Drawing: Saikyou Mangaka wa Oekaki Skill de Isekai Musou Suru!

By Complex_Ad_5944

Akira Kamishiro was a very successful manga author, who was diagnosed with blood cancer one day. He regretted the way he lived, where he could only build up empty relationships. Angry at his mother for asking him to send her some money, he died in a car accident. He was given a chance to choose his new mother and reincarnate in another world.

Akira, not wanting to have a repeat of his past life, decided to choose an ordinary but safe life. He was reincarnated as Akira, the only son of a Magic Store, with his previous life's memories. He had no talent for swordsmanship or magic, but he didn't care, as he was still loved by his family. At one point, he realized that he can embody various things by "*drawing a picture*". That's when he noticed his Cheat Ability...!?

This is a story of Akira who wanted to live a mediocre life in another world and his adventures to protect his peaceful place!!

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

Roll a D4 to determine your location and gain +100 CP, or choose the location you want.

1 - Stromheim
The kingdom where the story begins. This place is the land of heroes, which belongs to the Myan clan, one of the great seven families. A place where the sword predominates but little by little magic is gaining ground, due to the war with the Oders.

2 - Pennsylvania
The realm of magic, where magical study and artifacts of the same nature are superior to that of any other realm. Although it does not have any Family of Heroes, its military power, as well as its great importance in the war against the Oders, has positioned it as one of the five most powerful kingdoms.

3 - Karinz
The frozen lands of the north, this duchy is a vassal of the Stromheim kingdom. Led by one of the seven families of Heroes, this land is plagued by the advance of the Oders, being a strategic military point to contain these creatures from invading neighboring kingdoms.

4 - Free Choice

Time

You can choose to enter the time jump when Akira was 7 years old or skip that stage and enter in the year 712, when he was 15 years old.

Gender and Age

Choose the gender and age you want.

Origin

Drop-In (Free)

You are an outsider in this world, a person summoned from a modern world, or a reincarnated soul who has regained their memories. This place is a new opportunity for you, so you can try to become a different person (for better or worse) or enjoy this as a new experience.

Noble (200 CP)

The elite of this world, most of whom possess talents that justify their status (whether through magic or martial skills), are born into privilege. They tend to be classist and despise commoners. Within this group are the descendants of the hero, a being directly blessed by the Goddess.

Commoner (+200 CP)

You weren't born with a silver spoon in your mouth, but you can rise to the top through sheer talent. Despite lacking the privileges of nobility, you have more freedom to decide what to do with your life.

Race

Human

Unfortunately, it will be the only option, as humans are the predominant and most relevant race in the plot. The human race is numerous and has great potential, possessing many talents in different areas. They have a life expectancy of 100 years.

Perks

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

Undiscounted

A new Beginning (Free)
A new beginning deserves some advantages. First, you can alter your appearance (on an aesthetic level and just to human standards) to taste.
Second, you acquire a complete understanding of the language (only as a means of communication) of the world where you are, so you can speak/write/understand several languages.
Finally, and as an advantage at the world level, everything will have the sleeve filter. The average beauty level will increase by 3 levels, with most of its inhabitants being attractive, including you. Another effect is that things like bad smells and dirt will be non-existent. Even people will age like wine, so it will not be unusual to see older people with toned bodies and few wrinkles.

Magic Talent (100 - Free if you purchase “The God of War’s Second Coming”)
Magic is a very important factor in this world, being the most effective way to deal with the Oders. For 100 CP, you become adept at magic, possessing mana nerves (which transport magical energy) connected to your mana pocket (where magical power is stored). Unlike other mages, you can use chantless magic, so you won't need to recite spells and can summon your magic instantly (without losing the power and effectiveness of your spells). To make this even more appealing, when your magical power drops to 0, you won't die like most people, but rather faint without any permanent or temporary consequences, as if you had worked all day and collapsed from exhaustion.
One advantage is that you can choose two "Gifts": one Gift of the element you want (Fire, Water, Earth, Lightning, Wind, Light, Darkness), and the other an "Enchanted Gift" that will enhance certain types of spells, such as healing or enchanting magic. The advantages of these gifts are that they will boost the attack of spells of that element by 100%, as well as

reduce the magic power cost to cast them by 50%. Another advantage is that having an affinity with the element will make them easier to learn. You cannot choose the Summoner Gift.
As a bonus, your magic power will be 1000 mana points or 1000 MP, putting you at the level of a royal court wizard. It's important to clarify that you can use your magic at its maximum level, as your body, mind, and magical power are in perfect balance. This means that your body or mind will not be destroyed or harmed by using all of your magical power or using it consecutively.

Summoner (200 CP - Necessary to have purchased "Magic Talent")
Summoners are a rarity among mages, being uncommon mages themselves, and only a select few with magical talent are suited to be mages. Summoners can make contracts with spirits (that they have previously defeated or that recognize them as worthy masters) to fight for them, using them as their strength and shield. The only drawback is the high magic consumption, so a person with an average amount of mana can summon mid-level spirits for a maximum of thirty minutes.
As an added bonus, you are not limited to a number of contracts or your elemental affinity "Gift," so if you have an affinity for water, you can summon spirits of other elements.
Normally, the summoned beasts follow the mental commands of their summoner, but your talent goes beyond that. The summoned beasts (spirits) change at your will, evolving into a form that suits your style (whether combat, tastes, etc.). Therefore, they create a bond that synchronizes them with their summoner, making their movements more in line with the summoner's style, less rustic and more calculated. For example, a common golem will evolve into one that has the appearance its summoner prefers, with more flexible and faster movements, even capable of using martial techniques known to its summoner.

Plot Ally (400 CP)
The classic Luck Perk. Like any good protagonist in a series, this means you have the plot on your side. Enemies use direct tactics and send weak minions to strengthen you. You'll encounter powerful allies who will help you on your adventure. You'll find powerful items after defeating your opponents or casually while exploring ruins or in an antique shop.
Basically, your luck is so high it's almost absurd, like the most blatant plot armor found in isekai manga or web novels.

The God of War's Second Coming (600 CP)
A mutation created by the goddess, a superhuman with extraordinary physical abilities and immense magical power. The hero, known as the God of War, whose power was recognized as the Singularities' worst nightmare.
Your physical characteristics (strength, speed, stamina, reflexes, etc.) are far superior to those of your species (100 times the average for humans, about 10 times for other races). Even your magical power surpasses that of the Singularities themselves, with a magical power reserve of 400,000 MP.
As the first hero, you will possess some unique Blood Abilities (the same as those held by the descendants of the seven great families), which are: Fully Blown Bloody Fines, Magic Flash Swinggun, Althealine, Absolute Foresight, Hyper Space Teleportation and Sage of a Hundred Rings. (See Notes section).

As a bonus, this Perk removes any limitations or caps on your abilities, Perks, Powers, etc. You can increase their power and effectiveness if you train them, although you will have to overcome a Soft-Cap, so it won't be easy.
This Perk can be classified as a Bloodline Perk, meaning any child or descendant will benefit from it, but the more distant the relationship, the weaker the effect. Your children may inherit 100% of the effect, but the percentage will decrease with each generation. If you use other means, such as cloning or any other method that allows you to share your blood with others, the effect will be nerfed, reaching only 10% of the Perk's power.

Drop-In

Spirit of a Pro (100 CP)
Your willpower is comparable to Akira's magical power. You are a determined person who will stand firm no matter the situation, even in your most vulnerable moments (both physically and mentally) you will fight until you collapse.

I Will Be your Partner (200 CP)
Like Akira, you're a total Casanova without even trying. You have something about you that makes people of your preferred gender fall in love with you (making it possible to have a harem if you so desire), and they become devoted and loyal to you.
This isn't just useful for romance; you have a natural charisma that attracts people, inspiring respect and confidence in you. Even people who initially have a bad impression of you will feel respect and camaraderie once they get to know you.

Blessing of the End (400 CP)
You have something special that makes superior beings (whether gods, cosmic beings or powerful beings within the world where you are) protect you, as if you were someone precious to them. These will protect you by giving you their blessings, training you or protecting you indirectly. But this has a limit, they will not get involved directly, such as fighting for you against your enemies. And don't worry, the kind of help they will give you won't be twisted, like the blessings of the Chaos Gods from WH 40K. These will be useful, both in reality and from your point of view, so there is no risk that you will transform into a monster without reason. You can have various blessings or benefits from as many beings as you want (even choose them and have no negative consequences if you reject those who do not convince you), but try not to be antagonistic to these beings when you receive their help, you do not want to have them as your enemy.
As an extra, you have the classic 1-Up. If you are killed or die, you can choose to revive in the same place, revive but within your warehouse, or go back to a specific point in your jump. You can use this once per jump or every ten years if your jump duration is extended.

Drawing Creation (600 CP)
This powerful ability grants the user the skill to materialize and manipulate objects and living beings simply by drawing them. Whether created from a simple hard sketch or a clear mental image, the drawn creation is instantly brought into existence. This includes duplicating complex objects, like drawing a potion scroll that yields the genuine effect, or creating fully sentient monsters that function as loyal, summoned servants following the user's commands. These summoned creatures can be mentally or physically modified, allowing the user to change their elemental attributes or refine their shape and abilities on the fly.
The user can utilize a special blank square called the「Canvas」, which acts as a powerful Magic Circle to facilitate the creation process, especially for complex mental imagery. This method defies the local laws of reality and requires the expenditure of Mana, with larger or more intricate creations demanding a higher energy cost. Furthermore, the user can transform summoned creatures, even Divine Beasts, into weapons, tools, or other objects. The power to "*materialize and manipulate what is drawn*" is a unique summoning technique that allows for the simultaneous summoning of multiple high-level beasts and elemental golems with varying attributes.

Noble

Perfect Manners (100 CP)
Like any self-respecting nobleman, you possess impeccable etiquette and manners. Whether interacting with people of higher rank or from other nations, your elegance and bearing will always make a favorable first impression.

Sword Skill (200 CP)
Your swordsmanship is on par with Katya's, and she is considered one of the most powerful swordswomen in the kingdom of Stromheim, the land of heroes. But you must remember that you possess the technique, not the raw power. Therefore, your swordsmanship will be impeccable, but not as powerful as hers.
As a bonus, you'll have an "Overskill" ability, which is the equivalent of "Gift" for mages, but for sword users. An example is "Swift," which allows the user to move from one point to another almost instantaneously or “Godspeed”, which increases your speed, allowing you to reach the speed of light.

Political Games (400 CP)
You know how to play the political game; you see the big picture and can interpret people's actions. Beyond knowing the game, you know how to play it: manipulating, conspiring, and forging alliances to maintain your power or gain even more is your specialty. As a shrewd individual, you know your limits, so you know how to control your ambition and not bite off more than you can chew. If you ever fall, rest assured it won't be because of a foolish action driven by greed or pride.

Special Family (600 CP)
You're not just any noble; you belong to a renowned family. You can choose one of the Seven Hero Families, the Rianford family (specializing in magic), the royal family of any kingdom, or any family you like. Post-Jump, you can belong to any (mortal) family of your choice, such as the Uchiha clan from Naruto. Of course, you'll have their abilities, the most common ones, not the special ones like the Six Eyes of the Gojo clan from Jujutsu Kaisen. All those abilities will be Fiat backed, but you'll have to train them.

Commoner

Life´s Skill (100 CP)
Basic household skills such as cleaning, cooking, etc. Perfect if you live alone and don't have the money to hire someone to do those tasks.

Money, baby (200 CP)
You have a talent for negotiation; you can even ask for more than the fair price for any job you do. You won't face any criticism for your pricing or for seeking higher profits than what's fair, as long as you do your job well and aren't overly exploitative.

Genius (400 CP)
Like Proll, you're a genius who can learn in a year what would take others ten. Your ability to grasp and understand any kind of knowledge surpasses the average. But don't be mistaken, this Perk won't grant you talent for magic or anything else; it's simply a learning booster.

Descendant of Dragon (600 CP)
You are a descendant of dragons, or more precisely, a half-breed. To begin with, your power is at the Platinum level, considered the pinnacle of mortal power. Another advantage is your ability to transform into a dragon, allowing you to unleash powerful fire breaths, fly, and resist mid-level and lower-level magic while in that state.
Thanks to your blood, you can easily communicate with other members of the dragon species, and even the weakest among them will obey you, considering you superior.

Items

All items are discounted to the appropriate origin. Discounted 100 CP items are free instead.

Undiscounted

The Basics (Free)
The classic setup: some money (the equivalent of $10,000), a set of clothes, and a weapon of your choice (a wand or a sword, for example).

Scrolls (100 CP)
100 Magic Scrolls that can be imbued with any magic and used to record spells. They are typically used for healing magic, but can also be used for defensive, offensive, or even support magic. You will receive 100 scrolls for each jump you enter.

Magical Stone (200 CP)
For each jump you complete, you will receive 100 red magic stones. These stones can store up to 1,000 mana or 1,000 MP. They can be used as batteries for those with little or no magic power, or to create magical artifacts.

Magic Academy (400 CP)
The most valuable asset of any kingdom, the magic academy, where both nobles and commoners study magic and the art of summoning familiars. You are the owner of a grand institution, one that can rival even the magic academy of Pennsylvania, considered the land of magic.
The academy boasts all the necessary facilities to provide your students with a top-tier education, including dormitories and other spaces for their school life. You can accommodate up to 2,000 students and 300 staff members. It should be noted that these 300 staff members will be your loyal and competent followers.
The academy possesses all the necessary infrastructure, study materials, and facilities to be considered world-class. In future jumps, you will be able to implement other types of studies on different types of energy (such as Ki).

Oders Cristal (600 CP)
A powerful, large, dark-colored crystal. When touched, this crystal transforms any being into an Oder, infecting them quickly, almost instantaneously. These Oder will be under your control and will obey you (although you will have to give them simple instructions as they are beings with limited reasoning ability).
The Oder transformation varies depending on the person or living being, so a civilian with no battle experience will become a low-ranking Oder, unlike a powerful mage or swordsman, who will become a Commander-class Oder. You can even transform beings like dragons into Oder, granting them great power.

Drop-In

Elixir (100 CP)
A powerful potion that restores both mana, stamina and vitality (HP in gamer terms). Another effect is that it increases the maximum stored mana capacity (mana pocket) of its consumer. You will receive a dozen per jump.

Mantle (200 CP)
A mage's robe that fits you perfectly. The robe has several enchantments: defensive, mana and vitality regeneration, body temperature regulation, cleansing, and healing.
You can customize the design of this item, as well as its color.

Red Potion (400 CP)
The only known cure to reverse the transformation from human to an Oder. Post-Jump, this potion will be able to cure any disease or curse (regardless of its nature or origin) to anyone who consumes it and restore the body to its best state. You will receive a dozen per jump.

Deadly Levignir (600 CP)
A powerful weapon, born from turning a Divine Beast into a spear, that can destroy any target. The power of the spear is so great that it can eliminate any being, regardless of whether it transcends the mortal or even conceptual level. The accuracy of the attack is 100%, so it will always go to the target. Although, due to its nature, you can only use it 4 times per jump.

Noble

Magic Sword (100 CP)
A sword crafted by skilled artisans from the kingdom of Pennsylvania. Made of such resilient materials, it could only be destroyed by a singularity. Like all magical swords, it channels the user's magic, allowing you to imbue it with your own and enhance your attacks.

Magical Objects (200 CP)
A variety of magical items (one hundred to be precise) that, when consumed, temporarily increase your magical power and mana reserves by 50% for one hour. Consuming several consecutively increases the effect. You will receive 100 of these items each time you enter the jump.

Castle (400 CP)
An imposing castle fit for royalty. This palace is equipped with everything necessary to make your stay more comfortable, blending luxury with elegance. The castle can accommodate up

to 400 people, each with their own individual rooms and the necessary amenities for a comfortable stay, although your room and that of your family will be more opulent.
Protected by a strong magical barrier designed to shield the castle from invasions and external attacks, this place is a fortress that even the Singularities themselves cannot easily penetrate. The barrier also serves to clean and repair the castle, ensuring it always looks brand new.

Kingdom (600 CP)
Congratulations, jumper! You own a territory of 40,000,000 km², your legitimate ownership of which is recognized worldwide. Unfortunately, this land has nothing from which you can benefit, such as rare minerals, magic stones, or any other type of natural resource with magical or supernatural properties.

But don't despair, because any item you install, infrastructure, or construction within this territory will be fiat-backed. Even registered citizens and any living beings installed will be fiat-backed. Therefore, you can consider this land your sandbox to build your kingdom from scratch.

Commoner

Dragon Gem (100 CP)
A necklace that shows the amount of mana the wearer has. The blue stone will remain that color as long as it has an amount of mana above the minimum. When your amount of mana drops to the minimum (10%) it will turn red.

Magical Spring (200 CP)
A spring with magical properties that restores mana upon immersion. Besides restoring mana, it eliminates fatigue and cleanses the body of impurities. Another characteristic of this spring is that it emits a colored glow depending on the amount of mana the person possesses, giving a general indication of their magical power.

Magic Shop (400 CP)
Your own magic shop, where you can sell a wide variety of items such as scrolls, magical artifacts, potions, and any other merchandise of that nature.
The shop will be as large as a mansion, with several areas to display your items, a negotiation room, storage areas, etc.
You will also have twenty followers who will manage the shop; your only job will be to collect all the profits.

Airship (600 CP)
A flying vessel (shaped like a ship) that can carry up to 500 people. This large magical artifact can travel distances at a speed of 200 km/h. The vessel is even protected by a strong magical barrier that can easily repel advanced-level magic attacks.
Equipped with a magic stone of unlimited energy for its operation, this vessel could be your most reliable means of transportation.

Companions

Import (free/100 CP per or 400 CP for eight)
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 friendship.

Summon (Varies - Only Summoners)
Your loyal summon. This being will accompany you on your adventure, and unlike a normal summon, it doesn't consume your mana to be summoned. You can customize it to your liking.
For 200 CP, you'll have an intermediate-level summon, the most common among summoners, whose power guarantees you a Gold Rank, placing you among the elite. For 400 CP, your summon will be Advanced, a level only a minority among the elite can wield, placing you within the Platinum Rank. For 600 CP, your summon will be a Divine Beast; the power of this being could equal that of four talented members of the Hero's descendant family, individuals considered superhuman.

That Person (100 CP)
This person can be a family member, a friend, or someone close to you. They will be loyal to you but will see you as an equal, so they will point out your mistakes and speak to you with complete honesty. You can choose someone from your hometown or customize your companion to your liking.

Dragon Retainer (200 CP)
Dragons are beings as intelligent as humans, so they can communicate with them and even have relationships with them. Dragons are loyal (both to their mates and their superiors), so you will have a strong and loyal being (on par with an advanced-grade summon, the pinnacle of what a mortal can summon).
Dragons can also use shapeshifting magic, allowing them to take human form. Normally, this magic consumes a lot of mana, but in their case, the cost is almost zero.

My Master (400 CP)
A powerful master at the Platinum Rank level (the pinnacle of power mortals can attain). This person will be versed in various types of magic, as well as swordsmanship. A formidable ally, they are on par with someone like Carbina Myan, considered the most powerful swordswoman in the kingdom.
You can customize this person to your liking.

Powerful Maid (600 CP)
A loyal maid, devoted to you, whose sole purpose in life is to serve, please, and protect you. She is not only a skilled servant adept at various household tasks such as cooking and cleaning, but also a powerful mage and swordswoman. Her power rivals that of a singularity,

a being capable of destroying an entire country and even single-handedly defeating a Divine Beast.
You can customize her appearance and personality to your liking. If you prefer not to have a maid, you can choose a butler.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover +0
Are there any manga 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, these 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
If you are not in the mood to spend 10 years on this jump for a Perk, Item or Power, 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.

High Expectations +100 CP
Those close to you will have high expectations of you, constantly putting you under pressure to be competent and reliable. Therefore, if you make a mistake or show weakness, you'll see their disappointment and they'll treat you condescendingly.

Responsibility of the Powerful +200 CP
You have a hero complex, which compels you to defend the weak and defenseless from bullies or tyrants. It doesn't matter if the situation could result in your death or have other unfavorable consequences for you; your sense of justice will force you to protect the innocent.

Those Nobles +200 CP
As in all isekai fantasy works, many nobles in this world are arrogant classists. During your stay you will meet this class of nobles and they will give you some problems, they will even go to the extent of wanting to kill you for being of a lower class.
You can make them change their classist and arrogant attitude, but you will have to show that you are better than them and educate them the old school, defeating them so that they learn humility.

No Magic +400 CP
It appears your mana nerves have suffered some kind of damage that prevents you from using magic. Therefore, you are unable to use any type of magic or its derivatives during your stay in this jump.

Oder´s Attack +400 CP
It seems your stay won't be so peaceful. Every year, no matter where you are, an army of Oders will attack your location. Oders are a type of zombie that can infect others simply by biting them. This isn't limited to humans; any race, intelligent or not, can be infected.
Besides easily infecting other living beings (with the transformation effect being immediate), Oders can only be destroyed by magical attacks (having rapid regeneration from any type of wound).
The good news is that the invasion will be contained, so the location will have a week before the army attacks and wreaks havoc.

Objective of Singularities +600 CP
Singularities are beings that transcend the mortal realm, so powerful that even members of the Houses descended from heroes (considered a formidable military asset) would stand no chance unless five of them joined forces against one of these "Singularities."
With magical power beyond comprehension, these beings are so powerful that a group of four could easily destroy a country.
Unfortunately, you have caught the attention of this group, who see you as a threat to their plans. Therefore, during your stay, you will have to confront them, and you will have two options: eliminate them or escape to avoid death.

Power Loss +600 CP
Apparently someone cursed you as soon as you entered this jump, being a very powerful spell. 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

The Seven Great Families

The seven great families are descendants of the hero, whose power makes each member a formidable military asset to their country. Typically, average members would hold the Platinum Rank, the pinnacle of power a mortal can attain. Each family possesses unique abilities, which are:

Mayan

Fully Blown Bloody Fines: A powerful blood ability that made the hero so powerful. This ability increases the user's blood flow, multiplying all their physical attributes (such as strength, speed, reflexes, senses, etc.) tenfold. It also allows them to enter a combat mode where they perceive everything in slow motion, enabling them to dodge attacks at the speed of light (their body synchronizes with their mind). The duration of this ability depends on the user's mastery, although an expert could activate it indefinitely. You can activate and deactivate it at will, but if you reach your stamina limit, it will automatically deactivate. As an aesthetic effect, the user's eyes turn crimson.
Magic Flash Swinggun: It's the ability to use magic to unleash long-range sword slashes at incredible speed. You can slice your opponent into thousands of pieces in an instant from a distance of 1000 meters.

Ryon

Althealine: The ultimate defense, this ability creates a magical shield that repels both physical and magical attacks, capable of tanking the powerful attacks of a Divine Beast like Salamander. The shield's range and duration depend on the amount of magical power. Therefore, attacks from a Divine Beast could be tanked for ten minutes if these are consecutive and powerful.

Fred

Illusionary Pain: The ability of telekinesis to move objects with thought.
Another ability is the summoning of the seven legendary swords, each having a level from 1 to 7, the seventh being the most powerful and the one that the descendants of this family could not summon in all the history after their founder.Some known swords are: First sword, Caladbolg with the ability to absorb mana for each hit it gives its target, and Second sword, Mistilteinn, which interferes with the opponent's mana nerves, damaging them little by little and temporarily so that the target increases MP expenditure when using their magic and spells.

Luipadan

Absolute Foresight: It allows you to see one hour into the future, so you can predict all your opponent's actions, perfectly foreseeing any type of action they might take. This is

accompanied by the ability of parallel thinking and processing, so as not to overload the mind.
Transformation: the ability to transform your body into a weapon, like a sword, to be wielded by a user. In this state, the user can use your abilities, and their power will increase to 50% of yours.

Gilsadan

Hyper Space Teleportation : Moving through space, including passing through physical objects, allows you to travel at maximum speed and pass through walls from point A to point B, where B is on the other side of the wall. This ability requires magic points (MP), but its cost is low, so if you have 1000 MP, you can use this technique for hours.

Baldart

Ragebeast: The ability to transform into a hybrid of any beast or monster you have defeated. In this transformation, you will acquire some characteristics and abilities of what you transformed into, such as increased strength or speed, as well as unique or common abilities of the species you transformed into. However, you will have a limit of 10 transformation slots, so if you exceed that limit, you will have to replace the old one with the new transformation.
This is speculation, as the manga did not provide a description of this ability.

Naga

Sage of a Hundred Rings: You have a passive ability that increases the power, duration, range, and effectiveness of all your spells and magic by 1000% (or ten times), as well as decreasing their cost by 90%. Like all passive abilities of this type, your magic reserves will also be increased tenfold, and your mana regeneration will be ten times faster.

Other Information

Parameters

Although the world doesn't have a system like many isekai games, there are objects and abilities that allow you to understand a person's abilities. Common characteristics include:
Health: A person's vitality, equivalent to HP in games.
Mana: Magical power or the amount of magic a person possesses.
Stamina: The physical and mental endurance that allows the body to withstand prolonged activity.
Intelligence: IQ (for simplicity).
Potential: The limit of power we can reach.
Intuition: The senses of battle, danger, and everything that is more instinctive.
Gift: Magical talent.
Overskill: Martial talent.

Ranks

Then there are the Ranks, which are determined by each person's level (power):
Bronze Rank: Below Level 20 - Basic.
Silver Rank: Levels 20-29 - Intermediate
Gold Rank: Levels 30-49 - Advanced. They are considered the elite.
Platinum Rank: Level 50. They are the pinnacle of mortal power; this rank is the limit of mortal strength, attained by highly talented humans or members of the Seven Great Families.

Magic Spells

The magic spells themselves also have different ranks. Basic spells are low-level, basic, and weak compared to higher-level spells. Intermediate spells are typically used by Silver Rank spellcasters and Bronze Rank spellcasters with an affinity for that element or type of magic. Advanced spells are powerful and more complex, with a much wider area of effect than intermediate spellcasters. They are typically used by Gold Rank spellcasters and Silver Rank spellcasters with an affinity for that element or type of magic. Ultimate spells are the pinnacle, with Platinum Rank spellcasters being the only ones capable of using them. Their power and range are so immense that an attack of this level could destroy an entire army.

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