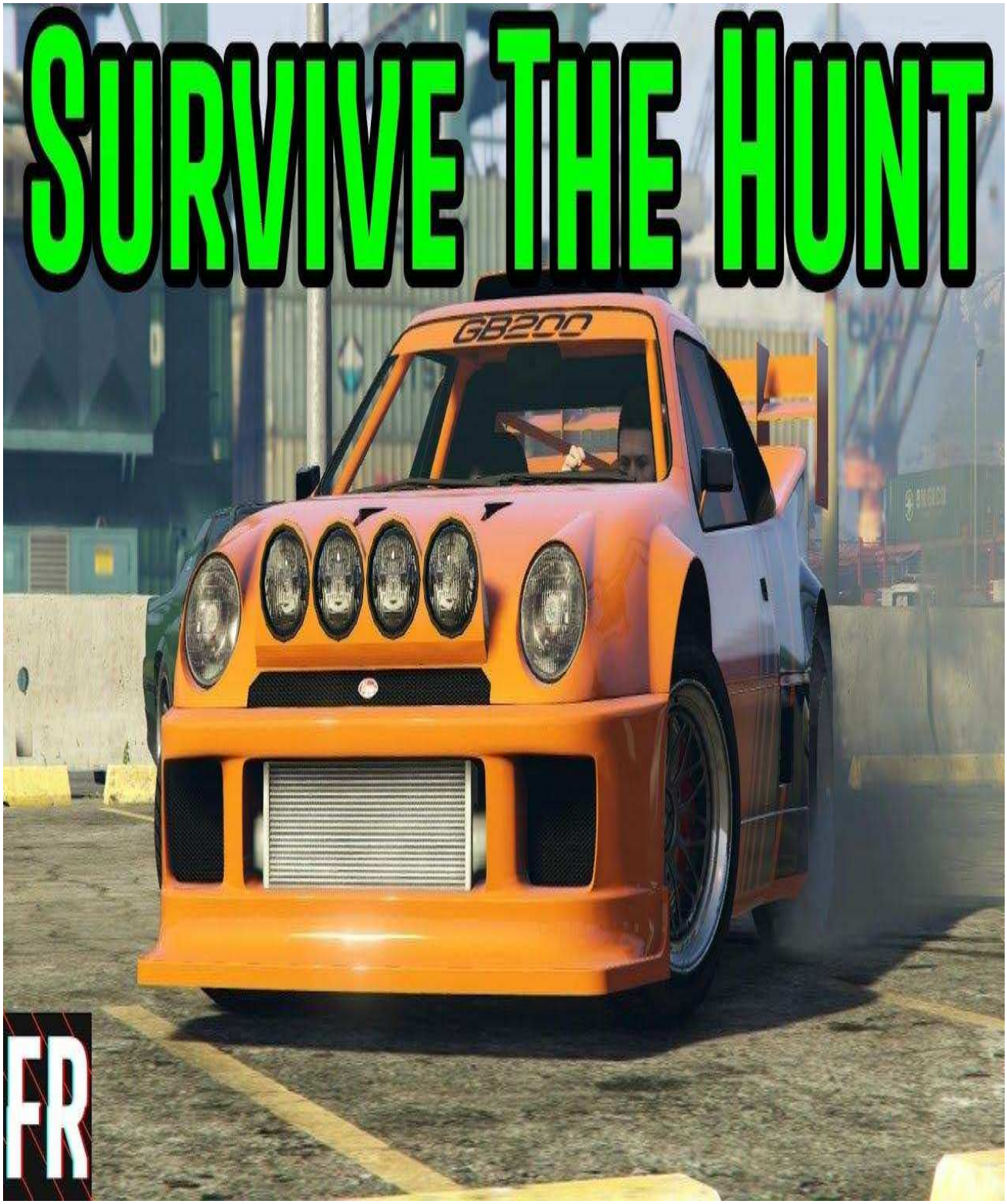

SURVIVE THE HUNT
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GTA 5 Failrace Survive The Hunt 1.0 By **Burkess**

Welcome to Survive The Hunt. Here, you'll experience the world of GTA 5, while being chased by 15 hunters. You'll get to play a variety of permutations of this scenario for as long as you stay here.

After every round, the teams change around so someone else gets to be the hunted, or a new objective is added. Such as the hunted needing to escape the city on an airplane or a blimp, after destroying several marked vehicles. Or there being multiple hunted. Or the hunters having a mole working for the hunted on their side, who is helping the hunted.

Lots of fun and action to be had here.

You'll need these.

1000 Hunt Points.

Locations:

1. San Andreas
2. Free choice

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Hunt Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an <u>additive bonus.</u>

Wasted Respawn Mechanic: Free! In this world, your death is treated as a non-canonical error. You'll somehow survive and reappear at the nearest hospital, fully healed. This is free while in this world, but **costs 500 points** to keep it. You can't use Hunt Tokens to buy this.

Grand Theft Physiology: Your body can recover easily from serious wounds. Eating food provides a regenerative effect that heals trauma and seals up bullet holes. You gain greater durability and strength than a baseline human, and can operate without sleep indefinitely. You do get tired from sprinting, but a short jog will have you ready to go again in a minute or less.

Gta Protagonist: This gets you up to speed, making you a match for a GTA Protagonist. You can shoot guns, fist fight, break into vehicles, dive out of moving vehicles, and know how to sprint very quickly. Your growth rates are accelerated, letting you learn things at a meteoric rate.

A Special Ability: Pick one of the following: Michael's Area Kill, Trevor's Red Mist, or Franklin's Driving Focus. You gain the ability you selected.

Weapons Inventory: You can collect any store any number of weapons and various miscellaneous items. You don't feel any weight from these things, and can call them to you at any moment. Your inventory is neatly ordered so that you can instantly locate anything you need in it.

Hiding In Plain Sight: People second guess themselves when seeing you, leading to you being overlooked. You can hide in plain sight and others will have their eyes slide over you.

Discord In Your Mind: You can set up telepathic communications with other people, similar to speaking to them in a discord chat. You can create any number of these telepathic "servers" and you and those you give permission to can send invited to let other people in.

Well Oiled Hunting Machine: You and your allies remain in sync and know how best to divide labor between everyone. Anyone with a talent for something will quickly be discovered and put to use, as everyone moves with maximum efficiency.

Fortuitous Finding: You've got a brand of luck that helps when looking for someone or something. Happenstance will create coincidences that lead you to your goal, and you'll often come across what you're looking for earlier than you expected.

Bad Luck For Others: You spread bad luck to anyone working against you, causing things to go poorly for them. If someone was searching for you, coincidences and random events would go wrong for them to help keep you ahead of them.

Observation: A keen eye for detail and ability to spot odd behavior. If something is "off" you'll surely notice, and with a bit of investigation, you'll learn what the cause of it is. Perhaps it's just a pedestrian, or maybe it's your target. You'd find out.

Method Acting: You can fully immerse yourself into a role, giving you the ability to fit in and pretend to be something you're not. You do this so cunningly that your body language and tonality seems 100% genuine.

Infinite Patience: You have limitless patience and could spend days waiting in the same spot, only moving when it's time to seize your opportunity. Your mind does not wander. You can choose to focus only on the goal, and your surroundings, and nothing else.

Jump The Gun: Other people get impatient and act prematurely in matters you're concerned with, and in ways that benefit you. Instead of waiting for backup while tailing you, someone may decide to attack you and alert you that you're being watched, leading to you escaping where you'd have been caught if they waited.

Gunplay: Your minimum accuracy with any weapon is 70% now. This lets you win more fire fights, as you're very likely to hit more shots than you'd miss.

The Ambusher: You can think like your potential prey, knowing the best spots to attack them. This also grants you knowledge of the best times and places to lay ambushes in any place you've visited.

Memories Of Places You've Never Seen: In any area you visit, you gain detailed information about the geography and places of interest. This includes shortcuts and other details that locals would know.

Wheelman: Grants exceptional driving skill. Vehicles you drive gain improved handling, making you less likely to crash.

Chameleon: You can tell what would be suspicious in the minds of the people nearby, and know how to conform to their expectations to appear out of the ordinary. Focusing on a person or group of people will give you ideas on how to fool them and appear to be "normal."

Hunting Party: Ability to create a search net that has all your allies converge on the target when it's found. Lets you stick to said target and not lose them despite evasive maneuvers. Works for your allies, too.

Fox Tactics: The power to slip nets and go on wild goose chases. Retracing your steps, acting in ways they don't expect, tricking them into going to the wrong places. These are all tricks that make up your bread and butter, and you'll create new ones on the fly as they're needed.

Dice Roll: You have a form of luck that snowballs. The more events that you encounter which are based on random chance, the more likely it is for you to get a good outcome. In essence, this luck gets better the more you rely on it.

Gentleman's Rules: If your enemies have agreed to a rule, and you don't break said rule, they won't either. They must have agreed to it willingly and felt the terms were fair at the time. It works best for rules that bind both of you. Such as no shooting from cars and only doing so on foot.

Discuss The Hunt: After an encounter with an opponent, you get a play by play of how things went from their perspective. If you were being chased by hunters, you'd get to see every part of the action from their point of view and what they were discussing as they went after you.

Items:

Outfits and Disguises: A collection of highly convincing disguises and costumes that alter themselves to fit the wearer. There's enough to gear up any number of people.

Vehicle Collection: This is one of every vehicle in GTA Online. They respawn.

Armor and Snacks: This is a resupplying stash of armor and snacks. Eating snacks heals you. Armor absorbs damage for you.

A GTA 5 Arsenal: You get one of every weapon in GTA Online.

Indestructible Train: Once it starts, absolutely nothing can harm or stop this damn train. It could knock aside 30 tanks sitting on the tracks like they're LEGO blocks.

Cell phone: Yours has the contacts to various useful people in the GTA 5 world. Contacts you make with this phone will be able to continue to assist you in future worlds and perform similar functions.

Blimp: This is a blimp favored by hunters. The skies are clearer when you fly it, and movement is highlighted.

Npc Traffic: This allows you to spawn over 100 npcs in cars, all of which have looks you can customize. Works great as a diversion. They drive along programmed routes and are programmed to be lifelike and believe themselves to be human. You can use them for purposes besides distractions.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Hunt tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've done 10 rounds or more. Unless this conflicts with another drawback. In that case, finish the other drawback first.

No Car Restrictions: The hunters are usually limited to using top tier, higher end cars only if you do. Now, they'll drive whatever they want.

No Weapon Restrictions: The hunters have a strict selection of weapons they use to balance their massive numbers advantage. Pistols and shotguns. Now they don't, and will use anything they can get.

Maps Allowed: Usually, the hunters aren't allowed to use the map to locate people, as it provides constantly updating information on where someone is. Now they are.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Scaling Rival: You have a custom Hunter enemy who gets a build here that lets them purchase things from this document using as many Hunt points as you spent. They don't like you and want to defeat you.

Death Game: This isn't just fun and games with an auto respawn whenever you or other people here die. This is for real. People die when they are killed. There are no rounds here, and there isn't anything about switching places between being the hunter or hunted. The Wasted Respawn Mechanics perk doesn't function with this, either.

You're going to be hunted by waves of enemies, 15 groups of 15, and then no more will come.

More Hunters: This doubles the number of hunters, giving you 30 in total.

GTA V: You'll experience the events of GTA V after your experiences with Survive The Hunt. You won't be allowed to leave until Michael, Franklin, and Trevor's story comes to a conclusion. Or the three of them die.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?