The Eighth Son? That Can’t Be Right!

By Complex_Ad_5944

The story follows Ichinomiya Shingo, a 25 year old man who wakes up in an unknown room and realizes he's in the body of a 6 year old boy. Learning from the memories of the boy, he's now the 8th son in a poor noble family. Having no administrative skills, he can't do anything to manage the vast land his family has. Fortunately, he is blessed with a very rare talent, the talent of Magic. Unfortunately, while his talent could bring prosperity to his family, in his situation it only brought disaster. This is the story of the boy, Wendelin von Benno Baumeister, opening his own path in a harsh 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

You'll appear somewhere in the Helmut Kingdom. This can be somewhere in the Capital, in Baumeister Knighthood, or somewhere else of your choice.
You can choose the same day Wen regained his memories or when he reached 15 years old.

Gender and Age

Choose the gender and age you want.

Origin

Reincarnated (Free)

You were reborn into this world as the son of a poor nobleman. Not being the direct heir to the house, you will be forced to make a name for yourself and acquire your own wealth.
If you took the "Last in the line of succession" drawback, you can take the place of Wendelin.

Fiance (+100)

Regardless of your gender and your status, you're more of a co-protagonist in a story. Unfortunately, it's impossible for you to make a name for yourself, but you can marry someone of status or be a good match to climb the ladder with. What you have to keep in mind is that you're not just a trophy or decoration; you have a lot to offer.

Noble (Free)

You are someone who is the head of their family or an heir to it. A noble who holds the position of a Baron, but if you play your cards right, you can rise through the ranks.

Vassal (+100)

You're not the boss, but you are someone who can rise to the top with your skills and a good patron behind you. Whether you're a lower-class noble or a commoner, your talent has earned you a position with a high-ranking noble or a promising young star.
If you took the "Last in the line of succession" drawback, you can take the place of Erwin.

Perks

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

General Perks

Isekai Filter (Free)
Every time the world from your jump you're in will be subjected to an isekai filter. The average beauty level will increase a few points, people will age more gracefully, and hygiene will be impeccable (just like the cleanest countries in our world will be in 2025), as if by magic, there will be no more bad smells or disgusting stains.

Veteran Adventurer (100 CP)
You have the basic knowledge to be considered a veteran adventurer. Survival, basic etiquette, and other general knowledge that any adventurer with years of experience in the trade possesses.

As a bonus, you can choose a combat style, whether swordplay, wool, etc. You'll have the knowledge necessary to survive in this profession.

Magic User (200 CP)
You're one in ten thousand, a talent that will take you far. You're a mage adept at all types of magic, be it elemental magic, detection magic, movement magic, magic enhancement, defensive magic, summoning magic, and non-attributed magic.
While your mana pool won't be great, at most your limit will be on par with Burkhart Ringstat (very remarkable, but nothing special).

Treasure Magnet (400 CP)
Your luck in finding ruins or hidden places with great treasures is greater than that of Wendelin von Benno Baumeister. If you explore ancient ruins or unexplored places, there is a 100% chance that there will be an abundance of treasure, be it precious metals, magical artifacts, valuable natural resources, or powerful weapons that would be considered national treasures.
The challenges or risks involved will not be impossible for you; at best, there will be no traps or protections; at worst, it will be a challenge you can overcome with your skill.

Real Monster (600 CP)
You are a true monster who surpasses limits, or rather, you have no limits. No matter how much you train your abilities, even your Perks or Powers, there will always be room for improvement. This includes your magic and physical characteristics. Your mana pool can be expanded without limit; you can kill a dragon with one hit with pure power if you train.
If you acquired the "Magic User" perk, you will have other benefits, such as increasing the potency of your spells and magic tenfold, as well as reducing their cost by one-tenth. This way, your mana pool will be on par with Wendelin's at 15, which is a lot. Your magical control and talent will also be perfect, allowing you to master spells and magic in no time.
As an extra, if you have intimate relationships with other people, you can increase your partner's limit tenfold (for example, if their mana pool is 10, having a relationship will increase it to 100). In future jumps, you can apply this to other limits, such as levels (if the level limit is 99, having a relationship will increase the level limit to 990). You can do this successively with the same person to further expand their potential limit.

Reincarnated

Ideal Spouse (100 CP)
You are the first choice to be someone's husband/wife. Whether its high-ranking nobles, the royal family, renowned adventurers, or even people of great renown or power, they will choose you as their first choice. As a bonus, it won't be a problem if you have concubines or multiple lovers; they'll get along well, and even your children from different partners will have a good relationship with their stepsiblings. Your partners' families will accept your polygamous lifestyle without a problem.

Reward, Reward and Reward (200 CP)
The rewards you receive will be greater than what you would normally receive if you accomplish feats of interest. A low adventurer's quest won't trigger this effect, but killing a dragon will give you a reward three times greater than what you would normally receive. The greater your feat, the greater the effect of this Perk. And it's not limited to combat or killing monsters, so if you create an item that revolutionizes the kingdom's industry, this effect will activate.
The catch is that those who reward you will try to get you to join their faction or become their ally by giving you a small gift. But you're not obligated, so you can take the reward and not join them, without offending anyone or earning their enmity.

Political Problems? that will Fix Itself. (400 CP)
Any political conspiracy you're involved in will be resolved immediately with only your minimal involvement. This is because when you get involved, you're dealing with the root of the problem. Typically, your allies and subordinates will handle the pre- and post-conspiracy work perfectly, avoiding any problems for you or those close to you. Therefore, all these political conspiracies or fights will last at most a week (from your point of view).
The best part is that the method will be simple (not in terms of difficulty): an interview with a noble, defeating a dragon, etc.

I am Surrounded by Competent People (600 CP)
You're a magnet for attracting people with talents that are very useful to you. Skilled people in different areas will ask to be your vassals, subordinates, or even lovers. The best part is that their loyalty to you and their integrity are genuine, so you don't have to deal with potential internal threats or potential traitors. This effect also extends to the people under the command of your vassals, subordinates, your lovers, and their allies, so you'll also have the pure loyalty of these competent people without having to intervene.
With these people at your side or under your command, they'll do all the work, and all you have to do is treat them with respect and enjoy the benefits they bring you.

Fiance

Integrate into the Family (100 CP)
No matter your past or background, your partner's family will accept you without any problem. Even if you come from a commoner background, you can become king or queen of a kingdom if you marry a princess or prince.

The Main Husband/Wife (200 CP)
Whether you're in a pledging relationship or part of your partner's harem, your importance within it is notable. You are the primary partner within that relationship. Your authority over the other concubines is absolute, and they are under your command, regardless of their background or the power of their family.
This will also be noticeable outside of the family, as you are publicly recognized as the official partner.

Hero Syndrome (400 CP)
You are capable of transforming mana into physical prowess many times more efficiently compared to other mages, to the point where your strength, despite having no more mana than the average intermediate mage, is comparable to Armstrong during battles. You are also capable of compressing your mana into being able to kill a dragon class opponent with a single blow.
You can perfectly control your strength, as well as your use of mana, this being a more effective method of strengthening your physical attributes compared to magic enhancement.

A background of Prestige (600 CP)
You're not just an ordinary person; you're someone who comes from a distinguished family. You can be royalty, high-ranking nobility, a family with powerful abilities unique to your lineage, or related to high-ranking individuals in important institutions.
Basically, you'll be part of a powerful or influential family within the country or kingdom you're in. You can belong to their direct line, not just a branch of the family.
This has its limits; you can't choose to be related to beings with powers at the top of the universe in your current phase, such as beings beyond mortal realms. So, being the son of a god or being part of Marvel's Beyonders is a no-no. Another limitation is that you will only be able to access the most common characteristics of the lineage to which you belong.

Noble

Etiquette of a Nobleman (100 CP)
You have the knowledge of noble etiquette that a member of the royal family would possess. Your manners are perfect, impressing even the most discerning and demanding. You are likely to be mistaken for a member of the royal family.

A Dignified Aura (200 CP)
You have the bearing and aura of a high-ranking noble. No matter how much you reveal your status, people will feel the need to be formal and polite when they see you.
This is very useful for gaining entry to exclusive nobility or even higher-status venues without having to show ID or feeling like a fish out of water.

For our House (400 CP)
Like a spider, you are capable of creating a large web, but in this case, of contacts. You have a natural talent for forming alliances with other noble houses or other individuals. Regardless of their status, you can determine their potential and how you will benefit from allying with them.
You have a sixth sense for identifying people's desires and intentions, and you can use this to your advantage to create alliances and strengthen the power of your house (or your own). You can advance from the rank of a Baron to a Duke in just one generation, thanks to this Perk. But you'll have to put in the effort.

Know How to Play the Game (600 CP)
You're not just a player in political games; you know the rules and how to use them to your advantage. You know how to create conspiracies and manipulate people. Manipulating a family to eliminate a political rival without getting your hands dirty is child's play for you. You can even use this talent to rise through the ranks, manipulating other noble houses to overthrow them and take their place.
Like any opportunistic viper, you can create feuds within a faction to eliminate each other, taking advantage of the chaos to seize their wealth.

Vassal

I'm their Best Friend (100 CP)
Normally, vassals are friends or relatives of nobles. So the first step is for them to like you or inspire your trust. Each jump you start, you can choose to befriend a local in that world. Basically, you can go to Naruto's jump and insert yourself as his friend or one of the students of his generation.

That's why I Got my Position (200 CP)
You have the skills necessary to be suitable as a vassal, not depending entirely on your connections. You can choose to have a talent for trade or know how to interact with other nobles on behalf of your lord.
Your skills, while competent, are nothing special, so don't expect to turn a poor territory into a power in just ten years. You are competent, but not outstanding.
To clarify, this is limited to administrative or office functions. It won't increase your skills as a mage or warrior.

Old Fox (400 CP)
You are a cunning person; you know how to manipulate things to your advantage. As long as you don't harm your lord or boss, you'll have the freedom to do things your way without having to give explanations. You can even manipulate things to your advantage, making your punishment lighter or even a kind of reward, like when Klaus covered up a potential war and manipulated Wendelin into taking charge. His punishment was simply becoming Wen's vassal, thus securing his family's future, as he planned.
If you have a naive or trusting lord/lady, you can become the puppet master who controls them and rules their territory.

Amazing Administrator (600 CP)
You are every lord's dream, a vassal who can handle all administrative tasks and turn a poor domain into a prosperous one in just a few years. You are well-versed in areas such as economics, politics, logistics, trade, territory, laws and management, capable of carrying out many tasks without the need for constant guidance. You are also good at identifying a territory's strengths and weaknesses, being able to exploit these advantages (obtaining greater benefits) efficiently and eradicating any problem by identifying its causes and solutions.
As a bonus, you are brimming with energy (stamina), able to work nonstop for a week and only needing about eight hours of sleep without affecting your health.

Items

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

Starter Pack (Free)
The basics for starting your new life: identity documents from the kingdom or nation where you are, money equivalent to 10,000 dollars, and clothing appropriate for your location.

Adventurer's Guide Book (100 CP)
This book has all the information an adventurer needs. Accurate descriptions of monsters, plants, fauna, and more. Survival methods suitable for any type of territory. General guild rules. It also includes a map of any territory in the country or kingdom you're currently in. Post-Jump, its contents will be updated with information about the world you're currently in.

Custom Equipment (200 CP)
Equipment and a weapon that suits your combat style, such as light armor and a sword for swordsmen, robes and gauntlets for monks, and robes and staffs for mages.
This equipment will fit your size and be dirt- and stain-resistant, making it maintenance-free. Made of quality materials, this equipment will adapt to your growth (both physically and skill-wise). So it will not only protect you and enhance your attacks, but it will also not become obsolete as you grow stronger.
You can customize your equipment to your liking.

The Magical Airship (400 CP)
A gigantic ship, 400 meters long. This colossus can fly through the skies using magic, reaching speeds of 200 kph. It has a large magic gem that provides infinite magic power for its operation, as well as a large protective barrier that can repel physical and magical attacks from powerful beings such as dragons.
The interior is similar to that of a luxury cruise ship, with several rooms for passengers and other facilities for operation and entertainment. Because it is protected by magic, the speed of its movement will not be felt by those inside.

Hidden Treasure (600 CP)
A wide variety of treasures found in an abandoned ruin. These belong to an ancient civilization, far more advanced than that of this world.
The first treasure is an army of ten thousand golems made entirely of mithril, perfect for repelling attacks from mages and resistant to weapons made of lesser materials. The army includes mounted knights, swordsmen, axemen, archers, spearmen, and squires. Despite their simple and predictable movements, they are an army that moves fearlessly and requires no rest or food. Each one contains a magic stone for its perpetual operation.

A dragon golem made of mithril, capable of shooting powerful flames from its mouth and flying. This dragon, like the golems, has a magic stone for its operation. Finally, a large collection of books detailing the design and steps for building autonomous golems, Magical Airships, and magical artifacts like the Magic Bag.

Reincarnated

Rice (100 CP)
Ten tons of rice to supply you, replenished every 12 months. Very nutritious and delicious, easy to cook, and can be paired with various ingredients or other dishes.

Magic Bag (200 CP)
The typical object that functions as an Item Box, you can store any object (even living beings) inside. Everything stored will be in a state of suspended animation so that it won't be affected by the passage of time. Also, the weight of the stored item won't be felt; no matter how much you store, the maximum weight will be 100 grams.
The storage limit will depend on the amount of magical power you have or your mana pool. An average mage can store up to 100 cubic meters. You can view the stored items in a status window similar to the Item Box in any game, and you can retrieve them with just a thought.

Master's Inheritance (400 CP)
A grand mansion that can accommodate up to two hundred people. With an area of 10,000 square meters, this three-story mansion features a large garden, greenhouse, training ground, and other outdoor facilities. Inside, the mansion is equipped with everything you need for comfort, including kitchens, luxurious guest rooms, a living room, comfortable staff quarters, offices, libraries, your master bedroom, a game room, spacious bathrooms, and a basement dungeon to lock up your enemies (protected by a security system that will make escape impossible). It is also equipped with modern amenities adapted to magical artifacts, such as light, water, and other things that will make you feel like you're living in the year 2025. The mansion is protected by magic, eliminating stains, dirt, and unpleasant odors, as well as deterioration of the structure and the facilities and objects within it. It will also automatically repair any breakage or damage to the building and the exterior of the property. It also features a twenty-golem security system, ones capable of easily defeating powerful beings like Klimt Kristoff von Armstrong. They require no maintenance and are considered followers. You can customize the golems' appearance to your liking.

My Domain (600 CP)
A vast territory with an area of 2,000,000 square kilometers, without any infrastructure or buildings, but with a wealth of natural resources.
These virgin lands have different areas where you can fully exploit their resources. Vast fertile farmland, suitable for all types of crops and grazing, as well as forests with a large number of trees and vegetation of various useful plants, as well as large lakes with drinking water.

It also has mountains filled with various mineral resources and metals such as iron, gold, silver, platinum, coal, and precious stones (rubies, sapphires, emeralds), as well as magical metals such as mithril and orichalcum.
Finally, it has a coastline with access to the sea, making it a strategic location for establishing a port and obtaining maritime resources.
The resources extracted here will be unlimited, so you can extract as many as you can. Any construction you make in this territory will be Fiat Backing, and any citizen you register will be considered a follower.

Fiance

Elegant Suit/Dress (100 CP)
A custom-made suit/dress made with quality fabrics. Stain- and dirt-resistant, this outfit will make you look fabulous.

Magic Ring (200 CP)
A ring inlaid with a magic stone, a highly valued accessory worthy of high-ranking nobles. Despite its elegant aesthetic, this ring also has a more useful purpose. The ring can store magic up to a certain limit, up to your mana pool. You can use it as your personal mana bank and supply it to yourself or others.

Family Support (400 CP)
Simply put, a sum of 10 Platinum Coins, or the equivalent of USD 7,700,000.00, annually, for you to spend as you wish. This money isn't just for investing in yourself or spending as you please, but also for lending to your partner or those you consider indebted to you or to elevate your status. How you use it is up to you.

Dojo (600 CP)
A dojo or teaching center for the style of magic or fighting of your choice, with a capacity for two hundred students. This can be one that teaches weapon techniques such as swords or spears, hand-to-hand combat, elemental magic, or other techniques.
This place will be equipped with everything necessary to provide your students with a good education, as well as facilities that serve that purpose or are complementary (training grounds, infirmaries, etc.). It will also have a teaching and administrative staff for its operation.
The best thing about this is that any student you take as a disciple will become your follower.

Noble

Medal (100 CP)
A decorative medal. By wearing this medal, people will recognize you as someone important, someone who has achieved great things to deserve it.
It will give you some status, but you won't receive a higher-ranking noble title or anything similar. It's an object to show off and for others to feed your ego.

List of Potential Candidates (200 CP)
A list of competent people who could be your potential vassals or subordinates. The list is simplistic and only provides general information and the areas in which they specialize. However, this list will be very helpful when trying to recruit potential talents under your command.
The list will be limited to people within the kingdom or country you are in, and will be updated depending on your location or if a new talent emerges.

High Position (400 CP)
You are guaranteed a high position in any organization or group to which you belong. You could be the minister of a kingdom or a bishop of a particular religion (in this world, bishops rank slightly lower than kings).
This won't give you the skills necessary to hold the position, but it will give you the authority and privileges (economic and political, nothing supernatural) that it grants. And no matter how incompetent you are, you will remain in that position until the organization or nation you belong to dissolves.

Castle (600 CP)
A grand castle that can easily compete with any royal palace of a prosperous kingdom or empire. The castle can comfortably accommodate a thousand people with their respective individual quarters (including family, guests, and employees). It also has barracks for soldiers as well as training grounds. It has various facilities such as kitchens, libraries, bathrooms, offices, a throne room, etc. All equipped with objects that even kings of powerful kingdoms would praise.
The castle is protected by a large magical barrier that can detect intruders and protect against attacks from beings as powerful as dragons.
Anyone who inhabits it will be considered a follower.

Vassal

High Quality Liquor Collection (100 CP)
A variety of thirty high-quality liqueurs, the kind enjoyed by wealthy nobles. Each year you'll receive a new supply to enjoy or give as gifts.

Letter of Recommendation (200 CP)
A letter of recommendation will open doors for you anywhere to apply as a potential subordinate or subordinate to a person or organization.
This letter will save you from having to go through multiple filters and will allow you to present yourself directly to your future boss. If you have the necessary skills or can convince them to hire you, there will be no future obstacles to filling that position.

Black Notebook (400 CP)
A notebook containing all the dirty laundry of various nobles, vassals, and high-ranking individuals. This notebook details all the unethical and illegal acts these individuals were involved in within the kingdom or country where you live.

Despite only having what's written in it and no other evidence, everything is true. You have the information, but you're missing the proof, but if you know how to use it, you could have a significant advantage over others. It's also useful for knowing what kind of people you might get involved with; after all, their dirty laundry will reveal their personality type.

My Company (600 CP)
A large business in your chosen field (jewelry, tailoring, magic item sales, etc.). With the center of operations in a large two-story building (shop and customer reception on the ground floor and offices upstairs), this business, both inside and out, will have a luxurious appearance exclusive to nobles or wealthy merchants.
You have a wide variety of competent personnel to manage your business. You can let those people do all the work, and all you have to do is enjoy your profits.
The annual profit, after taxes, will be equivalent to $500 million dolar.

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 friendship.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0 CP)
Are there any manga, anime, game or novel 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.

Last in the succession line (+100 CP)
Regardless of whether you're a noble or a commoner, you'll be the last son or daughter in a family with several children. This will make it impossible for you to inherit anything, and at 12, you'll be kicked out of the house because you're considered a functioning adult.

Too many Wives (+200 CP)
You're a Casanova, or rather, you've received a ton of marriage proposals. Whether noble or commoner, they'll try to pair you up with many suitors, regardless of whether you already have several concubines. The worst part is that there will be political intrigues that force you to marry them, and of course, you'll have to support your harem.
The positive side is that the suitors will be people you find attractive and of your preferred gender.

Bad Payment Job (+200 CP)
You have a low-paying job, or any work or assignment you do will be less than you should have been. Whether due to a technicality or because your client or boss isn't happy with the outcome, you'll only receive a tenth of the agreed-upon or appropriate payment.

Discrimination (+400 CP)
If you think you can climb the social ladder based on your own merits, I'm afraid that won't be possible. No matter how talented you are or your background, you'll be considered at most a potential concubine for someone high in rank.

This will prevent you from becoming completely independent or achieving a high-ranking position, limiting you to being just a person who bears or raises children, or a subordinate. As is clear, any reward or achievement will be attributed to someone else, relegating you, at best, to a mere participant and receiving a small share of the reward.

Problematic Family (+400 CP)
You have a dysfunctional family, even worse than Wen's. For starters, your relationship with them is terrible, so you won't have any support or help from them. Second, if you manage to obtain treasure or become rich, they will send assassins after your head, claiming your wealth as legitimate heirs. Finally, their hostility toward you will turn into paranoia, so if you start to stand out or gain fame, they will ally with your enemies to eliminate you or plot your downfall, no matter what method they use.

Politics are Horrible (+600 CP)
Your stay in this jump will be horrible. You'll be involved in various police plots involving several powerful nobles. These men will see you as a threat, so they'll try to eliminate you or disgrace you, whether through direct or indirect means. Your life, status, and that of your loved ones won't be safe unless you take action.
If this doesn't seem like a big deal to you, you're also prone to getting involved in other people's problems, such as marrying a woman other nobles covet or allying with a noble and helping him confront his political enemies.
You're basically a magnet for these kinds of problems. The good thing is that if they write a story about you, it will be very interesting, with political plots and conspiracies.

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 Oswald Feurst, Domar7431 and everyone for fixing my grammar and helping me make this jump.