The arrow cuts through the air, heading straight for the erratic target.

For a split second, you think you fired too soon—



Direct hit.

The target jerks back, spinning on its rope. Two for two.

Dante **raises an eyebrow.** You could swear, for just a second, there's a flicker of amusement in his expression.

Dante: "Luck, or skill? Guess we'll find out."

You glance at the hourglass.

Four seconds left.

Last shot.

Dante pulls a lever.

The final target drops suddenly from above—straight down at high speed.

No time to think. If you miss, you fail.

Final Shot – The Falling Target

□Shoot Immediately – Fire before it builds too much speed.

ZWait, Then Fire at the Last Moment – Let it fall longer, then time the shot perfectly.

EAim for the Rope Instead – Cut it before the target fully drops.

What's your call, Joel?

You said:

3

ChatGPT said:

Action Chosen: Aim for the Rope Instead



You **ignore the target itself** and focus on the **thin rope holding it up.** It's a **smaller**, **riskier shot**, but if you hit—**the entire target will drop instantly**.



Your arrow cuts clean through the rope.

The target plummets straight down, crashing into the ground.

Dead center.

Silence.

Then—a slow clap.



You turn to see Dante smirking.

Dante: "Huh. Didn't see that coming."

He picks up the fallen target, turning it in his hands. Then, with a small nod—

Dante: "You pass."

(2) TEST OF PRECISION: COMPLETE (2)

+1 ARCHERY SKILL - Your accuracy is improving.

+1 RESPECT from Dante – He's realizing you don't think like a typical rookie.

Dante slings his bow over his shoulder.

Dante: "Two down. One to go."

His smirk fades, replaced by something colder.

Dante: "Now let's see if you can disappear."

FINAL TEST: STEALTH

Four goal: Sneak up behind Dante and touch his back.

The risk: If he catches you, you fail—and he won't go easy.

Dante: "If you can't move unseen, you're just another target waiting to die."

How Do You Approach?

Stick to the Shadows – Stay low, use the warehouse environment to blend in.

ZFake a Distraction - Make a noise elsewhere, then move while he's looking away.

IGo High − Climb the crates and drop down silently from above.

What's your move, Joel?

You said:

1

ChatGPT said:

Action Chosen: Stick to the Shadows

You **slow your breathing**, keeping your movements light as you sink into the warehouse's dimly lit corners. **No sudden movements. No sound.**

Dante stands in the center of the training area, **completely still**. He's not looking at you, but you know better—**he's listening**.

His posture is relaxed, but his muscles are coiled—waiting.

This isn't just a test. It's a hunt.

One mistake, and he'll catch you.

Your Approach:

You need to reach him without being detected.

- ◆ Crates and Cover There are scattered crates and barrels you can use to break line of sight.
- ♦ **Dim Lighting** The warehouse is filled with shadows. Stay low, keep your silhouette hidden.
- ◆ Dante's Instincts He's an ex-S-Rank Rogue. He's not just using his eyes—he's sensing movement, air shifts, even breathing.

Stealth Check - First Move

Slow and Steady – Move carefully, step by step, controlling every breath.

ZQuick, **Silent Dashes** - Move in bursts between cover before he picks up on you.

Thold Completely Still – Wait for him to show any movement before deciding how to strike.

How do you begin, Joel?

You said:

2

ChatGPT said:

Action Chosen: Quick, Silent Dashes

You don't overcommit to one spot. Instead, you move in short, controlled bursts—silent dashes between cover, never staying in one place too long.

Step. Stop. Step. Stop.

Dante doesn't move.

But you can tell—he's waiting. Listening.

Your foot grazes a loose pebble—you freeze.

Dante's head tilts slightly.

For a split second, your heart pounds. Did he hear?

...Nothing.

He doesn't turn.

You exhale silently. Three more dashes and you'll be in range.

Stealth Check – Closing the Distance

Execution Execution Execu

ZSlow Down for the Last Few Steps – Minimize risk as you reach striking distance.

ECreate a Minor Distraction – Toss a small object to make him focus elsewhere before the final approach.

What's your next move, Joel?

You said:
3
ChatGPT said:
Action Chosen: Create a Minor Distraction
You reach into your pocket , feeling around for anything small— a loose button, a coin, anything. Your fingers brush against a small rock.
€ You flick it.
It bounces off a metal crate several feet to Dante's right.
♦ Clink.♦ Silence.
Dante doesn't react immediately. Then, slowly, he shifts his weight ever so slightly—just enough to tilt his ear toward the noise.
It's small, but it's the moment you needed.
⊕ He's listening to the wrong spot.
Final Stealth Check – The Strike
Final Stealth Check – The Strike You're right behind him.
You're right behind him.
You're right behind him. Now, you just have to land the touch without being caught.
You're right behind him. Now, you just have to land the touch without being caught. Reach Out Carefully – Slow, precise, no sudden movement.
You're right behind him. Now, you just have to land the touch without being caught. TReach Out Carefully – Slow, precise, no sudden movement. Tap Him Fast and Back Away – Strike quick before he senses you.
You're right behind him. Now, you just have to land the touch without being caught. **TReach Out Carefully - Slow, precise, no sudden movement. **Tap Him Fast and Back Away - Strike quick before he senses you. **EFake a Strike, Then Tap From the Other Side - Trick his reflexes one last time.
You're right behind him. Now, you just have to land the touch without being caught. TReach Out Carefully – Slow, precise, no sudden movement. Tap Him Fast and Back Away – Strike quick before he senses you. Fake a Strike, Then Tap From the Other Side – Trick his reflexes one last time. How do you finish this, Joel? You said:
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With a sharp, precise motion, you extend your hand-

TAP.

Your fingertips brush against Dante's back.

For half a second, nothing happens.

Then—

♦ Dante MOVES.

Before you can react, he **spins on you** like a shadow breaking free from the darkness. His **hand snaps forward**—too fast, too smooth—**aiming straight for your throat.**

But you're already moving.

You push off your back foot, launching yourself away, just before he can grab you.

You escape.

Dante stops. He lowers his hand, studying you.

For a long moment, silence.

Then—he exhales sharply through his nose.

Dante: "Hmph. Took you long enough."

You're still catching your breath, but inside—you know what just happened.

You passed.



Final Results:

+1 STEALTH – You've learned how to move unseen.

Yet +1 REFLEXES – Your ability to evade threats is improving.

Y +1 RESPECT from Dante – He's finally acknowledging your potential.

Dante's Verdict

He slings his bow over his shoulder and gives you a final measuring look.

Dante: "You're not completely useless, rookie."

For **Dante Cross**, that might be the closest thing to a compliment you'll ever get.

He starts walking away—then stops.

Without looking back, he says:

Dante: "Training starts tomorrow. Real training."

Then, with a final glance over his shoulder—

Dante: "Don't die."

TRAINING ARC: COMPLETE.

NEXT CHAPTER: INTO THE REALM OF HUNTERS 🚿

1 You've passed Dante's tests. Now, the real journey begins.

But are you truly ready for what's coming?

Continue?

You said:

Yes

ChatGPT said:

CHAPTER 3: INTO THE REALM OF HUNTERS

The next morning, Dante doesn't wake you up.

You wake up on your own. Instinct.

Your body is sore from the tests, but your mind is sharper. **You're learning. Adapting. Becoming something else.**

When you step into the warehouse's main hall, **Dante is already there, waiting.** He's adjusting his bowstring, checking the fletching on an arrow—calm, methodical, like a predator sharpening its claws.

Without looking up—