

Leveling with the Gods



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The Tower. A domain that holds within it 100 floors. Each floor holds a test that one must first pass before they may proceed. This is a world just like those tower adventure genres. Except that the tower is in ruins. The world itself was destroyed by those known as the Outers. Beings

from outside the Tower. They hold incredible strength. So the High Rankers left chose a champion. One to send back through time so that he may prepare the Tower for the eventual arrival of the Outers. This is the adventure of Kim Yuwon. You arrive in this world.

Here's this for some perks and stuff

+1000

Locations

You start in the Tutorial. Depending on Origin you may start on earth but any Purebloods may start around the Team phase of the Tutorial. Rankers may choose a floor to start on.

Origins

Choose your gender and Age freely within the limits. Rankers and Purebloods can have up to 1,000 years. Otherworlder and Drop-In have 17+1d6.

Drop-In: The usual get chucked into your location with no memories or allies. This has the advantage of no enemies either though. 18+1d6

Otherworlder: You are not from the Tower itself. You are from outside of it. There are many worlds outside the tower that are eventually swallowed by it to cause new players to arrive in the tower. You are one of the people from these worlds. Good Luck. Age is 18+1d7

Pureblood (-100cp): You are the child of two powerful Rankers within the tower. You were born and bred within this place and the only purpose was for you to become strong. You could be the spawn of anybody, maybe even Zeus's own child. While you have the blood you probably won't have the attention or love of your Sire till you become worth it. You start within the tower and are ready to enter into the tutorial. You have a lot more knowledge than the newbies who are pulled from other worlds and will probably be considered a top contender in the tutorial. 18+1d12

Ranker (-200cp): You are someone who has already reached the top of the tower and are now considered someone who is a Ranker. Rankers are considered the main powerhouses of the tower and are just below High Rankers. They have an Ageless Immortality as their reward for reaching the top of the tower. You are probably a couple hundred years old or even a couple thousand already anyway. You can be up to 5,000 years old.

Races

Human (Free): The normal squishy humans of the Tower. You have no innate strengths but you also have no innate weaknesses. Your race does have incredible potential for growth though.

Elves (-200cp): You are a member of the elves. Whether the High or the Dark does not matter as both have a high affinity for magic and speed related combat. You are already quite knowledgeable in magic and will most likely end up specializing in something close to nature like Wind or Light.

Giant (-200/-300cp): You are a Giant. One gifted with strength and stature of incredible power. You start with higher physical stats than basically anybody in the tower save those special few and you are capable of growing to incredible heights the older you grow. One day you may even be as tall as the heavens themselves. For 300cp you may become one of Surtr's children. A powerful Fire Giant who possesses great power over flames and incredible strength above that of the normal giant. Your body itself is covered in the flames and you already have great strength enough to defeat most normal players without a hassle. You may one day end up as a great calamity as big as a mountain and with flames that could burn grand armies of normal rankers.

Demon (-200cp/-300cp): You are a Demon. One of those dark beings with Demonic Power innately inside their body. You have a unique ability like the ability to transform into others or control of fire. You may decide to be a descendant of one of the Demon Kings if you wish. For 300cp you are a Demon King. You are the weakest of your fellow kings but you still hold far greater Demonic Power than others of your kind. You probably have a specialty like physical power or illusions and lies.

Angel (-200cp/-300cp): You are an Angel. You have innate holy powers such as the ones held by the great healer Ro'El. You innately have holy power within you and you are more than likely going to be scouted by the Heavens to join Metatron in his battle against the Demon Kings. If you wish you may pay 300cp to be an Archangel. You are innately stronger than others of your species and hold far higher rank.

Monster (Varies): You are neither Human Giant or Demon. You are a Monster. You have a monstrous form and you are quite strong already. For 100cp you're a weak monster equivalent to the average human. For 200cp you're something stronger like the orcs. For 300cp you become something equal to a Chimera. A boss monster that is found in the tutorial. For 400cp you become a beast equal to a normal dragon or a powerful Ranker. But for 600cp you become something equivalent to the strongest monsters of the tower. The Vritra and Yamata No Orochi fall in this category.

Other (Varies): You are something not from within the Tower or another minority race. For 100cp maybe you are a monkey of Mount Huagu. For 200cp maybe you are a humanoid being with six arms and three heads. For 300cp maybe you are a vampire or a lich. For 400cp you

may be entirely different. For 600cp you may rival Vritra and Yamata No Orochi as an earth golem or something similar. This is the option for those who wish to be unique. Honor system jumper. Try not to go nuts.

Hybrid (Varies): You are a hybrid between two races. Take the prices of the two and add 100cp on top of them. This combines their advantages and nullifies most weaknesses.

Perks

Skills (-100cp/-200cp/-300cp/-600cp): Skills are an integral part of the Tower. They give great power to those who wield them and great fear to those who face them. There are thousands of skills in the tower and the rarer the skill the stronger it is. For 100cp you have a B rank skill.

Something like Colossal Fire. Useful but limited. For 200cp you have an A rank skill that can evolve to a stronger form such as the skill The Heavenly Demon's spirit and the Heaven Slaying Star both A rank skills. For 300cp you have a skill up to S+ rank. This is an incredibly powerful skill. The skill Master of Mana is considered an Authority of the Administrator as an S+ rank skill.

The Fragment of Lightning Bolt is a S- rank skill. But for 400cp you gain a Skill without equal.

Gigantification and the Golden Cinder Eyes. Two abilities of two of the most famous High Rankers in the Tower. Abilities that are completely unfathomable in strength that allow for incredible ability. These Skills have no rank as they are above the S rank. For 600cp though you gain a skill equal to the Predator. A skill that allows for nigh limitless growth so long as you have prey to hunt. A skill that breaks the system and is completely outside the rules. The Eye of Foreknowledge which is the evolution of the Golden Cinder Eyes falls within this category.

The System (Free/-200cp): You have a System. This is the same System of the tower that everybody has. You get all of its abilities while you are here. It has a stat effect, a shop, skills, challenges, rewards, and other such stuff. You get this for free for your time here but may take this with you and give it to others for 200cp.

Mind Above Time (-400cp): You are immune to all things that could affect your mind and your body such as mind control, time manipulation and other such things. If the Clock Movement were to be used on the world you would keep all your stats and abilities while being forced back to where you were at the time. This gives you an eidetic memory. This does not affect positive things, merely the negatives.

Unsealable (-400cp): There is an infamous story within the Tower. After finding out that the Great Sage Equal to Heaven was immortal the Heavenly Realm trapped him under the Mountain of Five Elements so that he would be forced into that darkness for eternity. Their greatest enemy was trapped within the dark confines so that they didn't have to deal with him.

Now that is no longer an issue for you. You have the ability to break any seal that you wish merely by willing it. This means that not even the Mountain of Five Elements will be able to keep you sealed.

High Ranker (-600cp): You are now a High Ranker. Someone within the top 100 Rankers within the tower. Your strength is incredible. Mountains break at your attacks and even whole cities could be wiped off the map. Your stats are at least in the hundreds with some of your skills being already maxed. You are incredibly powerful and you are considered one of the foremost within the tower. Your own influence is already quite great with most backing down from fighting anybody even closely related to you. Not to mention you are quite old with a couple thousand years under your belt spent honing your power. With this you are about 80th in the rankings of the tower. Nearly equal to Poseidon who is ranked 72. While you are no Zeus your strength is mighty and great and your skill is precise as it may ever be. Now all that is left is to get some good items. Because Items are just as important as Stats and Skills. You get two discounts on items and two discounts on skills with this Perk.

Peach Eater (-600cp): You are another one of those hack bastards aren't you? You see Son OhGong devoured every single peach in the garden of Immortality and due to that fact he gained infinite Arcane Power. This was one of the reasons he became so strong. No matter how many spells you use or how long you use it you never run out. This makes you nigh impossible to beat in a battle of attrition. While you're basically impossible to beat through your magic stamina you should still try not to get beat too hard in a fight. Infinite Arcane Power isn't going to make you invulnerable nor is it going to make you immortal. But having the ability to spam mountain destroying attacks without ever pausing is quite handy y'know?

Immortality (-1000cp): You are a True Immortal. Like the great Son OhGong you are unable to be killed. Swords, spears, arrows, even flames. Nothing can sever your breath of life. You will heal from all wounds eventually. Beheading, Amputation, your Heart pulled out, your Guts torn from your stomach. Nothing will ever be able to kill you. It will hurt like hell but it will never kill you. You will live for all of time as an unaging immortal who cannot die. Don't get cocky though. Even the great Son OhGong was sealed away after the Heavenly Realm couldn't find a way to kill him.

Outer (-1200cp): You are one of the Infamous Outers. Incredibly powerful beings that originate from outside the tower that have power and abilities that require dozens if not hundreds of High Rankers to defeat you. You are incredibly powerful and while not much is known about you it is known that your kind are incredibly powerful. You have your choice of basically any ability so long as it has something to do with fear. Flames that feed off of fear or the ability to cause people to see their greatest fear. You have power that is well above that of anything other than an Outer. You also have the ability to grant fragments of your power to those who you deem worthy. This also increases your stats to match your great power. You need not have a relatively human form anymore. You have a form that is grotesque and horrifying that probably has many mouths and sharp limbs. You strike fear into all beings and you are immortal and nearly impossible to kill. Have fun you fucking lovecraftian nightmare.

Origin Perks

Drop In

Mysterious (-100cp): You are quite the mystery. So long as you do not wish nobody in this world will be able to find any of your secrets as long as you wish to keep them secret. Allowing you to stay that mysterious being everybody loves.

Eat Shit (-200cp): You have this unnaturally great ability to piss people off. It works on basically everybody and you seem to know just where to poke to get them REALLY mad. This works best on people stronger than you. Because who doesn't want to fight an extremely pissed off High Ranker with the power to turn an entire kingdom to a pile of rubble in a single strike? You do. You have a great ability to make snide and hurtful remarks as well. SARCASM POWER GO!!!!

Drew his Eye (-400cp): You attract powerful people to you like moths to a flame. You could be some unremarkable rando going through a trial and one of the Monkey King's clones could just come and find you interesting and all of a sudden you're fighting the bastard and he's now drinking right beside you. You draw those above you in because you are so unquestionably odd. Even if you looked blander than plaster with a personality equivalent to flour they still find you the good type of odd. The oddity that makes the thousands of monotonous years of doing the same thing over and over again turn into their younger days when they fought with their allies to try and reach the final floor of the tower.

Perfectly Planned (-600cp): It's like you planned every single aspect of the battle you took place in. Every moment from the arrival of the enemy to the arrival of your allies. Your ability to make plans and go through with them is nothing short of precognition. You embody the aspect of "If you know the enemy and know yourself, you need not fear the result of a hundred battles". You seem to know every aspect of both your enemy and yourself. From how long it will take them to charge up a specific skill to how long it will take for your ally to arrive. Your plans to destroy a great guild would flow as if a great river was rushing to swallow them all up. Simply incredible. Even High Rankers would be impressed with your planning ability. It seems as if things just fall into place. Truly a great mind such as yours will break this tower in half.

Otherworlder

Stealthy (-100cp): Your presence is naturally small. Very few not trying to look for your presence will actually realize you're there. Like a living shadow. This helps only with the physical sense and only if they aren't actively trying to find you.

Outside the Box (-200cp): You have a great way of thinking outside of the box so that you can figure things out far easier than before. Can't figure out a problem using the technology of the tower? Emulate the technology outside of the Tower so that you can get right through it. You

have a great mind for turning technology to magic as well. Like turning a Magic Cannon into a Magic Gunshot. Condensing it all into a single shot.

That's just bullshit (-400cp): You have luck to beat all the odds and also the will to pull through. Even if it's a one in a million shot you will more than likely get that one in a million. No matter just how low the odds. You pull through. Whether that's you doing something stupid like throwing yourself into a pit of flames so that you may evolve your skill you will somehow just barely make it through with pure willpower and luck. Run right through a hail of arrows to slice right through your opponent with your luck helping you dodge every single shot. Luck to defy the odds of death. Truly this is bullshit.

Know It All (-600cp): You seem to have incredible knowledge about basically everything. You see you have the ability to when you enter a jump get a list of how and where to get High Level Items, Skills, and Materials. You get knowledge about how to get through great obstacles and you seem to already know just how to use your abilities. As if you have a guidebook in your mind you know exactly what to do. Because you have come from the future. Or at least it seems as if you have. You have the ability to get memories of a possible future where the outcome went bad and you lost and somehow turned back time. Then you get all the knowledge that alternate self had as well as a bunch of knowledge from the superpowers of the world like the High Rankers. Pretty useful unless you somehow aren't capable of putting any of this stuff into practice. This knowledge includes but is not limited to: Items, Skills, Hidden Pieces, Knowledge about People, Future Events, Dark Secrets, Enemy Weaknesses, and Knowledge of the Greater Enemy.

Pureblood

Great Mind (-100cp): You have the advantage of knowledge about the Tower being already accessible to you. You know a couple of secrets and also about the best hangout spots and places to go to have fun. As well as a couple of tricks to get through the tests.

Powerful Parents (-200cp): You are the child of two powerful High Rankers. While this doesn't give you any great advantage other than name, there will be many people willing to help you after they hear who your parents are. You also might be able to throw that weight around if you are strong enough. This can be used each jump to be the child of powerful parents. This does nothing if the people you face don't give a shit.

Leader (-400cp): A born leader. You have quite the great skill at gathering and holding together a team of various players. You are able to in less than two days gain a great grasp of what your allies are capable of and then assist them in both their growth and their teamwork. Your group will become quite close in their various battles together and you will end up being hailed as a great leader. This works not only as a leader for a group of warriors but as a Guild Leader. You can lead an entire army of Rankers as if you were born and bred for it. You move your armies to where they need to be and you assist them all in cohesion and making them work great

together. A guild is only as strong as its weakest link and thus you must make sure all your allies are able to work well together. This helps you with keeping the peace so no civil wars start.

Pure Unbridled Potential (-600cp): When Hercules was born Zeus wanted him as a weapon because he saw the unbridled potential within him. And you have that same potential. The potential to reach the top of the tower in speeds unheard of and with growth that nearly doubles even the greatest of the tower. You master your skills in half the time it would normally take and the world itself seems to grant you great luck when it comes to finding Teachers, Items, Skills, and Hidden Pieces. In a couple thousand years you may one day have a body that rivals Hercules the one with the most divine body amongst the rankers. You have another ability to trade off growth ability in certain areas. So focusing on Physical Ability over Arcane ability will further increase the speed of your growth. In maybe a couple thousand years you might just be able to become the strongest in the tower through your pure might. You have the potential of some of the strongest in the tower like Odin, Son OhGong, Hercules, Hargaan, and even Kim Yuwon. Good luck you glorious Hero.

Ranker

Joyful Soul (-100cp): You have a soul that rings with joy. Even if you had experienced all the things the world had to offer you would still always feel that joy. That curiosity and drive that helped you get to the top of the tower in the first place. That drive to grow stronger and become the greatest. It will never die.

Peerless Knight (-200cp): Your powers and your strength will always be as strong as they were no matter how old you become. The ravages of time shall never affect your skills allowing you to fight as if you were always at your peak. Making sure your skills never rot and rust. You also have a slight boost in your growth when you are in battle.

Weapon Wielder, Grand Sorcerer (-400cp): You have an affinity for either Weapons or Magic. Every weapon is as good in your hands as any other or every element is going to work as if you had the perfect affinity for it. Because it's just as important to use the right elements in your magic as it is having the perfect blade. Zeus Thunderbolt only worked as great as it did because he had a high affinity for Lightning magic. You can also wield your weapon, truly wield it. Not just swing it around like a great metal stick. When one is capable of comprehending the difference between these two ways of wielding a weapon you will then be able to truly gain strength. You have the thousands of years of experience expected of someone of your nature. Have fun beating ass or blowing shit up. To gain both affinities you may purchase this again at a discount.

Experience (-600cp): You're old. Even by High Ranker standards you're old as hell. From before even the Tower itself was fully formed when the first Rankers were being hailed as Heroes you were there. You have existed since the times of the ancient days and have the experience to match it. Your skill with your weapons is such that you could face any two opponents of equal strength and win with skill alone. Your precision and power with your Skills are incredible rendering the Mountains and destroying entire Floors in long battles. Your Stats are as high as

possible for someone as old as you and you know effectively everything there is to know about the tower. You probably know most other High Rankers by now and the amount of people who are as old as you could be counted on one hand. You have incredible amounts of skill and this perk will now work on all your other abilities and powers in the future. Giving you effectively over ten thousand years of experience. Just to give you a good idea of how strong you are you have Arcane Power comparable to a Dragon and physical ability capable of rivaling even Ranker Giants. You are no Hercules or Odin but your skill speaks for itself.

Items

All Jumpers get 1 discount per price tier save the ones that say no discount.

Grand Item (Varies): You have an item. What kind depends on how much you pay. For 100cp you get a normal sword, nothing special with decent mana conduction. For 200cp you receive a better sword. Something like the Arctic Steel Sword with its chilly aura. For 300cp you receive a better item than that. Something like the Excalibur of King Arthur or the replica of the Aegis. Something even a Ranker would find powerful enough to desire. For 400cp though you get into the better items. Something like the true Aegis or a weapon like Edge of Nightfall. Nothing like the Thunderbolt but something powerful enough that it has some insane power and basically cheat level advantages. For 600cp you get something like the Thunderbolt, Kynee, or Triaina. Cheat level items that are basically the best of the best the tower has to offer. Items that wars will be fought over. For 1000cp you gain something equal to the Ruyi Bang. The infamous staff of the Great Sage Equal to Heaven. Able to grow in both size and weight infinitely. Or perhaps you want the Flying Nimbus? Take your pick. For 800cp the legendary five unique items of the tower are now yours for the picking such as the great spear Gungnir which Odin won in a bet with the Administrator. A weapon of absolutely incredible power. But for 1200cp though you get an item that breaks the system entirely. With no actual rank to speak of, Uranus Heart is an item that is so incredibly powerful that it is like a bug in the system. Its power alone could make someone a Ranker and it has the ability to let you punch well above your own weight class. Truly that is the perfect item. A combination of Kynee, Thunderbolt, and Triaina it has all of those powers at a far higher level and more. Much. Much more.

Points (-100cp): You get 250,000 points every month for the rest of your time here and beyond it. You are also able to transfer these points to other currencies as well as purchase this more times so that you can double it each time you purchase this. 250,000 turning to 500,000 and 500,000 turning to 1,000,000.

Pyromancy Robe (-200cp): This robe has a high resistance to flames and is quite high in its defensive properties. Nobody from lower floors would be able to pierce it. Instead of its flaming red color you may change it from a robe style and change its color.

Sun Chariot (-300cp): You have a nice amount of replica Sun Chariots. They are common modes of transportation for both Rankers and Players. About twenty in total. You also have a True Sun Chariot which is the original and moves far faster than the replicas.

Edge of Nightfall (-400cp): This is a near indestructible sword with great stat boosting effects such as: Accumulates the Dark Element Mana, Stamina recovery in the Dark increased by Max. 200%, Mana Amplification in the Dark increased by Max 100%, Mana Recovery in the Dark increased by Max 100%. This weapon has incredibly powerful Mana Conductivity and is quite the powerful weapon in its own right.

Yata Mirror (-400cp): This Mirror is quite the powerful item. It has the ability to let you instantaneously move to wherever is reflected within the mirror. It is a rare Instant Movement item. Don't let Amaterasu hear you have this.

Magatama Jewel (-400cp): You have a quite powerful item. It has the ability to enhance your allies and weaken your enemies. It is one of the Three Sacred Treasures of the Three Precious Children. It is able to apply a 15% decrease in stats, Confusion, Pain tolerance decreased by 15%, and when used on allies it applies a 15% increase in stats, Berserker, and 15% increase in pain tolerance. This causes the sky to turn red and is a powerful item when used with an army. Berserker causes your allies to lose fear of death or defeat.

Kusanagi Sword (-500cp): A reward given to Susanoo after defeating Yamata No Orochi. One of the Three Sacred Treasures of the Three Precious Children. It is a Demon Blade and one of the most powerful weapons in the entire Tower. It absorbs the blood of your enemies that is spilled onto the ground and enhances your stats by 10% every incremental goal. It does have one disadvantage in that as a Demon Sword it would usually stall your growth. This weapon does not have that same disadvantage. It does still drain your stamina and arcane power though but it more than makes up for that. It has the ability to summon forth the Yamata No Orochi from the earth and it will have all 9 of its heads.

Yggdrasil Branch (-500cp): A branch of Yggdrasil. This branch is quite the incredible material when used correctly but that is not what this item is meant for. You may plant this branch anywhere you so wish and in a couple years it will start to grow. And in a thousand years it will be a nice big sapling. And when it has grown beyond that a tree. And then you will have a nigh infinite source of this wood. Hercules club is made of this wood and it easily raised his ranking to within the top ten after it was made into a proper weapon. Though that's partly because of his own strength being behind it.

Kynee (-600cp): Kynee is an invisible glove created by Hepaestus with various abilities. It grants Stealth, Dark Element Mana, Summon 'Hell' (Limited), Resistance towards Dark Element Mana is increased by 50%, Amplification probability of Dark Element Mana increased by 30%, and Usage of Dark Element Mana decreased by 30%. This is a powerful item that many would salivate over. It has the ability to also enhance those of the Dark Element if the user so chooses such as Hades.

Triaina (-600cp): Triaina is a powerful cloak that Hephaestus, after creating trident, realized it should have been made into a defensive item. It can rule over all oceans, Can change mana to water-attribute mana, Resistance against water-attribute mana increased by 50%, 30% amplification in water-attribute mana, and Consumption of water attribute mana decreased by 30%. This item gives control over the sea such as the monsters living in it as well as the water itself. Meaning those who wield water magic are useless against you.

Thunderbolt (-600cp): The Thunderbolt. This weapon has no physical form and is actually just pure energy. You may store it wherever you wish but that is of no consequence to its power. It has the ability to manifest powerful lightning such as thunderbolts and even near impenetrable armor. This item is incredibly powerful as it is near impossible to get through a powerful user like Zeus' own defense. This item gives one the Strongest Spear as well as the Strongest Armor. This item has a slight ego and thus can resist anyone who attempts to take it from you. You may place this anywhere within your body such as your heart or your eye. This item may be one of the most powerful within the Tower itself.

Ruyi Jingu (-600cp): This staff is one of the most powerful weapons in the entire tower. Nearly indestructible and capable of extending infinitely and growing in both weight and size so long as the user has Arcane Power enough to grow it. This weapon is quite heavy in the hands of others but you are capable of wielding it like a feather. It also has a great efficiency in Arcane Power so it won't cost too much to grow it and shrink it. This thing is really strong when in the hands of a truly strong warrior.

Flying Nimbus (-600cp): You have the fastest mode of transportation within the Tower. You have the ability to summon forth the Flying Nimbus. The First Cloud in existence that is capable of summoning forth powerful lightning. This thing is fast enough that it can reach the end of the world in a handful of minutes and is a great advantage in mobility when you are fighting powerful opponents. Quite a useful item considering that it is both a weapon and a mode of transportation.

Gungnir (-800cp): Gungnir is an incredibly powerful weapon. Gungnir is a massive mass of Arcane Power in the form of a spear. Items that receive power from the Administrators amplify their power infinitely based on the user's abilities. So based on just how strong you are, this weapon may be worthless or it might be strong enough to destroy an entire floor in a single strike. This weapon is one of the Five Unique Items of the Tower. It can only be wielded by you. There is one limit on its power though and that is it can only be thrown once a day...Unless it's you. You're paying premium prices and I would be remiss if I did not give you something worth the price. Throw this thing as many times as you want. Gungnir has a Lightning Attribute. It requires a charge time of 3 minutes. This can be lowered by increasing your output.

Nir (-800cp): The twin to the Gungnir. This spear is similar in nearly every aspect to Gungnir save that it is a Dark Attribute weapon. A weapon made of mana that is truly powerful. Nir is a massive mass of Arcane Power in the form of a spear. Items that receive power from the

Administrators amplify their power infinitely based on the user's abilities. So based on just how strong you are, this weapon may be worthless or it might be strong enough to destroy an entire floor in a single strike. It is incredibly powerful but just like Gungnir has a charge time of 3 minutes. This can be lowered by increasing your output.

???'s Egg (-800cp): This here is an Egg. Not just any egg but the egg of the greatest of Predators. You see this egg here devours things. Unlike the original it will devour anything it finds worthy to be its snack and after devouring enough power and things it will hatch. And when it does hatch there will be a creature. What form this creature takes is up to you. It could be a small baby humanlike thing or it could be a baby dragon as black as the night. Either way this thing views you as either its master or its parent. It has various abilities such as the System that everybody in the tower has and even its own skill. The Predator. An ability that allows it to devour things and gain their strength. Quite impressive yes but it also will grow in both size and power as time goes on. One day that humanlike child may grow to be an adult or that dragon will become a great beast. Either way this is an incredible ally with the ability to even devour the Outers themselves. When it activates its Predator, if it takes the form of a human or something small until it grows, a great beast will appear behind you that will devour anything that you wish so long as it gets its jaws around it for long enough to chew. This thing does have a personality and might just eat your stuff if you don't watch it carefully. Treat it well and it will grow into a mighty ally.

Great Jumper Guild (-600/-1000cp): You have a Guild now. Your guild is quite powerful with a bunch of rankers in it and even a few high rankers at the top of the hierarchy. Your guild has a bunch of items and even has control of one of the floors of the tower where it rakes in points like a bucket under a waterfall. You have the full might of this guild backing you as you are effectively their God even if you were a newbie player. Total loyalty amongst the higher ranking members and lesser loyalty amongst the weaker newer ones. You have the power to mobilize such an incredible force all on your own. This is about equal to the Heavenly Demonic Cult in its power. But for 1000cp you have a Guild capable of rivaling the best of the best. The greatest guilds out there are considered your equals. Guilds like Olympus, Asgard, and the Heavenly Realm. With an army of Rankers and a great many High Rankers you have power like they do.

With a couple of high ranking guild Items. Maybe you have the Mirror pool that lets you see anywhere you wish in the tower? Or perhaps you wish for the Garden of Peaches of Immortality where after a couple thousand years you may have some fine Peaches grown? Or perhaps you wish for something different? A prison like the Mountain of Five Elements? Whatever you choose you have incredible power enough that a war against your guild could cause the tower to go into upheaval. Truly your guild is mighty.

Uranus Heart (No Discount) (-1200cp): You have Uranus Heart. A great gem that holds mighty power. Its description is quite simple though. But that's probably because this Item has so much power that not even the tower knows what to describe it as. It has various abilities. Firstly it can summon Tartarus. Which summons forth the depths of hell and its power to allow control over the dead as well as control of powerful dark element mana. Second it allows you the power of Triaina which is able to rule over all oceans as well as manifest a powerful defense of the sea

that protects you like a great shield. Third, it allows you to manifest the Thunderbolt of Zeus which grants great power over lightning and can create great spears of lightning. Fourth is you can combine these effects such as combining the Lightning and Darkness. Fifth is this item allows you to draw upon more power than you should be able to at the cost of draining you severely.

The Tower (-1200cp): You can now take the Tower with you to other worlds. It is huge and it will continuously gain new features as you travel through the world. You may choose to have it historically imported so it has been in the world for thousands of years and you are just the Administrator. You may choose to place a different Administrator there instead to deal with everything. Who wants to do paperwork anyways? This tower is going to continuously activate periodically to cause the Tutorial to begin in your world. Then people who pass will be thrown into the Tower. Thrust into a brand new awesome world of magic and adventure...And death and nightmares and all that jazz.

Companions

Import (-200cp): Import as many of your allies as you want with 800cp to use on items, perks, and skills.

Export (-200cp): Export as many people as you want so long as you can convince them to join you.

My Best Friend (-400cp): Your opposite and yet your closest companion. This person here is completely and utterly perfect as your friend. Every aspect of theirs fits your personality. If you were the cold calculating type they would be the loud boisterous type. If you were loud and prideful they would be quiet and kind. They have abilities that are equal to or slightly lesser than your own. They have various items such as a sword made of the Pure Divine Light crystal and a shield of adamantium. They have skills such as Golden Cinder Eyes, Sensory Field, Heavenly Demons Spirit, Dragonification (Dragon version of Gigantification), and Thunder God's Storm which is a S+ Rank Lightning skill. They have the Origin Ranker and the perks Pure Unbridled Potential, Experience, Eat Shit, High Ranker, and Weapon Wielder, Grand Sorcerer (Both).

Scenario

The Outer Land

You are now the one in the shoes of Kim Yuwon. The only problem is that you have none of his advantages, save the ones you purchase here. You now have to be the one to defeat the Outers and be the one to prepare and save the Tower. You have only the knowledge that the Outers will arrive. You have no idea when, where, how, or why. You have no idea what happens in the future save the fact the Outers arrive and destroy the Tower. You are the only line of defense

now as well because Kim Yuwon is now what he was before he turned time back. A normal human who was thrust into the tower. If you can defeat the outers and win the great war you will be given a great amount of rewards:

1. You gain 1000cp

2. You gain the The Tower Item and will receive a refund if you already bought it.

3. You gain the skill Akashic Records which gives you access to all Skills held within the Tower. You need to train them though but still.

4. You gain the ability to strike fear into any being that threatens the world itself. This also allows you to permanently kill whatever you are able to get a lethal hit on no matter the defenses they have.

5. You now have The System perk.

Drawbacks

The Olden Days (+0): You appear in the age when the Tower was just starting out. The great High Rankers were merely younglings who fought their ways to the top and now you are amongst them. Good luck.

Extension (+100cp): Every time you take this you may stay for 10 years longer. This can be taken for points up to ten times. You may take it more times after if you just want to stay longer. If taken with The Olden Days you may stay up to the present time to start your jump time.

Antisocial (+100cp): You hate talking to people. You hate having to be around large groups and you hate having to interact with them. You can get over it but you will probably get drained easily.

Annoying (+200cp): You have a very annoying friend. He is quite persistent and you have no actual ability to stop him. He will annoy you to the ends of the Tower and back.

Forgotten (+200cp): You forget everything about the Leveling with the Gods series.

I hate you (+200cp): Some weak losers have a real dislike of you. Even if you were a level 1 you could take them easily but they just are really annoying as hell. They start an organization that does some marginally annoying stuff and whenever you obliterate them they return even worse than before.

Womanizing Piece of Shit (+200cp): You are quite the womanizer. No matter what you're going to be sleeping with whatever gender you want and you'll eventually end up getting one pregnant. Which you will then have to deal with.

ANGER (+200cp): You have a tendency to fly off the handle. Even things that would normally not affect you, you will be thrust into a blind rage and go berserk.

Loveless (+300cp): You are now forever unlikable by your preferred gender. Which means you will never have the opportunity to fall in love. You won't ever even be able to have any naughty time with them. Enjoy loneliness.

No Sense of Danger (+300cp): You have no sense of danger. You will just run right into a fight without many preparations unless someone is forcing you to do so. Not necessarily bad but you might do something stupid like fight Zeus butt ass naked.

Limbless (+300cp): You have lost a limb. This is your primary limb such as your right arm or a primary sense like sight. This will make it difficult to fight or climb the Tower.

Emotionless Husk (+300cp): You have no emotions. No personality traits, no emotions, nothing. You won't even feel joy if you had it pumped into you through an IV tube.

Underestimated (+300cp): Everybody will ignore your accomplishments. They will ignore your accomplishments and this will severely limit your ranking and cause people to make very bad rumors. They will believe that all of your accomplishments are overestimations and they will insult you severely.

Locked Out (+400cp): You are now locked out of your powers and items from other jumps.

Mentally Unstable (+400cp): You're insane. Plain and simple. You do really stupid things and kill people you shouldn't have. You do things that people would say are overly cruel and you will do things that would make a normal person curl up and die at the fact they did that thing. You will be forced to remember this and it will probably haunt you for a long long time.

Indra (+400cp): You now have Indra the Dragon Slayer hunting you down. This guy has had all 10 of his lives regenerated and they will only be lost if you are the one who killed him. You are going to have to face the guy who single handedly caused Dragons to become damn near extinct.

Wanted Criminal (+500cp): You are a wanted criminal in the tower. Not by the Administrators but by the Guilds and other such Player organizations. They really really want you dead and will hunt you all throughout the tower. Have fun being a wanted criminal.

Itemless Speed Run (+500cp): You can no longer use any items. No weapons no armor no nothing. You will have to do this the old fashioned way.

Magicless (+500cp): You have zero ability for Arcane Power. You can barely even create one magic bullet with a lot of effort. You won't be using it for anything important at all anymore. Save powering up items and such.

Zero Physicals Speedrun (+500cp): You have zero ability for physical damage. You have base human stats at this point and are effectively useless at swinging a sword or punching things. Time to invest in that Magic build instead.

Great Sage, Heavens Equal (+600cp): The Monkey King himself is now hunting you down for something you did to him. I have no clue what you did but he is really really really mad. Like he would attack you the same way he attacked the Heavenly Realm. Purely hate is all he will feel for you for the next ten years. You will be forced to have at least 3 bouts with the Monkey King so be careful.

My Enemy (+600cp): You have an enemy equal to you in both power and number. Your Asgard to their Muspelheim. Your Demon Kings to their Heavens. They are nearly exactly equal to you in your power and they have an amount of Rankers and players equal to your own, each a great counter to your own allies. Your Surtr to their Odin. They are effectively your greatest enemies and you will of course end up in a great battle similar to Ragnarok or the Celestial War.

A Thousand Years (+600cp): You are now sealed under the Mountain of Five Elements like the infamous Son Oh Gong. You can barely even move your neck and you will be trapped in near complete darkness. Your mana will be continuously drained and you will be forced to stay in that never ending darkness and boredom for a thousand years. Truly this is a fate that many might consider worse than death. If you don't lose your mind you'll just be super bored.

Foolish Chaos (-600cp): Foolish Chaos knows what you are and recognizes the threat you pose to the Outers. So now he is going to pool all of his resources into making sure you are dead. This includes Zeus, Surtr, and even Indra. He will be doubling his efforts to make sure that he can destroy you. Even creating new organizations and giving new enemies power.

I WANT TO GO TO WAR!!!! (+800cp): The entire Tower is now stuck in war. Asgard and Muspelheim. Heavens and Demon Kings. Every single major war that could happen save the Outer war will happen. Even small ones. Rival High Rankers will decide that they should settle it the day you arrive. Everybody will throw everything that they have at their enemies. You will be thrust into this great war.

The Ceiling Broke (+800cp): The Outers are already here. As soon as you enter the tower they will bust down the ceiling of the tower and start to reign havoc amongst the many people and rankers. No matter where you are they will appear and they all seem to want you more than anybody else. Hunting you down and attempting to kill you no matter the risk. They have a grudge and it's a bad one. Need I remind you that it takes tens of High Rankers just to defeat a single one of these bastards.

Notes

The power of the verse from as far as I read was about large city levels in a single attack. Zeus could do so after a single Thunderbolt but they all could do more if they put their backs into it.

Gungnir was able to severely injure Surtr and it was a completely broken Item. Speed is probably up to Lightspeed since OhGong was able to fly that fast with the Flying Nimbus and Kim Yuwon was able to dodge a Lightspeed Lightning bolt.

Did my best to describe the items and stuff as best I could but they don't give much of a description after the first couple hundred chapters. I only read about chapter 300 so if anyone has finished the Novel let me know if I should add some things.

I did my best with the Drawbacks since there wasn't much to go off of.