaking the arm, punching the thug and slamming his head into the head of the other thug on the ground.

<else>

so I dodge and trip one of them before countering the other and knocking him out with some quick and hard punches, I then give the same punches to the thug on the floor to knock him out as well.

</if>

As soon as I get up, I get pinned down by a surprisingly strong gangster, high chance he has been given those Watcher mutations from earlier. The mutated gangster starts beating down on me until I kicked him in the balls got on top of him, I then gave some punches of my own until he stopped moving. I lift up my mask and spit some blood out of my mouth.

Fucking hell. – Deacon

After a moment I get up and continue towards the leader.

</if>

<else>

Smooth sailing for now, hopefully dealing with the leader will be the same.

</if>

## Major branch c (Through the Roof):

### Eveline branch:

Eveline and I sneak through the door on the roof, as usual, it’s unguarded making it a fairly uneventful entry into the main area. From the upper level platforms, we see some guy with a raspy voice yelling at 4 thugs. Seeing as the thugs aren’t trying to kill him, this is probably the leader.

How did you fucking idiots let the girl escape? – Leader.

We tried sir but she was too fast, she must’ve had training. – Thug 1.

Of course she had training! She’s the trainee of the Watcher, she’s meant have fucking training! – Leader.

I’m sorry sir. – Thug 2.

Enough of your excuses, you better be extra vigilant tonight in case she or the real Watcher returns. I’ll be in the office if any of you need me. – Leader.

The Leader then walks away, and the thugs let out a sigh.

He doesn’t seem very nice. – Eveline.

Don’t think most of them are, now c’mon, we need to get to the office. – Deacon.

From this angle, you can see the entire main floor. The amount of barrels and crates seemingly filled to the brim with chemicals and lab equipment makes it seem as if the factory was still running, as long as you don’t look at the many thugs roaming the area.

We have a lot of freedom from up here, we can probably just sneak through directly to the office if we want, it’s your call though. – Eveline.

She’s not wrong, there are a lot of routes to go through, though most of it boils down to what am I trying to do.

<link for killing the entire floor (forced if violence is greater or equal to 8)>

We’re here to make this factory safe once again, and that requires us to reap this entire floor of criminals. – Deacon.

Eveline looks at me with a shocked face.

You serious? – Eveline.

It’s the only way, Eveline, you’ll understand that one day. – Deacon.

We then assassinated, culled and silted our way through the entire main floor. None of the gangsters were left alive to tell the tale.

</link>

<link for subduing the entire floor>

We’re here to make this factory safe once again, and that requires us to subdue the entire floor – Deacon.

You sure? – Eveline.

It’s the only way to make this factory safe, well beside just outright killing them. – Deacon.

We then progressed through the entire main floor taking down all of the gangster in the way. Despite a couple of small situations, we handled it silently.

</link>

<link for sneaking through past the thugs>

We’re not here for the gang, we’re here for the leader. We should deal with the king first, then we’ll think about the pawns. – Deacon

Alright then, I follow you. – Eveline.

We then sneak our way through the main floor, avoiding all of the gangsters in the way.

</link>

Before going to the factory office, Eveline calls out to me.

Hey, look at this. – Eveline.

I turn to see Eveline looking through an opened crate. Walking up and looking myself reveals that it’s filled with vials of liquid labelled “WrM-22-A”, “WrM-22-B” and “WrM-23”.

What are these (in reference to the vials)? – Eveline.

Not sure… wait, these are the Watcher formulas. – Deacon.

Are you sure? – Eveline.

Yeah, the ‘W’ and ‘r’ stands for ‘Watcher’, the ‘M’ stands for Mutations, the numbers after the first dash signify its generation, while the letter after the second dash indicates a variant of that generation. ‘A’ is usually the original. I’m pretty sure 23 is my one. – Deacon.

Who had 22? – Eveline.

Not sure, probably my mentor. – Deacon.

So, it changes with each Watcher? – Eveline.

Not always, according to what the Doctor told me, the Watchers were stuck on the first generation for many years before he joined and started refining the formula. – Deacon.

Right, so, I guess the leader has been mutating his gang with this. – Eveline.

Definitely, either way, let’s keep going, the leader should be just up ahead. – Dacon.

### Non-Eveline branch:

I sneak through the door on the roof, as usual, it’s unguarded making it a fairly uneventful entry into the main area. From the upper level platforms, I spot some guy with a raspy voice yelling at 4 thugs. Seeing as the thugs aren’t trying to kill him, this is probably the leader.

How did you fucking idiots let the girl escape? – Leader.

We tried sir but she was too fast, she must’ve had training. – Thug 1.

Of course she had training! She’s the trainee of the Watcher, she’s meant have fucking training! – Leader.

I’m sorry sir. – Thug 2.

Enough of your excuses, you better be extra vigilant tonight in case she or the real Watcher returns. I’ll be in office if any of you need me. – Leader

The Leader then walks away, and the thugs let out a sigh. The Leader then walks away, and the thugs let out a sigh before going back to their posts. Eveline really pissed off this leader with that stunt of hers hasn’t she? Honestly I don’t blame him.

From this angle, you can see the entire main floor. The amount of barrels and crates seemingly filled to the brim with chemicals and lab equipment makes it seem as if the factory was still running, as long as you don’t look at the many thugs roaming the area. There are plenty of routes to take from this entrance, which one depends on what I’m trying to do.

<link for killing the entire floor (forced if violence is greater or equal to 8)>

I’m here to make this factory safe once again, and that requires reaping this entire floor of criminals. I then assassinated, culled and silted our way through the entire main floor. None of the gangsters were left alive to tell the tale, if they even had any tales to tell.

</link>

<link for subduing the entire floor>

I’m here to make this factory safe once again, and that requires me to subdue the entire floor. I then progressed through the entire main floor taking down all of the gangster in my way. Despite a couple of small situations, I handled it silently.

</link>

<link for sneaking through past the thugs>

I’m not here for the gang, I’m here for the leader. I should deal with the king first, then I’ll handle the pawns. I then sneak my way through the main floor, avoiding all of the gangsters in my way.

</link>

Before continuing to the factory office, I notice an opened crate and decide to take a peek. Looking inside, I find a ton of vials filled with liquid labelled “WrM-22-A”, “WrM-22-B” and “WrM-23”. Wait, “WrM”? That’s the Watcher mutations! What did the Doctor say? ‘W’ and ‘r’ stands for Watcher, ‘M’ stands for Mutation, the numbers after the first dash indicates its generation, and any further letters dictates a variant within a generation with ‘A’ usually meaning the original. Pretty sure 23 is what I have. I guess this what the leader uses to mutate his gang. Well, I guess I should ask him about it personally when I go see him in the office.