

Phenom's Ascension

2

Share

You said:

My name is Joel, I'm 22 and from New York

ChatGPT said:

Welcome, Joel! You're about to step into a world where danger, power, and destiny collide.

You're a **Hunter**, one of the few gifted individuals capable of entering **Dungeons**, battling monsters, and growing stronger. But strength comes at a cost—power can consume, and every choice you make will shape your path. Will you remain steadfast, or will you be changed by the darkness within?

our foundation, we'll drop you straight into the action.

Starting Class Options

Since you're new, you'll need to pick a **fighting style** that suits you. Each path comes with its strengths and weaknesses:

1. **Warrior** – Strong, durable, fights up close with swords, axes, or shields. Hard to kill but slower and relies on physical endurance.
2. **Rogue** – Fast, stealthy, and precise. Uses daggers, bows, or quick strikes. Hard to hit but vulnerable if caught.
3. **Mage** – Controls magic, hurls fire, heals wounds, or manipulates the battlefield. Devastating but fragile, relies on mana.

Which one calls to you, Joel? Choose wisely—this is the foundation of your Hunter journey.

You said:

Rogue

ChatGPT said:

Class Chosen: Rogue ✂ ⚡

Speed, precision, and cunning define your path. You aren't the strongest, but you don't need to be—you strike fast, dodge faster, and take down enemies before they even realize they're in danger.

◆ **Starting Weapons:** Twin Daggers or a Shortbow (choose one)

◆ **Starting Skills:**

- **Shadow Step** – A quick burst of movement to evade or reposition.
- **Silent Takedown** – If unnoticed, you can eliminate weaker enemies instantly.
- ◆ **Armor:** Light leather gear, built for speed over protection.

The Beginning

You've just received your **Hunter License**, fresh from the Association. Most Hunters join a guild, but for now, you're on your own. Your first real challenge is waiting:

💀 **A D-Rank Dungeon has appeared nearby.** New Hunters are encouraged to join entry-level raids to gain experience. It won't be easy, but it's your chance to prove yourself.

What do you do?

❑ **Join the Dungeon Raid** – Dive into the action with other new Hunters. Strength in numbers.

🔍 **Scout First** – Observe the Hunters going in, learn how they move before committing.

👤 **Find a Mentor** – Ask a more experienced Hunter for guidance before stepping into danger.

And before we proceed—**Twin Daggers or Shortbow?** ✂️ 🏹

You said:

3

ChatGPT said:

Path Chosen: Find a Mentor

Smart move. Rushing in blind is a great way to get yourself killed. You need guidance—someone who knows the ropes, who can teach you not just how to fight but how to survive.

But finding a mentor isn't easy. Most experienced Hunters are either too busy or too proud to waste time on a rookie. You need to approach this carefully.

Where do you look for a mentor?

❑ **Hunter Association Headquarters** – The safest bet. Some Hunters take apprentices for a price or as part of a guild.

🔍 **The Underground Fighting Ring** – It's illegal, but many rogue Hunters train here. You might find a mentor, but it won't be pretty.

🏠 **The Local Tavern** – Hunters unwind here after raids. If you can impress one, they might take you under their wing.

And one more thing—**what's your weapon of choice?** 🗡️🏹

- **Twin Daggers** – Fast, deadly in close quarters. Best for speed-based combat.
- **Shortbow** – Keeps you at a distance, good for precision strikes.

What's your move, Joel?

You said:

1 and shortbow

ChatGPT said:

Location Chosen: Hunter Association HQ 🏛️

Weapon Chosen: Shortbow 🏹

You make your way to the **Hunter Association Headquarters**—a towering building in downtown New York, filled with Hunters of all ranks. Some are gearing up for raids, others are cashing in monster cores for money. This is where the best and worst of the Hunter world gather.

You approach the front desk, where a tired-looking receptionist barely glances up.

Receptionist: *“Looking for a mentor? Most Hunters don’t take rookies unless you’ve got something to offer. Any skills?”*

You hesitate. You're new, no real experience—but you do have potential.

Your Approach:

1 **Be Honest** – Admit you're a beginner but willing to learn.

2 **Talk Big** – Bluff a little. Say you've trained in archery for years (risky but might impress someone).

3 **Offer a Trade** – Ask if there's anything you can do in exchange for mentorship (errands, scouting, etc.).

What's your play, Joel?

You said:

3

ChatGPT said:

Approach Chosen: Offer a Trade


The receptionist raises an eyebrow. Most rookies either beg or brag, but you're offering something in return. That's different.

Receptionist: *"Hmm. Hunters are always looking for scouts, errand runners, or bait—though I wouldn't recommend that last one."*

She flips through a database on her screen, then smirks.

Receptionist: *"There's one guy who might take you. He's... unconventional."*

She hands you a slip of paper with a name and an address:

 **"Dante Cross – Ex-S-Rank Hunter"**

 **Old Warehouse, Brooklyn**

Receptionist: *"He used to be one of the strongest Hunters, but he retired after some... incident. No one knows why. If you can convince him, you might learn from one of the best."*

This could be a goldmine—or a complete waste of time.

What do you do?

☐ **Head straight to the warehouse** – No time to waste. Find out if he'll train you.

☐ **Ask around about Dante** – Learn more before meeting him. If he's dangerous, you should know.

☐ **Look for another mentor** – This guy sounds like a gamble. Maybe there's someone else.

What's your next move, Joel?

You said:

2

ChatGPT said:

Action Chosen: Ask Around About Dante

You don't rush into things blindly—smart. If this guy was once an **S-Rank Hunter** but suddenly vanished, there's got to be a story behind it. You need to know what you're walking into.

You start asking around, approaching a few Hunters at HQ who look like they've been around long enough to know the name **Dante Cross**.

At first, most brush you off, but after buying a couple of cheap beers for a veteran D-Rank named **Griff**, he starts talking.

What You Learn About Dante Cross

- **Once an S-Rank Rogue**, one of the best archers the world had ever seen.
- Had a reputation for being ruthless in battle, but not without a code.
- **Three years ago**, he went on a high-level dungeon raid with a team. **He was the only one who came back.**
- After that, he disappeared from the Hunter world. Some say guilt broke him. Others say he saw something that made him quit.
- He's still **dangerous**. A few thugs tried to shake him down in Brooklyn last year. None of them were ever seen again.

Griff finishes his drink, then eyes you seriously.

Griff: *"Look, kid, if you're goin' to Dante, don't go in weak. He won't respect a beggar. If you want him to train you, you gotta prove you're worth his time."*

This changes things. You could still meet him, but now you know he won't just take you in because you asked.

Your Next Move:

❑ **Go to the warehouse** and confront Dante. You'll prove yourself if you have to.

❑ **Find something valuable to offer him**—a trade, information, or something that will make him listen.

❑ **Forget Dante and look elsewhere.** This guy might not be worth the risk.

What's your call, Joel?

You said:

2

ChatGPT said:

Action Chosen: Find Something Valuable to Offer Dante

Dante Cross isn't going to take you in just because you ask. You need something that will make him listen—something he wants. But what does a retired **S-Rank Rogue** need?

You sit in the Hunter Association's lounge, thinking. Griff mentioned that Dante disappeared after a dungeon raid went wrong. That might be the key.

Ways to Find Leverage:

1 **Dig into the Raid Records** – The Hunter Association keeps logs of past dungeons. If you can find out what happened on Dante’s last mission, you might have something to offer.

2 **Check the Black Market** – Hunters sell information in back-alley bars and illegal shops. Someone might know something valuable about Dante’s past.

3 **Bait Him with a Challenge** – Some Hunters can’t resist a test of skill. If you find a high-paying archery contest or rogue-style challenge, it might be enough to draw him out.

What’s your move, Joel?

You said:

1

ChatGPT said:

Action Chosen: Dig into the Raid Records

If Dante Cross disappeared after a dungeon raid, then the **Hunter Association’s records** might hold the answer. But getting access won’t be easy—high-level raid reports are usually restricted.

You head back to the front desk, where the same tired receptionist from earlier is scrolling through her phone.

Receptionist: *“Back again? Don’t tell me you chickened out already.”*

You shake your head.

Joel: *“I need to see the records of Dante Cross’s last raid.”*

She raises an eyebrow.

Receptionist: *“Oh, sure. Let me just hand over confidential S-Rank Hunter data to a rookie. Anything else? Maybe the president’s phone number?”*

Yeah... this won’t be easy.

How Do You Get the Records?

1 **Bribe Her** – Money talks. You don’t have much, but maybe you can scrape together enough.

2 **Sneak In** – Rogues are built for stealth. If you can find your way into the Association archives, you might be able to grab what you need.

3 **Convince Her** – Play it smart. Maybe there’s a way to persuade her without breaking the law.

What's your move, Joel?

You said:

3

ChatGPT said:

Action Chosen: Convince Her

You take a deep breath. You're a rogue—not just in fighting, but in thinking. If you can't overpower a problem, you outmaneuver it.

You lean on the counter, keeping your voice calm but firm.

Joel: *"Look, I get it. I'm just some rookie, and you're not supposed to hand out classified info. But Dante Cross isn't just any retired Hunter. Something happened on that raid, and nobody talks about it. Don't you want to know why one of the strongest Hunters in the world just disappeared?"*

The receptionist looks at you, unimpressed.

Receptionist: *"And why do you care?"*

You double down.

Joel: *"Because I need a mentor, and I think Dante's my best shot. But he won't train me unless I give him a reason to. If I can figure out what happened to him, maybe I can get through to him."*

She hesitates, tapping her fingers on the desk. Then, she glances around and sighs.

Receptionist: *"Alright, look—I can't just pull an S-Rank raid file for you. But... if a certain rookie were to 'accidentally' see an old report I forgot to put away, that's not my problem, is it?"*

She gestures toward a side hallway.

Receptionist: *"Break room. Filing cabinet. Ten minutes before my supervisor comes back."*

She goes back to scrolling her phone, pretending you don't exist.

You don't waste time.

Inside the Break Room