- Jackpot.
- **MHAT YOU FIND:**
- ♦ Hunter Association Keycard Could be for restricted areas.
- ♦ Confidential File on Naomi Hayes Thick, marked "CLASSIFIED."
- ♦ Encrypted Phone Locked, but possibly valuable.
- ♦ Sidearm A standard-issue Hunter Association handgun.
- his is big.

You grab everything, stuffing it into your gear. No time to review it now.

Solution You stand. Naomi is already at the door.

Naomi: "Are we done playing spy? Because I'd really like to leave before someone notices he's missing."

She's right. If Raines was watching her, someone else might be too.

NEXT MOVE - HOW DO YOU ESCAPE?

□Go Out the Front Door – Risky, but faster if no one's watching.

ZUse the Fire Escape – Less obvious, but exposed if anyone's watching from outside.

EDisguise Raines & Walk Out Casually – A gamble, but could buy time.

What's your call, Joel?

You said:

2

ChatGPT said:

Action Chosen: Use the Fire Escape

6 No front doors. No walking into a trap. You need to stay unseen.

You move fast, leading Naomi to the window.

Slide it open. No alarms. Good.

Below, a **rusted metal fire escape** zigzags down the side of the building. **A quiet way out—but exposed if someone's watching.**

You glance at Naomi.

Joel: "You good with heights?"

She rolls her eyes.

Naomi: "Better than I am with assassins."

Nou go first.

Feet land light. Hands grip the railing. Silent. Smooth. A rogue's exit.

Naomi follows—not as smooth, but controlled. She's careful. Not her first time sneaking out of trouble.

Halfway down. Almost clear.

Then—a sound from below.

■ Footsteps. More than one. Coming fast.

6 Someone's waiting.

THREAT LEVEL: UNKNOWN - CHOICES

Freeze & Observe – Stay hidden, see who it is before reacting.

Climb Back Up & Find Another Route – Risk losing time, but avoid detection.

⚠Ambush Them First – Hit before they realize you're here.

? Your move, Joel.

You said:

1

ChatGPT said:

Action Chosen: Freeze & Observe

No sudden moves. No noise. You press **flat against the fire escape railing**, signaling Naomi to **stay low.**

She follows without question. Smart girl.

You listen.

Footsteps—heavy boots. Two, maybe three people.

They stop directly beneath you.

WHAT YOU HEAR:

- ♦ Man #1 (Gravelly Voice): "Raines hasn't checked in. Something's wrong."
- ♦ Man #2 (Calm, Cold): "Then we secure the asset."
- ♦ Man #3 (Younger, Nervous): "And if she's compromised?"
- A pause. Then—
- ♦ Man #2: "...Then we clean it up."
- **Shit.**

They're here for Naomi. And if they find Raines unconscious upstairs? You're both dead.

NEXT MOVE - FIGHT OR EVADE?

□Stay Hidden & Let Them Pass – Don't move. Wait for an opening.

Climb Back Up & Find Another Exit – Risky, but avoids direct confrontation.

Enambush Them Before They Enter – Take them out now before they realize what's happening.

Choose fast, Joel.

You said:

3

ChatGPT said:

Action Chosen: Ambush Them Before They Enter

1 You don't wait for them to find you. You strike first.

You glance at Naomi.

Joel (whispering): "Stay back."

She nods, pressing herself against the fire escape. She's smart enough not to argue.

€ You move.

Silent. Fast. Deadly.

You vault over the railing, landing light as a shadow behind the three men below.

They don't even hear you coming.

FIRST STRIKE - WHO DO YOU HIT?

□Man #1 (The Muscle) – Take out the biggest threat first.

ZMan #2 (The Leader) – Cut off command before they react.

EMan #3 (The Nervous One) – Drop the weakest link to cause panic.

\(\) Your target, Joel?

You said:

2

ChatGPT said:

Action Chosen: Take Out the Leader First

6 Cut off the head, and the body falls apart.

You strike fast.

Silent step. Bowstring drawn. Arrow nocked.

The leader barely has time to react before—

M THWIP!
He staggers. Eyes wide. Hands claw at his neck.
Man #1 (The Muscle): "Sh—!"
He reaches for his weapon—too slow.
NOW THE FIGHT BEGINS.
TWO ENEMIES REMAIN – NEXT MOVE?
□Drop the Muscle Next – The big guy is the main threat now.
☑Take Down the Nervous One – Make the last guy panic and break.
I Use the Leader's Body as a Shield – Leverage chaos before they react.
What's your call, Joel?
You said:
ChatGPT said:
Action Chosen: Drop the Muscle Next
No hesitation. No mercy.
€ You pivot—fast.
The big guy is already reaching for his weapon, but he's too slow .
M THWIP!
He roars in pain, staggering.
You don't let him recover.

€ You close the gap—fast.

A hard elbow to the jaw—CRACK! His head snaps back.

l Before he can react—you grab his collar, using his own weight to SLAM him into the wall.

He collapses. Out cold.

FINAL THREAT - THE NERVOUS ONE

The last guy stares at you.

His hands are shaking. His weapon is half-drawn—but he's hesitating.

You see the fear in his eyes.

He knows he's dead if he fights.

HOW DO YOU HANDLE HIM?

□Knock Him Out – End it. No loose ends.

Let Him Run – He'll spread fear, but also alert others.

IInterrogate Him − Find out who sent them before taking him out.

Nour call, Joel.

You said:

3

ChatGPT said:

Action Chosen: Interrogate Him

6 A dead man tells no secrets.

You step forward, bow still drawn. The arrow's tip hovers inches from his throat.

His breath is ragged. Hands shaking.

• He's terrified.
Joel (coldly): "Who sent you?"
Man #3 (stammering): "/—/—"
Joel: "Wrong answer."
€ You flick your aim to his leg and fire-

M THWIP!

The arrow buries into the floor between his feet. A warning shot.

He yelps, flinching back.

Now he's talking.

WHAT HE REVEALS

- ♦ They're not just cleanup. Naomi wasn't supposed to be killed—yet.
- ♦ The order came from a high-ranking Hunter Association official.
- "They don't want her dead, just... buried."
- ♦ He doesn't know why. Only that this isn't the first time.
- Something bigger is happening inside the Association.

WHAT NOW?

□Knock Him Out & Leave Him – He's given all he knows.

ZKill Him – No risk of him alerting others.

Take Him Hostage – Could be useful later.

Your call, Joel.

You said:

3

ChatGPT said: