

Apocalypse 721

Chapter 721 Keith, Victor and Martha's Status Windows

"Sweet! This bow is amazing!" Keith exclaimed, rapidly firing arrows through the gaps in Mrs. Winter's thorny vines to prevent the mutated snakes from slithering into the truck. Behind Kisha's vehicle, Ethan and his team fought fiercely, fending off the relentless onslaught of snakes lunging at them from the tall grass.

The trucks swayed dangerously from side to side under the impact, nearly tipping over. If the drivers lost focus for even a moment, they risked being thrown off the road, tumbling into the dirt—where the snakes would surely surround them in an instant.

Fortunately, Kisha had given everyone a heads-up beforehand, allowing them to stay on high alert. With quick reflexes and precise coordination, they managed to outmaneuver the lunging creatures, keeping their convoy moving forward despite the chaos.

Seeing the sheer size of the mutated snakes made everyone's skin crawl. The smallest among them was as long as a bus, with a head large enough to swallow a tall, muscular adult male whole.

They were fortunate to be inside the first-class, military-grade armored trucks capable of withstanding blasts, but even these vehicles had their limits. There was only so much damage they could endure before succumbing to the relentless assault.

With no other choice, they unleashed their awakened abilities. Keith's support proved to be a lifesaver—his bow and arrows had a target-lock function, ensuring each shot found its mark with deadly precision.

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[Divine Long Bow]

[Description: Forged from the sacred wood of the High Elves' revered Divine tree, this legendary longbow is bestowed only upon the most elite warriors—the Sacred Rangers. These warriors hold the highest rank among all elves, sworn to protect their ancestral lands from the corruption of monstrous beings such as ogres, tainted ents, and dark fae.

The longbow is not merely a weapon but a symbol of status and strength, awarded only to those who have survived the grueling trials of the Sacred Rangers. With their unparalleled skill, these rangers defend their homeland without rest, ensuring that no enemy taints its purity.

Only a limited number of these bows exist, each crafted for a warrior who has proven their worth. However, one bow has vanished—the very one that once belonged to the captain of the Sacred Rangers, the eldest and most formidable of all High Elves. Both the bow and its wielder have disappeared without a trace, leaving behind unanswered questions and whispers of a forgotten legend.

Grade: Legendary

Type: Weapon

Attributes:

Agility +10

Strength +15

Effects:

*Target Lock-On: Allows the user to lock onto a target, ensuring the arrow never misses.

*Pierce: Grants a 20% increased chance to penetrate armor upon impact.

*Sharpshooting: Provides a 60% increased accuracy for targets up to 50 meters away. (Activation Requirement: Strength 250)]

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Upon seeing the longbow's description, even Kisha felt reassured about letting Keith fight at the back without worrying too much. She had specifically given him this weapon because it suited him best.

As a support-type awakened ability user specializing in illusion manipulation, Keith had always strived to become an all-rounder. He put immense pressure on himself, determined not to be a burden to his sister and to protect his family.

Despite his limitations in close combat, Keith had trained relentlessly in long-range combat, knowing that his physical strength alone wouldn't be enough to hold his ground in a melee fight.

Although he learned valuable close-combat techniques from the Winters' and Ethan, his abilities were much better suited for ranged attacks and strategic support.

The best way to maximize his effectiveness was to keep him at a distance, where he could fight safely while providing crucial support to the team.

It was a fortunate coincidence that Kisha had drawn the 'Divine Long Bow' during a Gachapon Draw. Since both she and Duke were already satisfied with their weapons—her preference being multiple daggers, which complemented her telekinesis—she had stored the longbow in her inventory, thinking it might come in handy one day.

That day came when she noticed Keith's growing interest in long-range weaponry. Deciding to give him the bow, she was surprised to discover that he had a natural talent for archery. Though still a bit clumsy, with time and training, he had the potential to become a formidable sharpshooter.

After some time, Kisha decided to check Keith's status window, along with her grandparents'. She realized that she hadn't thoroughly reviewed their statuses in quite a while, having only given them a quick glance before. This time, she intended to examine them more carefully and with due diligence.

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[Keith Aldens]

Level 0 (Exp: 98/100 X 0.5)

Strength: 40 (+15)

Stamina: 25

Defense: 20

Agility: 30 (+10)

Mental Capacity: 35

Charm: 19

Leadership: 13

Spiritual Energy: 35

Title: None

Skills: Phantasm Level 1

Talent: Mind Manipulation

Gift: None

Ability: Mental (Illusion)

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[Victor Aldens]

Level 0 (Exp: 50/100 X 10)

Strength: 32

Stamina: 30

Defense: 28

Agility: 25

Mental Capacity: 32

Charm: 15

Leadership: 20

Spiritual Energy: 35

Title: None

Skills: Strength Enhancement Level 1, Speed Enhancement Level 0, Defense Enhancement Level 0

Talent: Amplification

Gift: One Body, One Soul

Ability: Body Enhancer

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[Martha Aldens]

Level 0 (Exp: 44/100 X 10)

Strength: 15

Stamina: 25

Defense: 17

Agility: 20

Mental Capacity: 19

Charm: 16

Leadership: 16

Spiritual Energy: 30

Title: None

Skills: Soothing Hand Level 1

Talent: Peace Maker

Gift: Sanctuary

Ability: Home Maker

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Seeing her grandparents' 'Talents' and 'Gifts', Kisha's interest was piqued. Since this was her first time thoroughly checking this part of their status window after their awakening, she hadn't fully understood the extent of their abilities until now.

It dawned on her that she had unknowingly wasted system points on purchasing remedies for Sparrow and the rest of the group 6's status abnormalities.

Her grandmother's 'Soothing Hand skill', for instance, was capable of removing most status abnormalities—so long as they weren't stronger than her own ability. This meant that many of the ailments Kisha had spent points on could have been cured naturally.

Only those with particularly strong effects, beyond her grandmother's current level, remained untreatable for now. However, as her grandmother continued to level up, the effectiveness of her skill would only improve.

And to think that their stats had improved so drastically—from single digits to double digits—while she was away was proof of their dedication to becoming stronger. However, their next crucial step was to level up to Level 1.

Although their current strength made them comparable to elite humans—capable of easily taking down an average person—humans were not their only enemies. The real threat lay in the evolving zombies, which continued to grow stronger over time.

At their current level, Keith and her grandparents wouldn't stand a chance against the increasingly powerful undead. They needed to keep pushing forward if they wanted to survive what was coming.