

Botsuraku Yotei no Kizoku dakedo, Hima Datta kara Mahou wo Kiwametemita

By Complex_Ad_5944

A man who was enjoying an evening drink got transferred to the body of Liam, the fifth son of a nobleman from another world.

"I spent easy days practicing the magic I had longed for, and learned not only attribute magic, but also how to summon spirits, obtain powerful familiars, and ended up mastering even the most difficult magic!"

He became an adventurer aiming for independence from his parents' house, which was scheduled to fall, and before he knew it, he became a higher-ranking aristocrat rather than one of the best magicians in the world.

Within the next 10 years, you will be in this kind of world, so to start the jump, we give you +1000 CP, use them as you like.

Location and Time

By default, you will appear in the Hamilton family's territory.

Gender and Age

Choose the gender and age you want.

Origin

Reincarnate (Free)

You awoke in a young body, with the memories of this life as your past life. You can take this as a second chance, making use of the knowledge you gained from your past life.

If you choose the human race, you can take the place of the protagonist of this manga, or you can choose to be the son of another person (a commoner or minor noble with little chance of inheriting your house and your family being third-generation nobles).

Noble (100)

You were born into a family of privilege, the son of a minor nobleman, but in a position to inherit your house. Fortunately, your father is the first generation of the family, so the burden of maintaining your noble status will fall to your son.

Commoner (+100)

You are a commoner, making up the majority of the inhabitants of any kingdom.

Unfortunately, you will have to work hard to get what you want, and you'll likely be exploited by nobles and receive only crumbs of what you earn. But don't despair; with effort, you can achieve a noble title or become someone important.

Race

Human (Free)

The most common race in this world. Humans are generally average, lacking special abilities, but they do have the characteristic of being able to learn things faster than other races, as well as being more creative.

Elf (100 CP)

A race with several characteristics in common with humans, except for its pointed ears and great beauty. This long-lived race can live for hundreds of years, maintaining its youthful appearance for centuries.

Giant (100 CP)

Giants are a race similar to humans but with an average height of two meters. Their advantage lies in their great physical strength, as well as their resistance and defense. In general, they are a race that can easily blend in with humans.

Werewolf (100 CP)

This breed has a human-like appearance with wolf-like features such as canine teeth, ears, and a tail. Specializing in speed, these individuals are very agile and quick. Another advantage is their keen sense of smell, making them excellent trackers.

Vampire (300 CP)

Vampires are a nocturnal and immortal race. Being immortal (but needing to feed to survive), these beings are strong both physically and magically. Another advantage is their ability to turn other races into vampire hybrids and bring them under their control.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General Perks

Like a Isekai (Free/100 CP)

Like all isekai manga, regardless of whether you're in a medieval era or even earlier, everyone will be incredibly clean, as if they've been filtered through a vanilla anime lens. Dirt and grime won't be commonplace, and unpleasant smells will be masked by more pleasant ones. Even the hygiene of people and living beings in this world will be very good.

As with all isekai, everyone will be beautiful, with the ugliest person scoring at least a 6/10 and the most beautiful exceeding a 10. Even people will age gracefully, like fine wine, enhancing their beauty rather than simply getting older.

Finally, you'll have a complete understanding of the language of the place you're in. For Free, the effect of this Perk will only work on this jump, but for 100 CP, it will affect future jumps.

Magic (100 CP)

Magic is a talent that only 1 in 100,000 can learn or possess, making mages highly respected in any nation or kingdom. You are adept at using magic, compatible with any existing type. As a bonus, your magical power or mana regeneration is faster than average, allowing you to recover 10% of your reserves with just half an hour of rest.

Item Box (200 CP)

This ability allows you to store all your objects in a pocket dimension. It is unlimited, and you can store both living beings and objects. You can access any object simply by imagining it, and time does not flow within this space.

As a bonus, you can create sub-spaces within this dimension, controlling the flow of time within them to your liking, up to a ratio where one day in the outside world is equivalent to a thousand years within that sub-space. You can use your magic within this subspace, influencing it and everything within it.

Lucky (400 CP)

Your luck is on par with the plot armor of any vanilla isekai protagonist. It's certain that most situations or events that happen to you during the day will favor or benefit you. For example, you might be learning magic and happen to encounter a powerful mage willing to teach you and give you a powerful item.

This luck applies to everything, so most things will happen to your advantage.

Dragon Crest (600 CP)

You bear the mark of the Ladon Dragon on the back of your right hand, visible or hidden as you choose. This mark grants numerous advantages. First, all dragons, subspecies, and related species will consider you their king or emperor, obeying and remaining loyal to you without question. Second, you will experience a power increase one hundred times greater than your base power, including magic power, strength, and so on (in RPG terms, all your attributes are multiplied by 100). Another advantage is that the limiter on your power and magic power is removed, allowing you to train and grow stronger without any restrictions based on your race or other factors (this includes your Perks and Powers). Finally, a powerful dragon resides within you, granting you the ability to summon dragons with similar (but weaker) characteristics. The number of these dragons depends on your magic power. This dragon is also a very wise being, and you can ask for advice on training and perfecting your skills. You can temporarily summon this dragon, although its power will depend on your magic power, becoming stronger the more magic power you have. It can take human form if you wish (with any gender, appearance, and personality you desire). This dragon and its summons are considered followers.

Reincarnate

Second Life (100 CP)

Every MC in any Isekai got a second chance, and you get another chance too. The classic 1-UP Perk. You can use it once per jump or every 10 years, whichever comes first.

Generic MC (200 CP)

Like any generic MC, women or men (whatever you want) fall in love with you as easily as breathing. It doesn't matter how little time you spend together or the difference in status; anyone you're attracted to will easily fall in love with you after just a short time. The best part is that they won't just be loyal to you, but also very accommodating, prioritizing your satisfaction and whims. So, if you want to have a harem or quit your job and have them support you, this perk will come in handy.

Summoning Magic (400 CP)

This magic allows you to form contracts with living beings and spirits. These contracts are unbreakable, and your familiar will be loyal to you and obey all your commands. You can form as many contracts as you like, even with objects such as weapons, armor, and so on. One advantage of these contracts is that your familiars will receive various benefits, such as eternal youth (not to be confused with eternal life), increased beauty, a threefold increase in power, the removal of racial or other disadvantages, and the acquisition of special or unique abilities, including the ability to evolve into a higher species (a fairy will evolve into an elf, for example). This applies to both living beings and objects.

You can even summon a clone if you wish, without any limit. These clones will be loyal to you and will obey you. You can summon and dismiss them at will.

All familiars you possess will be considered followers.

Genius (600 CP)

You are a genius at magic. You can memorize the entire contents of thousands of grimoires in detail, possessing a perfect memory. Like any genius, you have a monstrous learning speed, able to learn any spell from a grimoire in minutes, as your reading and comprehension speed is matched only by your rapid learning.

If this weren't enough, you are also one of the few geniuses who can use simultaneous magic, the ability to activate multiple spells at once, without the limitation of following the prime number rule (you can use two, three, five, or more spells simultaneously, but respecting the prime number rule; therefore, if you only have the magical power to use four spells at once, you can only activate three at a time). If you have the magical power to invoke one hundred spells at once, you can activate them without any problem. Using this method will shorten the time it takes to learn magic, as you can use the same spell simultaneously. So if you activate the same magic at the same time, it's like training that magic twice.

You don't need to recite a chant to invoke your magic. Your control of magic is so precise that you won't waste any magical power when casting each spell. Your ability to improve magic is remarkable, allowing you to create more powerful variants with fewer drawbacks than the originals or to perfect existing ones.

Noble

Like a Noble (100 CP)

Being a nobleman isn't just about the title; you also have to act like one. You have a deep understanding of etiquette and customs within noble circles. Even members of royalty will praise your manners.

Opportunist (200 CP)

You have a good instinct for knowing which situations will be favorable for you, as well as which ones will be detrimental. Think of it as a sixth sense.

Cunning (400 CP)

You are a cunning snake; you know how to play the power game and how to gain an advantage. Manipulation and conspiracies are things you know very well, making it very difficult to be an unwitting victim of them or fall prey to your enemies' Machiavellian schemes.

Royalty (600 CP)

Not only do you belong to the nobility, but you're almost at its very top. You're part of the royal family of whatever kingdom/country/nation you choose. Your position within the royal family will be far removed from the throne, requiring you to strive to become the successor to the highest authority. The good news is that, by being in the royal family, you'll receive all the benefits that each member would receive by right.

Be careful with the practices of the royal family you choose; this perk doesn't make you immune to the conspiracies or corrupt customs of the royals.

Commoner

Professional Skills (100 CP)

You have average skills for any profession you choose; you could be a butler, administrator, etc. You'll have the necessary skills to do the job. Each time you jump, you can choose any mundane profession you want.

Good employee (200 CP)

Unfortunately, commoners are subject to the orders and whims of the nobles, but luckily, you can avoid that problem. Regardless of your position, as a subordinate, your boss will favor you. The favor you receive will depend on the position you hold, but in any case, you will be considered a key and irreplaceable person. Unlike your other colleagues, your boss will care about you.

Veteran Hunter (400 CP)

You possess the skills of a veteran in this profession. You have extensive knowledge of various monster types, including their habitats, behaviors, and weaknesses. Your survival skills are broad, allowing you to thrive in monster-infested forests or remote deserts. As an added bonus, you're a natural negotiator when it comes to selling monster loot or quest rewards, and an excellent appraiser, accurately assessing the value of each item.

Familiar (600 CP)

You've entered into a familial contract with someone powerful. This has its disadvantages, as you're subject to another person's will. But luckily, due to a flaw in the spell, you'll only receive the benefits without being under anyone's control.

The advantages of being a familiar are that your body will return to its peak, or at least be at its peak, allowing you to have a youthful appearance regardless of your age. Another advantage is that you'll gain a unique ability, such as super speed or the power to prepare food with healing properties (if someone consumes your food, they'll be healed of wounds or broken bones). The unique ability is very beneficial, but nothing overpowering.

Items

All items are discounted to the appropriate origin. Discounted 100 CP items are free instead. You can connect all your properties and facilities to your Warehouse if you want. You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

General

Coins and others (Free)

Upon entering each jump, you will receive money equivalent to \$10,000 and all kinds of papers and identity records to be a legal citizen in the place where you are.

Magic Phone (100 CP)

Each year, you will receive ten magical telephones shaped like rectangular crystals, allowing you to communicate with anyone who possesses one of these telephones, regardless of the distance between them. To make it work, you will need to use your magical power or any source of magical power or mana.

Reqkro crystals (200 CP)

Each year, you will receive 100 of these crystals. Each crystal is a pure source of magical power, capable of powering magical objects or absorbing its magic to replenish some of your own. Each stone possesses enough magical power to fully restore the magical power of an average mage.

Dragon Armour (400 CP)

A powerful armor made of pure mithril. Having previously formed a contract with you or whoever wears it, it has become even more powerful. The armor can nullify any attack that is less powerful than that of an adult dragon. It can also absorb 75% of any type of damage, whether physical or magical. Another property is its ability to regenerate any damaged part of the armor with your magical power, as well as adjust to your measurements and always be in optimal condition.

Whoever wears the armor will have their magical power, effectiveness, and potency increased tenfold, also increasing the user's magical power regeneration.

Sacred Land (600 CP)

Congratulations, Jumper! You are the rightful ruler of a kingdom spanning 10 million square kilometers. This largely untouched land is rich in diverse natural resources, including minerals, fresh water, magical fauna such as magical fruits, and a variety of other ecosystems. This kingdom is protected by a powerful barrier that serves two purposes: to repel attacks weaker than those of a dragon and to detect unauthorized intruders.

At the heart of this territory lies the only city, covering an area of 1,000 square kilometers. Every building is constructed from durable, magic-resistant materials and protected by a great wall made from a combination of mithril and steel, encircling the entire city. The streets

are made of a special material that enhances the magical power and regeneration of those within the city. In the center stands an imposing mansion covering 5 square kilometers, boasting every luxury a king would envy. It is protected by a magical barrier that safeguards the mansion from any attack or intruder. It is also enchanted with various preservation and repair spells.

Finally, beneath the mansion lies a special dungeon, guarded by a golem as powerful as a dragon and completely obedient to you. The dungeon has 100 floors, and descending each one will present trials to learn new, powerful, and rare spells (such as shields against physical and magical attacks). Each spell will become more powerful and useful as you descend. Upon completing all 100 floors, everything will reset, allowing you to learn new spells. After each floor, you will encounter trials to learn spells from the world or universe you are currently in.

Reincarnate

Grimoire (100 CP)

A special book of magic, since it will initially be empty, but you can record any magic you know in it. You won't lose that magic; it will be written in the grimoire for others to learn. You can choose to record as many spells as you want, and it's possible to create another grimoire if the magic in question is different from the others (like recording all your fire spells in one and your water spells in another). Creating your library of all your spells is possible, but you can't repeat spells or create two grimoires with the same spells.

Currency (200 CP)

You have your own currency, one so detailed and refined that it will demonstrate the power of your nation. It's made from an alloy of durable metals and coated with a layer of gold. Although you can only use it as a medium of exchange, it will be perceived as a strong and reliable currency, potentially becoming the international currency. Post-Jump, you can choose other formats such as banknotes or digital money. While there's no limit to how many you can create, I suggest you be moderate to avoid an economic collapse.

Another World (400 CP)

This special tome possesses a very special magic. Those who learn the magic of this grimoire will be able to use it to create a special subspace, an isolated world whose size depends on the user's magical power. This space can expand to the size of a galaxy if you possess great magical power, even containing its own planets and ecosystems. Essentially, it's a grimoire with the ability to create your own personal world or universe.

Magicpedia (600 CP)

A magic ring that can record and store any grimoire within it, without limit. You can access the ring's knowledge instantly, transferring all the information from the grimoire or magic stored within it to your brain for automatic learning, though mastering it is another matter entirely.

Post-Jump, this won't be limited to grimoires; any object containing magical abilities or anything similar, including digital media, will be an option for storing magic in your ring.

The ring is indestructible and can only be used by you and those you authorize.

Noble

Jewelry (100 CP)

You can choose any accessory you like—necklace, ring, etc. Wearing them will give you the aura of an important person; even other nobles will treat you with respect, and even the nobility themselves will treat you as an equal.

Title of Nobility (200 CP)

A title of nobility of Baron rank. Despite being at the base, this title is recognized as one earned through merit, carrying more weight than any inherited title. Socially, you will be respected among the nobility; even those of Marquis rank who inherited their titles will treat you as an equal. Of course, you can rise in rank, but at the start of each jump, you will begin in this position or an equivalent one.

Mansion (400 CP)

A person as important as you deserves a grand mansion or castle on a vast estate. This place is equipped with every comfort that even a king would envy. You'll even have staff such as maids, guards, and maintenance personnel who will be your loyal followers.

The mansion/castle can accommodate up to 300 people (each with their own room), as well as communal residences for your employees, or shared rooms—whatever you choose.

Finally, it has all the necessary facilities, such as training grounds, stables (or places to store your vehicles), libraries, and more.

Magic Sword (600 CP)

This magical sword is made of mithril. The sword can cut through any type of defense, both magical and physical. With indestructible properties, the sword will grow alongside its user, becoming as powerful as its wielder.

You can combine your magic with the sword's attacks, imbuing it with fire magic to enhance its cuts and inflict burning effects, or imbuing it with wind magic to extend the sword's attack range.

Commoner

Magic Doll (100 CP)

This indestructible dummy determines the power level of the person attacking it. The dummy will change color depending on the power level of the attack received. For your convenience, you can set the colors to use as a reference for the power level of the attack received.

Shop (200 CP)

Congratulations, jumper! You own your own business. While it may not be huge, it's well-equipped and strategically located in a busy commercial area. You have all the

necessary paperwork and can sell any non-luxury product or service. Your annual profit, assuming you don't get too involved in the business, will be equivalent to \$1,000,000.00.

Mithril Armour (400 CP)

An armor made of steel and covered in mithril. This armor is possessed by an elemental spirit of your choice (fire, water, light, darkness, wind, or earth), granting it magical properties such as attacks and resistances of those elements.

Being made of mithril, the armor is resistant to both magical and physical attacks, absorbing 50% of the damage received. Due to its properties, it is nearly indestructible, requiring a powerful attack (such as that of a dragon) to completely destroy it.

As a bonus, the wearer's strength, magical power, and speed will be doubled.

Hunter's Guild (600 CP)

The hunters' guild (the equivalent of the adventurers' guild in other series) brings together various talents who specialize in carrying out diverse missions, primarily monster extermination. You own a legal guild, holding the highest authority and answering only to regulatory organizations.

The guild will have all the necessary facilities, as well as trained administrative staff. The best thing about this guild is that it gathers diverse talents, perfect for recruiting as your followers or companions.

Companions

Import (Free/100 CP per)

You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into a friendship.

Brother/Sister (100 CP)

Your trusted brother/sister. They won't have any special characteristics other than their affection for you and family loyalty. You can customize them as you like, both in appearance and personality. Their race will depend on the race you chose in this jump.

Hunter (200 CP)

An experienced hunter who will be a great help, either as a teammate or as a bodyguard if you prefer. He/She has the "**Veteran Hunter**" Perk. Completely loyal and obedient to you. You can customize them as you like, both in appearance and personality. Their race will depend on the race you chose in this jump.

Princess/Prince (400 CP)

Someone belonging to the royal family, an excellent ally and totally loyal to you, whose orders are their purpose. He/She has the "**Royalty**" Perk. You can customize them as you like, both in appearance and personality. Their race will depend on the race you chose in this jump.

Familiar (600 CP)

Someone with whom you made a family contract. As your family member, this person is completely loyal and obedient to you. He/She has the "**Familiar**" Perk and gains +600 CP to spend on this jump. You can customize them as you like, both in appearance and personality.

DRAWBACKS

You may take any number of drawbacks you like.

Crossover (+0 CP)

Are there any manga, anime, game or novels that you are interested in and want to add to this jump?

You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.

If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)

If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)

If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Arrogant (+100 CP)

You're an arrogant person. You think you're above everyone else, and you don't accept any opinion that contradicts your own. Even when you compete or fight against someone, you'll underestimate them, thinking it will be an easy victory, even if your opponent is a dragon.

Envious Family (+200 CP)

A member of your family not only has an antagonistic attitude toward you but also sees you as a threat and wants to eliminate you. Regardless of your disinterest in their actions or your attempts to reconcile with them, everything will be seen as a lack of respect. Your solutions would be to completely distance yourself from this person, acquire significantly more power to intimidate them, or kill them.

Beta Protagonist (+200 CP)

No matter how much power you have or how high your status is, you have a submissive personality. Even if you're as powerful as a dragon, you'll always try to mediate conflicts with people weaker than you. It doesn't matter if they're wrong or even despicable; your priority will be to resolve everything peacefully, even if it means giving up valuables or property. Like any pacifist, you have a rule of not killing and letting your enemies escape, so it's not certain they won't return and use more underhanded tactics against you next time.

War (+400 CP)

No matter where you are, that place will always be affected by war. Whether it's internal conflicts or wars between nations, you'll have to get involved and fight on the front lines. Your chances of being assigned as cannon fodder are very high, so you'll always be on the front lines.

The worst part is that when one war ends, you'll have at most three months of rest before another one begins.

Conspiracies, one after another (+400 CP)

Conspiracies are already a part of your life. No matter how far removed you are from politics or how low your profile is, you'll always find yourself caught up in one problem after another. The possibilities are numerous, such as an assassination attempt to ignite a conflict, or harassment from nobles or powerful figures to ruin or harm one of your businesses. Directly or indirectly, you'll be drawn into power struggles among those in power.

Dragon's Fury (+600 CP)

You have awakened the wrath of a dragon. Whether it's Ladon or any other, this being has marked you as its target, making your elimination its highest priority.

Beings like dragons are direct, using their power to destroy everything, powerful enough on their own to annihilate a nation in a matter of hours. The worst part is that they can summon smaller versions of themselves (like hatchlings or offspring), and the power of just three of these is enough to wipe out an army of hundreds of soldiers.

Power Loss (+600 CP)

Lose the Perks, Powers, and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

[Go Home](#)
[Stay](#)
[Continue](#)

Notes

Special thanks to L “Blackscorp98”, everyone for fixing my grammar and helping me make this jump.