Four: A Divergent Collection

"*Fans of the Divergent series will devour this collection of four prequel stories told from Tobias Eaton's (Four) perspective. Discover how he became the enigmatic Dauntless leader—his initiation, fears, and the choices that shaped his identity before meeting Tris Prior.*"

This book delves into **Four’s backstory**, revealing his transition from the **Abnegation faction** to **Dauntless**, his struggles with authority, and his complex relationship with **Eric** and **Marlene**. It also includes **three exclusive scenes** from *Divergent* told from his perspective.

The Transfer

The chapter opens with the protagonist emerging from a simulation test, biting her lip hard enough to draw blood. Tori, the Dauntless administrator, questions whether she was aware of the simulation's artificial nature—a critical detail foreshadowed by the protagonist's father. Despite her internal conflict, she lies about her awareness, receiving a result confirming her alignment with Abnegation. The label feels suffocating, highlighting her dissatisfaction with the faction's restrictive values and her father's controlling influence over her choices.

Tori probes further, offering a rare moment of vulnerability by declaring the room a "safe space," but the protagonist remains guarded. Her inner monologue reveals she had anticipated the Abnegation result, having been coached by her father, yet she yearns for any other faction. The tension between societal expectations and personal desire is palpable as she leaves the room, haunted by Tori's warning that her choice

will define her future far more than others'.

Returning to the cafeteria, the protagonist observes the stark contrasts between factions: Erudite's performative studiousness, Candor's boisterous honesty, Amity's warmth, and Dauntless's unrestrained energy. Her isolation among the Abnegation—viewed as an outsider due to her father's restrictions—fuels her resentment. The announcement of the impending Choosing Ceremony underscores the weight of her decision, while her peers' rigid adherence to Abnegation norms (like waiting to exit last) deepens her sense of alienation.

In a burst of rebellion, she flees through the city, shedding her Abnegation jacket and exploring the factionless wasteland. The derelict buildings symbolize societal decay, yet she finds intrigue in traces of life—a lone ember in an abandoned room. This exploration mirrors her internal search for identity beyond prescribed roles, ending on a note of curiosity and defiance as she steps into the unknown, physically and metaphorically.

The Initiate

The chapter opens with the protagonist training intensely in a Dauntless facility, their hands bruised from relentless fights. Amar, a fellow initiate, observes their solitary habits and notes their upcoming match against Eric, a formidable opponent. The protagonist reflects on their previous fights, revealing lingering guilt over hurting an Amity girl and pride in outlasting a Candor boy. Despite their physical exhaustion, they push through pain, a habit ingrained since childhood, yet doubt their ability to defeat Eric, who demands greater skill and strength.

Amar confronts the protagonist about their isolation, contrasting it with other initiates who bond during training. He invites them to join a Dauntless game, emphasizing the importance of camaraderie. Initially hesitant, the protagonist recalls their decision to break free from their father’s rigid expectations and agrees. The game, "Dare," involves risky challenges and drinking, fostering a sense of belonging. Lauren, a Dauntless member, sets the tone with a bold dare for Amar, while the group cheers, showcasing their fearless and playful dynamic.

During the train ride, the protagonist interacts with other initiates, including Zeke and Shauna, who admire their Dauntless-like resilience. Shauna questions the protagonist’s surprise at her fighting spirit, challenging their preconceived notions about gender and strength. The protagonist admits their unfamiliarity with Dauntless culture, feeling like an outsider. Despite their initial awkwardness, they begin to relax, observing the easy camaraderie among the group, which contrasts sharply with their former life in Abnegation.

The chapter highlights the protagonist’s internal conflict between their disciplined upbringing and the Dauntless ethos of boldness and community. Their participation in the game marks a tentative step toward integration, though they still grapple with imposter syndrome. The interactions with Zeke and Shauna offer glimpses of

acceptance, while the dare game symbolizes the thrill and risk central to Dauntless identity. The protagonist’s journey reflects a broader struggle to redefine themselves in a world that values fearlessness and connection.

The Son

The chapter opens with the protagonist settling into a sparse Dauntless apartment, reflecting on their choice to live alone despite the communal nature of their new faction. They unpack their few belongings, including a torn Abnegation shirt, symbolizing their transition from their former life. The quiet moment is interrupted by Max, a Dauntless leader, who scrutinizes the protagonist's lingering ties to Abnegation. His disdain for their past faction is evident, setting the tone for the tension between the protagonist's old identity and their new Dauntless role.

Max reveals an unexpected opportunity: the protagonist has been selected for a rigorous year-long training program to potentially become a Dauntless leader. Despite initial hesitation—stemming from a reluctance to be forced into the role—the protagonist agrees, recognizing the chance to influence Dauntless from within. Max's offer is both a privilege and a challenge, forcing the protagonist to confront their mixed feelings about leadership and their unresolved past. The chapter highlights the protagonist's internal conflict between their Abnegation roots and their Dauntless future.

The protagonist's friends, Zeke and Shauna, react with a mix of humor and admiration when they learn about the leadership opportunity. Their lighthearted banter contrasts with the protagonist's unease, particularly their dread of facing their father, a prominent Abnegation figure, in future faction dealings. This looming confrontation underscores the emotional weight of their decision, as the protagonist grapples with the reality of their new position and the fears it resurrects.

The chapter closes with the protagonist surrounded by friends, yet acutely aware of the scrutiny and expectations now placed upon them. Their journey from a solitary initiate to a potential leader is marked by both external validation and internal doubt. The narrative emphasizes the protagonist's struggle to reconcile their past with their

future, leaving readers with a sense of anticipation for the challenges ahead.

The Traitor

The chapter opens with Four reflecting on past Visiting Days, which he previously avoided by training alone. This year, however, he chooses to go to the control room, avoiding the emotional reunions in the Pit. He observes the mixed-faction families, particularly noting the transfers, and briefly wonders about Peter’s parents. The scene highlights the tension between familial bonds and the Dauntless mantra of "Faction before blood," as well as Four’s detachment from such gatherings.

While on his way, Four pauses at the chasm, reminiscing about moments spent there with friends like Zeke and Shauna. His solitude is interrupted when Tris arrives with her mother, Natalie Prior, an Abnegation woman. Four becomes anxious, fearing Natalie might recognize him from his past. Their interaction is tense yet polite, with Four deflecting questions about his nickname and Tris’s progress in training. Natalie’s probing gaze and cryptic comments unsettle him, though she doesn’t reveal any recognition outright.

Returning to the control room, Four’s supervisor, Gus, remarks on his unusual presence on Visiting Day. Four brushes off the comment, focusing instead on monitoring security footage. He secretly pulls up saved footage of Max, the Dauntless leader, and confirms his password. Four suspects Max’s involvement in Amar’s death and plans to investigate further by accessing Max’s computer. He manipulates the security feeds to conceal his actions, ensuring his colleagues won’t notice his unauthorized activities.

The chapter concludes with Four leaving the control room to execute his plan. He heads to Max’s office, carrying a flash drive and relying on his confidence to avoid suspicion. The tension builds as Four prepares to uncover secrets that could expose corruption within Dauntless leadership. His determination to seek justice for Amar underscores his loyalty and moral conflict, setting the stage for further revelations.

“First Jumper—Tris!”

The chapter opens with the narrator, Four, awaiting the first initiate's jump on Choosing Day, reminiscing about his own terrifying experience leaping from the building. The net below is ready, and tension builds as he and Lauren, a fellow Dauntless member, exchange casual banter about recruitment and Zeke’s talkative nature. Their conversation reveals the Dauntless preference for compatibility over skill, while Four reflects on the advantage Dauntless-born initiates have—familiarity with the compound and a cultivated boldness. The scene sets the stage for the arrival of the first jumper, with Lauren confidently betting it will be a Dauntless-born.

To everyone’s surprise, the first jumper is not a Dauntless-born but a transfer from Abnegation, clad in gray. Four is struck by her fragile appearance yet steady demeanor as he helps her from the net. Lauren mockingly dubs her a "Stiff," highlighting the rarity of Abnegation transfers joining Dauntless. Four, feeling a strange connection to the girl, defends her, recognizing her courage in leaving her former faction. The moment is charged with significance as Four realizes she, like him, is seeking a new identity in Dauntless.

When asked for her name, the girl hesitates, mirroring Four’s own past uncertainty. He encourages her to choose carefully, offering her a fresh start. She confidently declares her name as "Tris," and Four, claiming her as his initiate, announces her to the gathered Dauntless crowd. This act ensures she’ll be remembered for her bravery rather than her origins. The chapter underscores the Dauntless values of boldness and reinvention, as well as the societal divisions between factions.

As the crowd cheers, another initiate—a Candor transfer—plunges into the net, screaming. Lauren assists her while Four guides Tris toward the stairs, welcoming her to Dauntless. The chapter closes with a reflection on how bravery and insanity often overlap in Dauntless culture, leaving Tris’s future in the faction open to possibility. The

scene captures the intensity of initiation and the transformative power of choice.

“Careful, Tris.”

The chapter opens with Four, the Dauntless instructor, reflecting on his role in guiding eight initiates—five from Candor, two from Erudite, and one from Abnegation—through the rigorous initiation process. He disapproves of the recent cuts implemented by leaders Eric and Max, who aim to mold Dauntless into a faction of brute strength. Four secretly plans to leave Dauntless once he uncovers Max and Jeanine’s schemes, even if it means abandoning his post mid-initiation. As he leads the initiates through the tunnels, he prepares to assert his authority, knowing he lacks Amar’s natural charisma and must rely on strict discipline to command respect.

Four introduces himself to the initiates, but his name, "Four," prompts skepticism from Christina, a Candor transfer. Her sarcastic remarks challenge his authority, prompting him to confront her aggressively. He warns her to stay silent, establishing his dominance early on. The tension highlights Four’s struggle to balance his disdain for Candor’s bluntness with the need to maintain control. As they enter the Pit, Four momentarily admires the vibrant energy of the space, a rare moment of appreciation for the faction he’s grown disillusioned with. He guides the initiates toward the chasm, signaling the start of their Dauntless journey.

The focus shifts to Tris, the Abnegation transfer, who stands out for her unfamiliarity with Dauntless customs, like eating hamburgers. Christina’s incredulous reaction underscores the cultural divide between factions. Four observes Tris closely, feeling a residual Abnegation courtesy toward her but forcing himself to adopt Dauntless slang. Tris’s dry humor surprises him, and he nearly smiles, revealing a flicker of connection. Their interaction is interrupted by Eric’s arrival, whose youthful leadership and Erudite ties make him a controversial figure. Four tenses, wary of Eric’s potential to expose his own Abnegation past or undermine Tris.

Eric’s taunts toward Tris and probing questions about Four’s activities heighten the tension. Four feigns indifference to Max’s messages, hiding his covert investigation into Eric and Max’s plans. The chapter closes with Four’s internal conflict: his disdain for Eric’s cruelty, his protective instinct toward Tris, and his determination to uncover the truth before leaving Dauntless. The interactions set the stage for the power dynamics and personal stakes that will define the initiation process and Four’s evolving loyalties.

“You Look Good, Tris.”

The chapter opens with the narrator, seemingly intoxicated, laughing at a comment made by Zeke in the chaotic environment of the Pit. The narrator’s disorientation is evident as they struggle to steady themselves, while also attempting to suppress memories of an Abnegation attack. Their attention shifts abruptly when they spot Tris in the crowd, noting her altered appearance—less covered up than usual—which sparks a moment of self-reprimand for their lingering thoughts. The narrator’s impulsive call to Tris sets the stage for their interaction, highlighting their lack of inhibition and Tris’s striking presence.

As the narrator approaches Tris, they clumsily compliment her, stumbling over their words to avoid implying she looked immature before. Tris responds with equal brevity, her wariness palpable as she questions the narrator’s reckless behavior near the chasm. The conversation takes a more intimate turn when the narrator notices Tris’s tattoo of three crows, symbolizing her fears. This observation leads to internal musings about why she would embrace her fears rather than hide them, contrasting with the narrator’s own shame. The tension between their playful banter and underlying vulnerability is underscored by Tris’s guarded demeanor.

The narrator’s attempt to invite Tris to join their group is met with hesitation, as they acknowledge their drunken state and the unvarnished version of themselves they’re presenting. Tris’s willingness to engage, despite her apparent discomfort, hints at a deeper connection. The narrator’s physical proximity to Tris—leaning in close, noticing her scent and the softness of her skin—reveals their attraction, which Tris neither rejects nor fully reciprocates. Their whispered compliment, “You look good, Tris,” is met with laughter, leaving the narrator to ponder whether her amusement signals genuine affection.

The chapter closes with Tris’s warning for the narrator to stay away from the chasm, a moment of concern that contrasts with their earlier flirtation. Her smile lingers in the narrator’s mind, sparking hope that she might still care for them, even in their flawed state. The narrator reflects that Tris, unlike alcohol, offers a more meaningful escape from the world’s harshness. This realization underscores the chapter’s themes of vulnerability, attraction, and the struggle to confront one’s fears and desires.