

Second Life Ranker



Introduction

Yeon-Woo had a twin brother who disappeared five years ago. One day, a pocket watch left by his brother returned to his possession. Inside, he found a hidden diary which was recorded, "By the time you hear this, I guess I will already be dead..." Obelisk is the Sun God's tower, a world where several universes and dimensions intersect. In this world, his brother was betrayed while climbing the tower. After learning the truth, Yeon-Woo climbed the tower with his brother's diary.

Yeon-Woo then goes through the same trials and fights as his twin brother and gets revenge on the ones who wronged him.

Age and Gender

Choose whatever you want.

Races

Human

As a human, you are one of the most plentiful races in the obelisk. You can pick up a wider array of skills than any other race.

One Horned Tribe

As a member of the one-horned tribe, you have a natural affinity towards martial arts, and you are more in touch with your spiritual side.

Dwarf

As a dwarf, you are a natural regarding metalwork and blacksmithing. You have a strong affinity for fire and a naturally high resistance towards heat.

Half-Giant

As a half-giant, you have incredible physical abilities. Your ancestors lived on the 98th floor alongside gods, demons and dragons; however, after a war against the gods, they were banished to the lower floors.

Origin

Choose your origin within the tower. Any of these can be treated as a Drop-in.

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Dark Lord

You have a natural affinity for darkness and some of the darker magics. After conflict or trauma, you have developed a mindset some would consider cold-blooded.

Hero

Your nature leans closer to light. You are naturally gifted, and you find people drawn to you. Your bright nature makes you a joy to be around.

Enlightened

You have spent some time refining your spirit and getting in touch with the world around you. You are naturally aware of what is around you and your place in it.

Martial King

Your body has been refined to a fine point. You have trained until your body aches, and you are reaping the benefits.

Elementalist

Your mastery over spells has become second to none. You can combine multiple elements and devastate battlefields with your destructive power.

Perks

You gain your 100cp perk free based on your origin, and higher-cost perks are discounted based on your origin.

Generic Perks

Element Master (100cp)

Choose an element from fire, air, water and earth. You gain magic relating to that element. You can choose this ability again to gain a new element. The first purchase is free, and the following purchases cost 100 each.

Cooking skills (100cp)

You can prepare food. Your skills are on the level of a top-level chef, and you can create a beautiful meal with even the most meagre supplies.

Unknowable (200cp)

The source of your abilities is a mystery. Even under close inspection, it is impossible for someone else to identify or replicate your abilities completely.

Strange Charm (200cp)

You have a strange ability to make friends with even the most evil enemies. You will be able to make alliances in the most unlikely of places.

Hoarder (400cp)

You have an innate sense of where everything is. Whenever you visit a new location, you will be given a guide on how to find secrets in the area. However, you will only be told where around half of the secrets are; the rest, you will have to find yourself.

Dark Lord

Cold Blooded (100cp)

Immunity to mind control and brainwashing abilities

Yin Soul (200cp)

You can empower your abilities and summons with the power of darkness and death. This ability also empowers your necromancy skills, increasing the power of your undead summons.

Undead Cultivation (400cp)

You have the ability and knowledge to strengthen the skills of the undead. Your cultivation will determine what abilities an undead will develop and how powerful an undead will become.

Power of the vampire lord (600cp)

Drain a portion of the target's attribute points.

Hero

Adaptability (100cp)

Your body, mind and soul are capable of adapting to various changes. Your natural proficiency with things will increase faster, and you will be able to accept foreign magic more easily. (100cp)

Heaven Wing (200cp)

You can empower your abilities with the power of light and life. This ability empowers holy skills, and you gain the ability to fly.

Wave of Light (400cp)

An ability condenses magical power, randomly causing explosions.

Sword of Purification (600cp)

The more enemies you go against, the more you absorb their murderous intent, and your abilities increase. The stronger the enemy, the stronger you will become.

Enlightened

Insight (100cp)

You can see the flaws and truths of an object just by looking at it and analysing it in depth. You can perform an in-depth analysis of any being in your field of vision.

Future Sight (200cp)

Able to accurately predict future events of the object of your focus. It's best used to predict the attacks of your opponents. However, your future sight is limited to what you focus on.

Automatic Defense Mechanism (400cp)

Your reaction speed in unexpected situations increases. Also, if your HP falls below 10%, all stats may increase by 200% once a day.

Extrasensory perception (600cp)

As your proficiency increases, the range of your senses increases, and you can easily perceive the essence of items in your range. This also allows you to ignore restrictions to your current senses. When you are first given this skill, you are aware of the entire mountain, but over time, your awareness will increase, and your range will extend.

Martial King

Shunpo (100cp)

Run at incredibly high speeds.

King's Order (200cp)

Temporarily boost your physical abilities to an even higher level.

Eight Extreme Fists (400cp)

It is a powerful technique applied to any weapon or fighting style. This technique dramatically increases your power with your chosen weapon or fighting style. The range and effects of your attacks will be based on your mind and magic power.

Eighth Trigrams (600cp)

Release massive destructive power concentrated into a full-powered attack mode. You have enough power to warp space, shattering the sky. You can also tear apart magical constructs, such as the magic circles required to cast spells.

Elementalist

Elemental Infusion (100cp)

Infuse attacks with one or more of your chosen elements.

Elemental Amplification (200cp)

Increase the power of all elemental attacks or spells you have an affinity with.

Magic Modification (400cp)

You can modify and enhance any spell you cast with an element or concept you have mastered. For example, if you have an affinity for darkness, you can modify your flame spell with a dark aspect.

Chaotic Bombardment (600cp)

You can simultaneously cast up to 10 different spells.

Items

You gain 400 points to spend in the items section only. You also have three discounts which you can use on any item; however, only one can be used in the vault.

Status Screen (Free)

You can summon a screen that displays your current stats, skills and nature.

Reset Ticket (100cp): You gain a supply of reset tickets. These tickets can be used to reset yourself to the starting location of an area. Your stats remain the same. However, all enemies you face in the area will be brought back. You gain ten reset tickets, replenishing at the end of each week.

Magic mask (100cp)

A mask that hides the user's identity.

Skin Mask (100cp)

A skin mask that can change your appearance slightly. The skin mask is indistinguishable from normal skin.

Lunar Seeds (200cp)

You have a selection of lunar seeds used to enhance the power of a familiar mythical beast. Your supply replenishes every week.

Dragon Killer Lances (200cp)

A supply of lances that damage dragons more. Your supply of lances replenishes after one week.

Weapons and Armour (300cp)

You have a supply of non-magical weapons and armour. You can choose whatever weapons and armour you like. However, they cannot contain any mechanical or electrical parts. These weapons and armour can be used to outfit ten people fully. After ten people are fully outfitted, the supply would take two weeks to replenish.

Mythical Creature Egg (400cp)

Normally, you have to wait until the later floors to get an egg of your own, but you are getting yours early. Your mythical creature will be a reflection of your soul and magic. Your natural



affinities will reflect in your mythical creature. The egg can be hatched anywhere, and once hatched, this mythical creature can be treated like a companion.

Phoenix Egg (400cp)

You have come into the possession of a Phoenix egg. If hatched, the Phoenix chick will be loyal to you. The Phoenix possesses a natural fire affinity and can revive if killed.

Dragon Egg (400cp)

You have managed to get your hands on a Dragon egg. The energy you give it will change the dragon's affinity inside. If given darkness magic, it will become a void dragon; if given demonic energy, it will become a demon dragon; if given fire magic, it will become a fire dragon, etc.

Sabertooth Tiger Egg (400cp)

You've somehow gotten your hands on a sabertooth tiger egg. You're not sure how. You didn't think Sabertooth tigers came from eggs. The sabertooth tiger will not have a specific affinity for magic but great physical abilities.

Abyss Turtle Egg (400cp)

You have been given an abyss turtle egg. If you hatch it, the abyss turtle will have an affinity for ice and water magic. The abyss turtle has an additional head which looks like a snake.

Emerald Tablet (400cp)

The emerald table contains instructions on how to create a philosopher's stone. The philosopher's stone is a magical core that produces infinite magical power. However, the creation of it requires the sacrifice of a gigantic amount of souls. Unfortunately, the Emerald Tablet contains incomplete instructions on creating a Philosopher's Stone, and you will have to work out the rest yourself.

Five Mountains of Penance (600cp)

A range of mountains with peculiar properties. As you advance through the mountain stages, you lose your senses. On the top section of the mountain, you lose all five senses. First is the sense of sight, second is the sense of sound, third is the sense of smell, fourth is the sense of taste, and fifth is the sense of touch. This mountain is a great place to train skills similar to a sixth sense or your spiritual awareness.

Shadow Dojo (600cp)

The shades of the ten strongest people in each jump you have visited are added to this dojo. The shades can be freely fought as many times as you desire. The shades cannot escape; however, their power can increase over time as they perfect their skills.



Vault of the Gods

Zeus' Astrape (600cp)

A bolt of lightning, glowing with electricity. You can give your magic a lightning quality, boosting its power. This also increases the damage of all spells you use.

You can change the origin point of your spells to the sky, allowing you to rain down magic from above your enemies.

Hera's sceptre (600cp)

A sceptre, similar to ones held by rulers. You can establish an area under your control. While in that area, you can create constructs loyal to you.

The higher your proficiency, the more constructs you can make.

Your influence increases as your words become more persuasive. You can also mentally control weak-willed enemies.

Poseidon's trident (600cp)

A trident made of a blue metal. You can give your magic a water quality, boosting its power. This also increases the flexibility of all spells, allowing you to change them into more forms.

You can create constructs made of water.

Demeter's Scythe (600cp)

A scythe with ice along its blade. You can create an aura of cold, freezing anything without enough resistance. As your proficiency increases, the range increases.

You can create an aura of life, healing nearby allies. As your proficiency increases, the range increases.

Bow of Apollo (600cp)

A golden longbow glowing with light. You can shoot arrows made of sunlight from your bow. Each arrow burns its targets with light. As long as there is light around you or light you can generate, you will have arrows.

This bow can be used to shoot targets from miles away. As your proficiency increases, you can shoot from further away.

Artemis short bow (600cp)

A shortbow, glittering with stars. You can shoot arrows made of moonlight. Each arrow burns its target with moonlight. As long as there is a source of darkness, you will have arrows.

You will know its location whenever you hit a creature with an arrow. As your proficiency increases, you will be able to know their location for longer.

Ares bloody spear (600cp)

A spear with blood dripping from its tip. The more blood you spill with this spear, the stronger and more durable you become. This lasts as long as you are spilling blood.

If you are hurt, your body is forced to keep fighting. Your blood continues to flow in your veins; your bones will be forced back into place. Unless healed after the battle, you will remain injured.

Athena's Aegis (600cp)

A shield. The shield causes a strong petrification curse on those who encounter her eyes.

It protects the owner from long-distance attacks and unleashes an overwhelming aura that can break the opponent's spirit. This ability also works on allies.



Hammer of Hephaestus (600cp)

A one-handed hammer. You can reforge multiple items, combining them into a new item with all the properties combined.

When you slam the hammer down on the ground, you create a volcano, dealing massive damage over a wide area as the volcano erupts.

Aphrodite's Girdle (600cp)

A form-fitting garment encircling the lower torso, extending below the hips. You have more extraordinary powers of persuasion.

With enough time, you can enslave any single person to your will. The stronger someone is mentally, the longer it will take.

Hermes' Caduceus (600cp)

A small staff with two snakes around the shaft. Using the staff, you can summon giant divine snakes, which you can control.

The staff is also capable of inflicting a sleeping curse.

Hestia's Flame (600cp)

A flame which floats alongside you. You can use the flame to heal people in a large area, granting constant health.

The heat from Hestia's flame can enhance any food created with it. The food is enhanced to a magical degree, granting greater power over time.



Dionysus' Thrsus (600cp)

You can create grapevines from your staff, which induce madness in anyone who touches them.

The staff also releases a purple haze, which allows you to create illusions.

Hades' Helm of Darkness (600cp)

You can become invisible. While invisible, you cannot be detected by magic or anything revealing your true nature.

While wearing the helm, no part of your identity can be discerned, your lies cannot be detected, and your true nature cannot be discovered.

Black King's Despair (600cp)

You can collect the souls of the dead from people you have killed.

You can enslave a soul and evolve it to become a spirit familiar. Once the soul is converted, it will become a faithful servant of the wearer and gladly carry out given orders.

Odin's Gungnir (600cp)

This spear will always hit its target, regardless of the skill or strength of the wielder.

The spear can inscribe runes onto an object,

which allows that object not to miss its target once.

Thor's Mjolnir (600cp)

A hammer with a short haft. When thrown, Mjolnir will return to its owner's hand after hitting its target.

Each blow with Mjolnir will deal lightning damage.

Kusanagi no Tsurugi (600cp)

A katana. This blade applies a wind quality, boosting its power. You can use it to do slashing attacks from further away. The range increases as your proficiency increases with this weapon.

This blade can deal with multiple slashes at once, even at range.

The Club of Dagda (600cp)

A club that dealt massive damage, creating shockwaves with each swing.

The handle of the club can heal someone from the brink of death.

The Book of Thoth (600cp)

A book of magic spells.

A book which gives you knowledge of the fundamental laws of magic in any world you are currently in.

However, the book inflicts a horrific curse on whoever reads it, causing inescapable death. If you can overcome the curse, however, you can inflict the curse on others.

Companions

Import (50cp)

You can import companions or create a new companion yourself for 50cp each. Each imported companion is given a free origin and 600cp to spend.

Twin (100cp)

It's your twin! This person looks exactly like you, which can be handy. They are given a free origin and race and have 600cp to spend.

Canon (200cp)

You can select any of the canon characters as one of your companions.

Dwarven Blacksmith (300cp)

One of the ten best blacksmiths in the Obelisk. Maybe this blacksmith is Henova himself or one of the other nine. The blacksmith can turn any raw materials you bring into magical weapons and armour. The blacksmith will also be able to apply runes to the weapons and armour to enhance their magical properties.

Drawbacks

Too trusting (100cp)

During your time in the obelisk, you will have a harder time discerning if someone is lying.

Bad at naming things (100cp)

You're just bad. When naming new things, you will be drawn to terrible names, like Chirpy or Krrung.

Ominous Aura (100cp)

You give off an ominous aura that people have difficulty trusting.

Time Extension (100cp)

You can extend your time in this jump by ten years. You can take this drawback multiple times, up to 10. Each time you take this drawback, you gain 100cp.

Magical Novice (200cp)

Your understanding of this world's magic is bad. You just can't seem to get a hang of it. You will need to start learning magic from a beginner level.

The Wrong Order (200cp)

You learn skills in the wrong order. You will learn the more powerful skills first, then the basic skills required to use the skill safely second. Your skills learnt this way will have a higher chance of misfiring and damaging you.

Solo (300cp)

You cannot bring along any companions from previous jumps.

Betrayal (400cp)

Everyone is out to get you because they are. Any alliances you make here will be a secret plot to take you down.

Red Dragon (400cp)

The Red Dragon clan and the Summer Queen are coming after you. You are the last vital ingredient to creating the philosopher's stone.

Viera Dune (400cp)

Viera Dune and her clan Walpurgisnacht are hunting you. It doesn't matter how many times you kill her; her soul will just possess another one of her copies or one of the members of her clan.

Desired by Demons (400cp)

Demons on the 98th floor have taken an interest in you. They cannot interfere directly, but they will grant powers to people in exchange for capturing you and bringing you to them directly. They will settle for your allies and family if they cannot have you. If a demon is summoned, it will force itself to be summoned in its place to have direct access to you.

Bane of the Gods (400cp)

The gods have decided that you are a threat to them. Choose one god to be your enemy. They cannot interfere directly, but they will create apostles to kill you. The god will do whatever it can to create an avatar to kill you.

The Enemy (600cp)

The strongest clans of the tower have made you their enemy. You will be fought at every turn.

0.00% Proficiency (600cp)

Your skills and abilities from previous jumps have been reset to 0.00% mastery. While your skills and abilities are at 0.00%, they are much weaker than normal. To increase your mastery of a skill or ability, you must continue to use and train it.

0.00% Body (600cp)

Your body is unable to handle your alt forms. Each of your alt forms has been returned to 0.00% proficiency; however, when you start your journey, you will gain a percentage increase based on how similar your alt form is to your current form and how powerful the form is. The more powerful the form, the less of a boost to your proficiency you will get. To boost your proficiency with your alt forms, you must physically and magically strengthen your body and expose yourself to situations with which your alt form would naturally have an affinity.

Revenge (600cp)

Your twin was killed by some of the most powerful clans in the obelisk. You must hunt down and kill all of the people who betrayed them. Anything you purchase using the CP gained from this drawback used to belong to your twin.

Scenarios

Heal the Summer Queen



After her fight with Cha Jeong-Woo, the Summer Queen's dragon heart is damaged, and she has begun losing her power. To restore the Summer Queen, you must produce a perfect Philosopher's Stone to use as her new core. You must gather the knowledge needed and sacrifice enough souls to create a perfect Philosopher's Stone.

Rewards:

You will gain a **Perfect Philosopher's Stone**, which you can use to fuel your magic.

You will gain the **Summer Queen as a companion**. The summer queen will be at the prime of her power. She can produce numerous elemental magic spells, and she has **Dragon Authority**.

Perfect the Dragon Body



You have been granted a dragon body by a dragon similar to Kalatus. You must perfect the dragon body by increasing your proficiency with your draconic abilities and enhancing the magical power your body can produce.

You begin with the abilities of **Draconic Eyes** and **Dragon Fear**.

Reward:

Dragon Authority

- **Dragon Fear:** A release of immense pressure on her surroundings strong enough to cause paralysis and confusion on even strong enemies.

- Draconic Eyes: The ability to see flaws, weaknesses, secrets, emotions and thoughts of whoever is within your sight.
- Draconic wisdom: Enhanced intelligence, analytical abilities and tactical insight. You are also able to access the archive of all dragon knowledge.
- Draconic territory: Gain complete control over an area's land, sky, sea and mana.
- Element Contact: Within the draconic territory, you can begin to control the elements within with greater power. This enhances all of your elemental magic.
- Dragon breath: Produce a powerful breath attack of an element you have an affinity for.

Find all the pieces of the Golden Cudgel



The vestige of the Monkey King has tasked you to find all 100 pieces of King Mihu's golden cudgel. Each piece is scattered throughout the obelisk in places important to the Monkey King.

Rewards

- Title: Great Sage, Heaven's equal
- The Golden Cudgel: A staff capable of changing size. The staff is also capable of creating a shedding. A shedding is a perfect copy of the original. The shedding can be given a specific purpose or goal to which it will dedicate its life. The shedding is still capable of learning and gaining new skills. However, each shedding has half of the durability of the original.
- 72 Divine Transformations: Techniques which manipulate the spirit.

Collect the essence of the Four Legendary Beasts



The four beasts rule over the 11th floor. You will need the essence of the four beasts to claim the floor for yourself. You can defeat each of the four beasts to claim their essence, or you can reason with the beasts to convince them to give you their essence.

The four beasts are:

- The Phoenix of the south
- The Void Dragon of the East
- The Abyss Turtle of the North
- The Sabertooth Tiger of the West

Rewards:

- The 11th floor. It is a natural-looking world with many forests, mountains, swamps and jungles.
- The ability to appoint four pets as the new legendary beasts. Each pet will be given a dramatic increase in magical power, and their natural abilities will be increased.
- **Legendary Beast's Successor:** Resistance against all properties increases by 15%. Control over magical creatures like mythical beasts dramatically increases.

Ending Choices

Stay- Perhaps you want to see more of this world.

Go Home - Maybe you want to see your old world again.

Move On - Or is there another world you want to visit?

Changelog

0.3

- Added bonus CP for item section
- Changed wording on the 0.00% ability.
- I changed the Undead Cultivation ability.
- Added Twin companion
- Renamed the vault of the Olympians to Vault of the Gods.
- I added short descriptions to the items in the vault.
- Added a Monkey King Scenario
- Added the Mountains of Penance

0.4

- Changed Adaptability
- Moved elemental master to generic
- Transformed Elemental infusion into a 100cp perk.
- Added Elemental amplification to elementalists
- Added a Collect the essence of the Four Legendary Beasts scenario
- Added unknowable perk to generic
- Added bad at naming things drawback
- Added Viera Dune drawback

1.0

- Added an introduction
- Fixed some grammar