



***“You want my treasure? You can have it!
I left it all in one place! Now you just have to find it!”***

These are the infamous last words spoken by Gol. D Roger, the man who had gained all that the world had to offer, the man who became the Pirate King, moments before his execution. These very words kicked off the dawn of a new age, the Great Age of Pirates. Untold thousands have set off into the great seas of this world to seek out his treasure, the mythical One Piece, all in the hopes of becoming the next Pirate King!

Welcome to the world of One Piece, a world covered by seas both great and small, a single continent, and innumerable islands. These waters are home to countless inhabitants. You can find monsters, pirates, marines, adventurers, and so much more! For the next ten years, this dangerous and wondrous world shall be your home and with it, you have the freedom to explore all this world has to offer. There are countless adventures to be had and while it may be bright and cheery at a glance, there are untold secrets and mysteries to be uncovered writhing just below the surface...

Your journey shall begin as Monkey D. Luffy, a strange boy made of rubber, embarks upon his journey to become the Pirate King, leaving his home of Foosha Village behind.

Now, you only need to take this before you go.

+1000 CP

ORIGIN

Neither age nor gender matter in this world and as such, they may be chosen freely.



Castaway

You awaken on the shores of your starting island with no new memories, and no history in this world. Very few could boast that they have total freedom to choose their beginnings, but it seems like you are one of those lucky few.



Civilian

You are but one of the many countless inhabitants of these seas, simply trying to eke an honest a living within these waters. For now, you've stayed out of the affairs of Marines and Pirates, but who knows what changes and opportunities the future shall hold?

Pirate

You grew up wishing for a life of Freedom and thought of no better way to achieve that than by raising the black flag and striking it out as a Pirate! Though you will be hunted down by those who fly the Marine's flag, it's a small price to pay for the freedom that you now possess. Hopefully you have the strength to keep what you love beside you.



Marine

You have seen this world, seen a need for order, and with all your heart, you desire Justice! You have climbed the ranks and now stand as a member of the Marines, the arm of the World Government! You are in a position of control, and as such many look up to you for guidance and safety in these dangerous times. Hopefully their faith in you is not misplaced.



Noble

You are one of many nobles, maybe even a ruler, on one of the many islands dotting the world. Likely part of the World Government, you've lived a life of comfort and luxury and all you've had to do is follow the laws of the World Government and ensure your citizens do the same.



Revolutionary

You have seen for yourself the true colors of the World Government, an oppressive and corrupt regime masquerading as law and order, and such a discovery has lit a fire within your very soul. While others may fight for freedom or justice, you fight for the Revolution this world so desperately needs.



RACE

There are numerous races in the world of One Piece and what race you are can heavily change how others will choose to interact with you. All of these become Alt-Forms post-Jump, even a wackier human.

Human

All across the seas, humanity can be found in every nook and cranny. They come in all sorts of shapes and sizes, from the normal to the outright bizarre, with heights ranging from four feet to thirty, and even multiple elbows on their arms. Honestly, it would be easier to name all the body types that don't exist.



Animal

Of course, if you want to be more in touch with the wild side of life, then you can quite literally be a beast. To be more specific, you can be any mundane animal found within our world, ranging from a small bird to a massive whale.



Sky Person

This is an offshoot of humanity, having adapted to life in the sky islands. But whether you are Skypiean, Shandorian, or Birkan, you have adapted to need less air than humans down in the Blue Seas and are more resistant to the cold. You might also possess small vestigial wings on your back.



Dwarf

A smaller people native to the island of Dressrosa, you are a Dwarf, or Tontatta. While you may only be a few inches tall, that won't stop you from setting out onto the seas in search of adventure! Just watch out for where people walk.



Merfolk

A race often sought-after by many, you are one of the legendary mermaids! You have evolved to life below the seas, handling it's crushing pressure and being able to swim as easily as breathing, but you might face a few difficulties if you're needed on land.





Fish-Man | 100 CP

If ever there was a race who could handle whatever the seas throw at them, it would be the Fish-Men. You are now a hybrid of a type of fish, able to breath underwater, swim as well as a mermaid, and are ten times stronger than a normal man! But be warned, there are those out there whose strength might be too much...

Mink | 100 CP

Native to the traveling elephant Zou, Minks are an anthropomorphic race of mammalian animals that are physically superior to humans. They can project electricity from their bodies to strike at their foes, and they possess a powerful transformation under the full moon, but it comes at a serious cost...



Lunarian | 100 CP

Once found at the top of the Red Line, Lunarians are a race once thought to be extinct. They are similar to the Sky Islanders, with large black wings, and unlike the Sky Islanders, their wings are not vestigial. They are said to possess incredible endurance, and the ability to ignite their bodies and manipulate said flames. Is it any wonder then that they were once considered a tribe of gods?



Giant | 200 CP

There are few beings as infamous as you, for you are a legendary Giant. Standing at the very *least*, forty feet tall, with enough strength to throw around full galleons and the durability to match, there is no doubt that you are quite a fearsome fighter. Perhaps you can one day make a legend as large and grand as you are.



Halfbreed | Variable

You are something special, a hybrid between two races. No matter what your two halves are, the abilities you gain won't be as strong as if you were a pure-bred, but they will be beneficial, nonetheless. You will need to pay the full price for both races you are hybridizing but will need to pay an additional **100 CP** for each race added.

LOCATION

In an ocean as strange as this, there are no shortage of places to suit your fancy and it would be quite a shame indeed if you could not, at the very least, choose where to begin your journey here. As such, you may choose your starting location from any place in the world, with one sole exception. If you wish, you could leave this in the hands of fate and roll a *1d20* instead, receiving **100 CP** by doing so.



1. Foosha Village

The place where it all began. Little more than a simple and rural port village, this place is the birth town of one Monkey D. Luffy, a young man who dreams of becoming a Pirate King. Now, the young man is about to leave his home and set sail, ready to begin his adventures.

2. Shell Town

A small island with a sizable marine base. While the only thing of note is the crazy Marine Captain ruling it like a dictator, if you're willing to wait a short while, two strangers will eventually deal with that problem entirely and after that, they'll simply head out. Maybe you can join them.

3. Baratie

A restaurant on the sea, the Baratie is a five-star eatery where the food is great, the women are treated as goddesses, and the chefs act closer to pirates than they do anything else. I hope you brought enough money to afford it.

4. Arlong Park

Possibly the worst place to be in the East Blue if you're human, these series of islands are under the control of the Arlong Pirates, a pirate crew composed entirely of fish-men, with one exception whom all humans hope succeeds in her goal.

5. Logue Town

The last stop between the East Blue and Reverse Mountain, the gateway for the first half of the Grand Line, also known as Paradise! Not only that, but it was in this town where the King of the Pirates, Gol D. Roger himself, was born and it was here where he was executed.

6. Little Garden

An island in Paradise that never left the age of the dinosaurs, Little Garden is home not only to various prehistoric flora and fauna, but there are also two giants that have been duking it out for decades over a long-forgotten debate.

7. Drum Island

A winter island that has lost its king, it was recently devastated by a group of pirates that wandered through. With almost no doctors, the only one available here is an old witch and her reindeer that occasionally pass through every so often.

8. Alabasta

A desert kingdom in the first half of the Grand Line. This ancient and respected kingdom is currently undergoing a tumultuous time, with a civil war brewing and a mysterious organization in the background controlling it all.

9. Skypiea

Where some might look at the Blue Seas in awe, it is nothing compared to the White Sea of the sky islands, and none are more famous than Skypiea. But be careful of what you say, for God is always listening and he might just deem you worthy of divine punishment.

10. Water 7

The island that is famous for its shipwrights, Water 7 is a marvel of engineering. This city, one that lives and breathes water-based transportation, has quite a bit more going on underneath the surface than it might first appear.

11. Enies Lobby

This is an island where Justice reigns supreme. It is the Judicial Island, and one of the three strongholds of the World Government. If you are a Marine, you will be met with open arms, while Pirates may not be so lucky...

12. Thriller Bark

An island turned ship, this is the home of Gekko Moriah, one of the Seven Warlords of the Seas. Filled with undying zombies and covered by a perpetual fog, do not be caught, lest you lose your shadow and connection to the sun.

13. Sabaody Archipelago

The gateway for the New World, Sabaody Archipelago is not an island so much as it is a massive system of trees. It is a great center of commerce in Paradise but be careful not to catch the eye of a visiting Celestial Dragon.

14. Calm Belt Island

Whereas other islands are well part of the Grand Line, this is an outlier. Literally. You are on one of many islands in the middle of the Calm Belt, where no winds blow and the dreaded Sea Kings thrive. However shall you escape?

15. Fish-Man Island

The threshold for Paradise and the New World, you are now ten thousand feet under the sea, on the island of Fish-men and Mermaids. There are rumors of a radical Fish-Man group here, but surely those are just rumors. Right?

16. Dressrosa

This is a cheerful island ruled over by Donquixote Doflamingo, one of the Seven Warlords of the Seas, and is known for its flower fields, cuisine, and its grand Colosseum. Just do not look too deeply into the shadows of this bright and toy-filled land, lest you find what your strings are.

17. Zou

The ancestral home of the Minks, Zou is a giant, ancient elephant with a city and ecosystem on its back. It is a Dukedom ruled by two powerful Minks who are rumored to have traveled with Gol D. Roger himself. And it is said that those two minks are hiding a Road Poneglyph, one that could lead to Roger's grand and magnificent treasures.

18. Totta Land

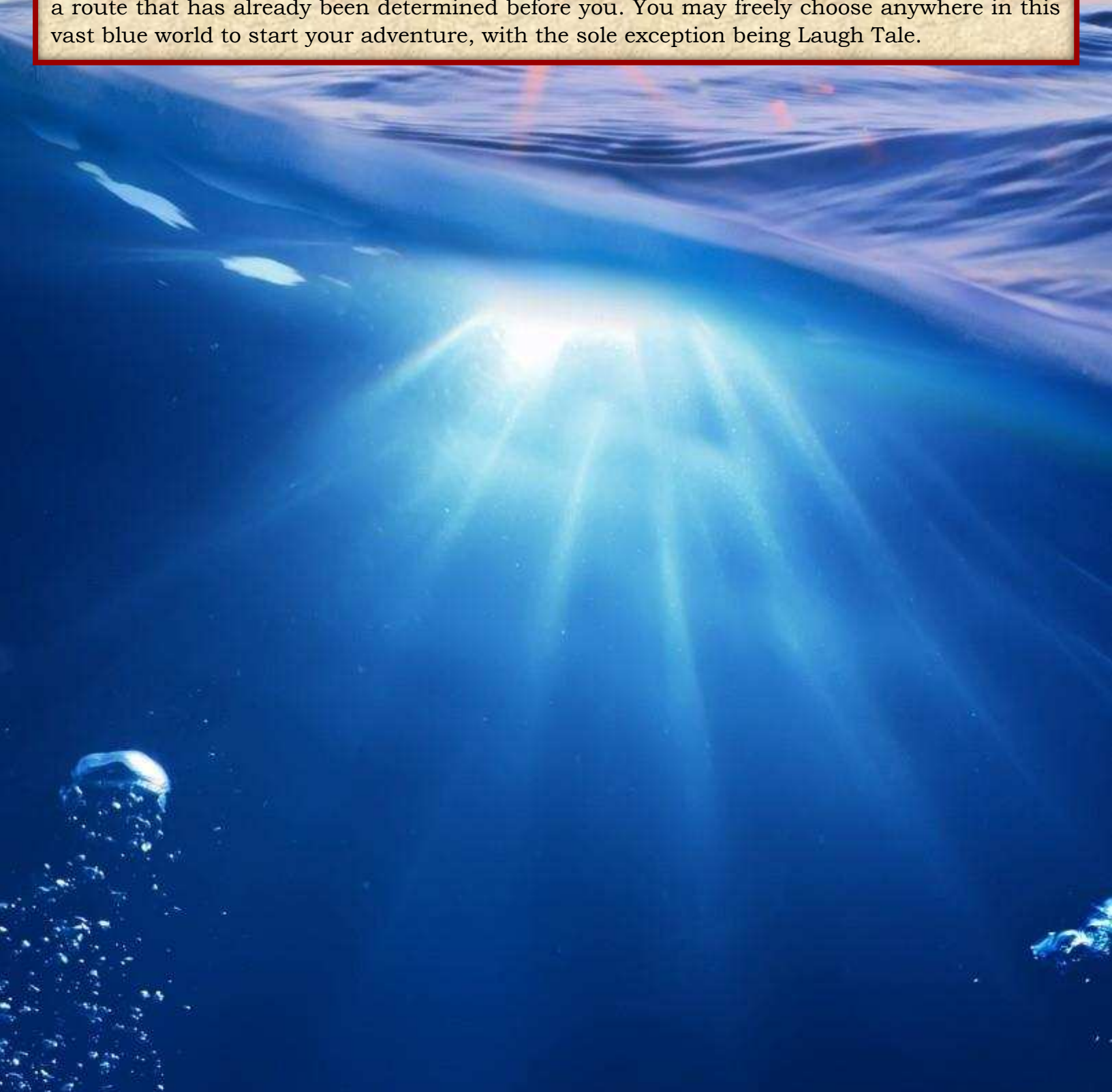
This is a colorful archipelago ruled over by its Queen, one of the Four Emperors of the Sea, "Big Mom" Charlotte Linlin. Where the houses are made of food, and you can hold a conversation with everyday items, all people of all backgrounds are allowed to enter. It is leaving that is the problem, especially when you see the disgusting rot that lies beneath the sweet coating in this "wonderland."

19. Wano

Isolationist to the extreme and one of few kingdoms that are no way connected to the World Government, Wano is an island under the control and rule of Kaido of the Beast Pirates, one of the Four Emperors of the Seas. It is a land of unparalleled beauty and culture. But it is also an island oppressed by its very same Emperor and an uncaring Shogun, its beauty marred. Its people's will has been beaten but that does not mean that they are broken and the embers of revolution and dreams of freedom still linger within. All they need is a spark.

20. Free Choice

It seems as fate has smiled upon you once again, or perhaps, you are simply not content to take a route that has already been determined before you. You may freely choose anywhere in this vast blue world to start your adventure, with the sole exception being Laugh Tale.



PERKS | GENERAL

Two perks from each price tier may be discounted. Discounted **50** and **100 CP** perks are free.

Epithet | Free

In a world of kings and legends, one must have a title of their own in order to stand out from the rest of the common rabble. You have a simple epithet that embodies who or what you are, is easy for people to remember, and causes those who hear it to feel awe, respect, or fear, depending on your reputation.

Fighting Style | 50 CP

An immensely useful skill on these dangerous waters, you are now skilled at any fighting style of your choice. Whether you wish to fight with only your feet, with three swords, a bizarre martial art, or just be a street brawler, you can definitely kick some ass. You will start off as an adept, but with an additional purchase you would be considered a master. This can also be purchased multiple times for different fighting styles.

Godly Liar | 50 CP

When in doubt, lie your way out! You are able to easily come up with believable lies and are skilled in the art of bullshitting your way through problems, both in conversations and combat. You can also tell when someone is lying to you. After all, who would dare lie to a god?

Nurturing Figure | 50 CP

Many people can attribute the person they are today with who raised them, and few are as influential as you. You would make for an excellent parental figure, expertly taking care of and inspiring children, and even some adults, to become better people under your love.

Oceanic Beauty | 50 CP

It's surprising how many people in this dangerous world are beyond super-model material, but not so that you would be one of them! While you are not the most beautiful person in the world, you are nonetheless very, very easy on the eyes. And if your lovely visage were ever to be marred by unsightly wounds, they would fade away entirely or leave very aesthetically pleasing scars.

Party Animal | 50 CP

There are times when you simply must celebrate, and you are well versed in such activities. Capable of setting up great parties with the minimal amount of supplies, you can make even the most stoic of individuals crack a smile during your festivities. You can also drink entire barrels of alcohol at a time, and are immune to hangovers.

Sounds of the Sea | 50 CP

The beautiful blue seas have captivated the hearts and minds of countless men and women, and have inspired many works of art. For you, this comes in the form of a mental playlist of music from the One Piece series, from the anime to movies to games, and over time you may find new songs or remixes added to this list.

Quirky Personality | 50 CP

A crew is meant to be a family, and family often overlooks any quirks you may have. This goes a bit farther, often letting any of your wackier behaviors be brushed aside as a minor thing. This can only go so far, as acting like a loon at a funeral might not end well for you.

Veteran Sailor | 50 CP

In this world, where the sea is an ever-present entity, it helps when one knows how to traverse it. You are now a master of sailing any type of water-based vehicle. Whether it be a dinghy, a junk, a galleon, or even a submarine, they are all vessels designed to traverse through water, and under your guidance they will cut through the waves to witness a thousand sunrises.

Adaptive Mindset | 100 CP

Those who cannot adapt to changing times are doomed to fall behind and get left in the dust. This is not a problem for you, for regardless of whatever scenario or complication you come across, you can quickly adapt to it and come up with some sort of answer to surpass whatever stands in your way, or at the very least, survive.

Cat Burglar | 100 CP

Pirates are the most famous brand of criminals around, but not the only kind, as you can no doubt prove. You are now skilled in all kinds of dirty tricks, even being able to spot such things whenever others are using it against you. Throwing sand in the eyes or pickpocketing a few wallets is the least of the mischief you can get up to.

Following Dreams | 100 CP

Given a goal, it's amazing to see how far people are willing to go for the hope of accomplishing it. When you find a goal or a dream you believe is worth following, you never lose sight of it or the intent behind that dream, and find your willpower growing the longer it takes to achieve it.

Inherited Will | 100 CP

Sadly, not everyone is capable of accomplishing their dreams, and they are forced to either abandon them entirely or pass them on. When you cannot complete something, you can cultivate your dreams amongst others who will continue where you left off, eventually accomplishing or surpassing your goal long after you have passed on.

Strong Resistance | 100 CP

There are many more dangers out there than you'd think, but it helps to be resistant to a few of them. You are heavily resistant to some kind of damage or effect, be it blunt force, blades, fire, poison, or something weirder. The only exceptions would be the effect of water and sea prism stones if you have the abilities of a Devil Fruit, or a resistance to Devil Fruit abilities. This option can be taken multiple times for multiple resistances.

Unbreakable Bonds | 200 CP

Friendship can be a wondrous and powerful thing, making it all the more tragic when those bonds wither and break. Thankfully, you almost never seem to experience such tragedy, as all of the bonds you forge with others will only ever get stronger. Your friendships will weather the most difficult times, and your love will never fade no matter how long it's been.

Attack Cuisine | 200 CP

There are few as gifted in the culinary arts as you. Not only are you capable of preparing healthy and delicious food from what others might call scraps or waste, but with the right ingredients you can prepare dishes that can temporarily enhance certain aspects of whoever eats your food. Perhaps they could gain eyesight comparable to a hawk or it might even shorten their recovery time to a fraction of what it would normally take. Heaven created Sweets, Hell created Spices, and all are under your control.

Combination Play | 200 CP

It is the bonds we have that we share with others that make us strong, though it appears that you have taken that to a whole new level. By focusing on the bond between you and another, the two of you begin to take on strange abilities resembling those of magnets, capable of attracting and repelling each other. The forces you apply to each other will only strengthen the greater your bond is. Glowing is completely optional but highly recommended.

Espionage Expertise | 200 CP

Eight are known, and two are hidden from the public. You have been trained heavily in espionage tactics and now, you possess skills comparable to the agents of Cipher Pol. Infiltrating organizations, assassinating people in power, or stealing heavily restricted national secrets and treasures while leaving everyone else none the wiser. All these and more are now part of your own repertoire of skills, skills that make you a nightmare against the foes that hold your ire.

Grand Potential | 200 CP

Although anyone in this world could theoretically reach the level of Gold D Roger, very, very few ever do, often finding their strength hitting a plateau. For you, this will never be a problem, for your potential for growth is as endless as the wide ocean around you. This is especially potent when you push yourself in combat, seeing your growth skyrocket, be it your physicality, skills, or unique powers.

Hypnotic Music | 200 CP

Music is a beautiful tool, able to make a lazy man energetic or a stoic man cry with the right sounds. You take this to a whole new level. Depending on what type of music you play, you can make people act in any way you wish, so long as they are not of strong enough will to resist your control. As a side effect, you are also an expert in any instrument you pick up.

Ohara Archeology | 200 CP

There is so much the past can tell us, if only we know how to look. You are able to understand any type of written language just as easily as if it was your first, including Poneglyphs, and can even teach any encountered languages to others within a month. You also have a knack for discovering ancient sites and items.

Recruitment Prospects | 200 CP

Little can be done in this world by yourself. You seem to have a good sense when it comes to finding people who are somewhat aligned with your goals and morals, able to look past their appearances and previous deeds in order to see only their true character. Whether you can recruit them to your cause is another matter entirely.

Weird Powers | 200 CP

As you may have noticed, some of the abilities found here can be pretty strange, and don't really make a lot of sense when looked at logically. Why does spinning really fast mean that you can catch your foot on fire, or inflating your arm with air means that it's got enough mass to destroy entire buildings, and why can that giraffe-man turn his legs into noodles? Needless to say, so long as you can somewhat justify it, you can really stretch what you can do with your powers.

Body of Steel | 400 CP

You were broken, once, but through the miracles of SCIENCE you have been rebuilt! Yes, you are now a cyborg, with all that entails! Regardless if you were crafted in the labs of Vegapunk, or a product of your own genius, your steely exterior is especially resistant to damage, all while possessing numerous hidden tools and weapons built into your body. You will need to manually repair yourself, but at least you can add in upgrades that are guaranteed to become fiat-backed!

Cherry Doctor | 400 CP

When it comes to the medicinal arts, there is no equal. You are able to make medicine that can make a person immune to the common cold, speed up healing from weeks to days, and fix minor disabilities with just herbs. When using the right resources, you could easily create a cure for cancer or other such biological threats within days. On top of this, you are a master surgeon, performing difficult operations much quicker and with a much higher success rate. Biology is a constantly evolving process, and you are able to keep up with and surpass it.

Dracule Swordsmanship | 400 CP

Few have taken their mastery of the sword to the levels you have, able to turn a butter knife into a deadly weapon and capable of cutting through steel with it. Not only have you gained amazing proficiency in most sword styles but with your mastery of the blade, you have become able to swing your sword with such skill and precision that you can use the very air itself as a way to extend your attacks, with none of the force behind it lost, cutting away at your foes from afar. With time and training, you could even one day surpass a certain hawkeyed man.

Haki Training | 400 CP

While much of this world is more scientific than it seems, that does not mean the spiritual is useless. Capable of turning your will into a weapon and shield, you have mastered the basic uses of Armament Haki and Observation Haki. With Armament, you can reinforce yourself or objects and can bypass the defenses of those thought untouchable. With Observation, you can sense the presence, strength, and emotions of others. With time and training, you would be able to project your Haki without a medium to attack others from the inside or see into the future to such an extent that were you a Logia, even the might of Armament could not touch you.

Life Return | 400 CP

The body is a strange and wonderful thing, and you are one of the few to have an unnatural level of control over it. By stretching your senses, you can control your body to the point where your hair might as well be a few more pairs of arms. You can also use this to eat a large amount of food, digest it almost immediately, and use the nutrients to quicken recovery time from days to seconds and regain your stamina. You can even use it to burn off any extra fat you might have. Who knows what other things you might be able to do with an ability like this?

Monkey See | 400 CP

A rare gift, for your eyes are peerless in what they do. This ability will not grant you nothing so base as enhanced sight, but instead the power of mimicry. Should you watch someone perform an action, chances are that you can quickly learn to replicate it should you be physically capable of it. From swordsmanship to the Six Powers, you could even learn to mimic the capabilities of certain Devil Fruit users, though the supernatural will be far more difficult than the physical to replicate, especially if you don't have anything else to help you along with it.

Sniper King | 400 CP

Capable of near impossible feats of marksmanship, you are able to hit any target within your line of sight with pinpoint accuracy and the reflexes to match. As an example, you could hit an apple off of someone's head a mile away with only a slingshot if you only had normal human sight and one working eye. With the right gear, no one would be safe from your reach.

Teamwork Dreamwork | 400 CP

Nothing important in this world can ever be accomplished by yourself, the strength drawn from friends and followers a bit more literal in your case. Any group you work with, be they a small group of friends or an entire armada, will see improved synergy, covering each other's weaknesses while bringing out their strengths as if all of you have been working together for years, the effects growing stronger the greater your bond.

A Conqueror's Disposition | 600 CP

Though personal power and training is very important, in this world, willpower truly is strength. The strength to keep getting back up despite failure pushing you down, the strength to never submit to anyone, the strength to follow your dreams and enforce your ideals. You possess this very same indomitable spirit, this endless willpower that refuses to break, to yield. And with such a will, you now have the potential to learn Conqueror's Haki, a type of Haki found within a very select few people, Haki that allows you to exert your will over others.

Shining Nova | 600 CP

So many new names and new faces pop up from everywhere, each one of them looking to make it big, for the entire world to remember their name, if only for but a moment. And yet none could match your meteoric rise to the top. Where others take years and even decades to reach their place in the world, you will find yourself matching them with only a fraction of the time and training they had. A simple man could match one of the Four Emperors with only a few years of dedicated and harsh training. And not only that, your reputation is an ever-increasing beast, tales of your exploits reaching far and wide across the globe, for better or for worse. This will also improve the weight of your actions, each one holding an even greater significance than before and more potent reactions to whatever deeds you commit. With such influence, perhaps you shall be the one to bring the world into a new era?

Surgical Strategies | 600 CP

Not everyone can simply rely on pure luck, but you're one of those who can create your own luck. Your masterful plans are intensely precise and intricate, able to reach years, or even decades, into the future with little chance of failure. Only the most random or chaotic of variables could throw off your schemes, and even then, you can still find a way to use the chaos to your advantage to achieve your goals.

Virtuous Embodiment | 600 CP

This world is, above all, ruled by ideals. The ideal of Freedom, or the ideal of Authority? Good or Bad? Kindness or Cruelty? You embody a virtue, subconsciously acting in a way that enforces this aspect of your character and inspiring others to follow in your image, be they allies or enemies. You also have a feeling everywhere you go when your chosen virtue is twisted, broken, or abandoned all together, and what to do to fix this problem. Will you represent "Romanticized Freedom" like Luffy, "Personal Justice" like Smoker, "Chaotic Anarchy" like Blackbeard, "Absolute Authority" like Akainu, or something else entirely?

Will of D | 600 CP

Ah, so you count yourself a member of that infamous clan? Those natural enemies of the gods, the D's, are all said to possess the luck of the devil. Indeed, it seems like you've inherited that luck, for so long as you work towards a goal, no matter how difficult or seemingly impossible it is, fate will always conspire for you to succeed. Another aspect of the D clan is their inability to be controlled by any force they don't allow. Much like them, it's difficult for you to be mind controlled, and most manipulations are outright ignored.

PERKS | CASTAWAY

Discounts for Castaways are 50% off, with the **100 CP** perk being free.

Wondrous Outlook | 100 CP

How could one ever become bored when there is so much out there to experience? You never let go of your childish wonder, able to look in amazement as something so simple yet so entertaining. Even the act of exploring similar places can't keep your cheer down. After all, they are so many different places, so there must be something different between each and every one.

Compassionate Monkey | 200 CP

There's just something about you, some quality of yours that makes it easier for others to feel relaxed in your presence, making you all the more likable and making them much more likely to open up and place their trust in you. Of course, being comfortable around you also brings with it a sense of playful fun, allowing you to bring out anyone's childish side with enough time and care.

Made a Promise | 400 CP

Few things are as important as keeping one's promises, for if someone can't do that, then why should they be trusted? Thankfully, you'll find it easy to keep most of your promises, if only because of your motivation. When you make a promise, you keep it, your will empowered, your drive to continue reinforced, pushing you until your goal is accomplished. You could push yourself much further than your body could take, and you'd still keep going until you keep up your end of the promise.

Flow of Time | 600 CP

There are three unstoppable things in this world: Inherited Will, a Man's Dream, and the Flow of Time. While the first two have been explored extensively, time is something simultaneously simple and complex. It is the endurance of your legacy, the memories and stories and legends that you leave behind, those that others will tell their descendants for centuries to come. Your history cannot be washed away, not through any action or force but your own. Even time itself shall have no effect on your legacy, tales of your exploits never deviating or mutating from what they originally were. But should that not be enough for you, then you shall be highly resistant, if not immune, to hostile time manipulations. If a man only dies when they are forgotten, then you shall be immortal.

PERKS | CIVILIAN

Discounts for Civilians are 50% off, with the **100 CP** perk being free.

Artist Extraordinaire | 100 CP

There are few who can match you when it comes to artistic prowess. Upon choosing this perk, you are a master in any one artform of your choosing, from painting to cooking to singing to writing. You can take this option multiple times for different skills, so long as you pay an undiscounted **50 CP** per skill.

Childish Tinkering | 200 CP

Some of the most creative ideas come from a place of child-like tendencies. You can take this childish side of yours, and from it, create things from that oh so wonderful inspiration. A staff that manipulates the climates of its surroundings as well as enough tricks to ensure that no one is bored at parties? Such ideas come to you as naturally as breathing!

Paradisiacal Shipwright | 400 CP

There are those who build ships, and then there's you. If you are given access to crude materials and shoddy tools, you could create a ship able to survive going down a powerful waterfall, to say nothing if given the best to work with. Whether it be a ship or other types of architectural works, there is no one more suited to the job of creating and repairing them than you.

Punkish Genius | 600 CP

Very few can even come close to your level of technological expertise. Effectively putting you five centuries ahead of the current era in terms of expertise, you can easily grasp any technology you come across with research, eventually able to improve upon it. Given enough time, resources, and motivation, you might even be able to create your own Devil Fruits or technological equivalents.

PERKS | PIRATE

Discounts for Pirates are 50% off, with the **100 CP** perk being free.

A Pirate's Life for Me | 100 CP

And what a life it is! To travel these great blue waters, going from island to island, never knowing what adventure lies just beyond the horizon. You seem to benefit greatly from this, as no matter where you go, you will run into opportunities for great adventures, their rewards just as great as the effort you put into accomplishing them. You can of course toggle this on and off, but why would you ever do that?

Swim Away! | 200 CP

The key to being a good pirate is to never get caught by the Marines. If measured by that metric, then you are a very good pirate indeed. You are a master of running away from the law, be it by land or sea. Maneuvering your ship in such a way to allow a fast and easy escape is the least you could do. And on the off chance that you *are* captured, then your skills with escape artistry should get you out of there right quick. Let them remember this as the day they almost caught Captain Jumper!

Warlord of the Seas | 400 CP

The Warlord System is a very interesting development, the World Government allowing seven pirates to be pardoned from their crimes, while giving them a large amount of freedom to do as they please so long as it isn't directly interfering with the Government. Regardless, you seem to benefit from this system from any form of government, even those in future worlds, so long as you appear loyal to a ruling system of power. And even if you commit some crimes or heinous acts that they catch wind of, they will probably turn a blind eye so long as it doesn't disrupt any of their long-term goals.

Chaotic Freedom | 600 CP

You are a pirate, one who has embraced their freedom and has endeavored to be the biggest headache around. This desire for freedom of yours has manifested itself in a chaotic manner, making it nearly impossible for you to be predicted. Even the greatest users of Future Sight would only get vague glimpses of you before their vision ended. And that part about being a headache? Well, it seems like the plans of those around you always tend to go awry whenever you're involved, often in the worst ways possible if they're your enemies.

PERKS | MARINE

Discounts for Marines are 50% off, with the **100 CP** perk being free.

Naval Training | 100 CP

In order to be inducted properly into the Navy, you must either go through boot camp, or be nominated for the position. You seem to have gone for the former route and completed your training with top marks. How to properly take care of your equipment, general navigation, how the Marines operate, all of these and more are things you are intimately familiar with.

Personal Justice | 200 CP

Each Marine does not necessarily follow the same ideal of Justice, its meaning dependant on the person. You have your own code of Justice, be it dogmatically following the rules of the Government or your own morals. When you follow this code, live by it and stay true to the ideal, then you will see a noticeable boost to your abilities. Breaking this code means forfeiting the boost in power, though it will return once you're back on your right path.

Six Powers | 400 CP

A superhuman martial arts style primarily utilized by the Marines, a master of this bizarre style is said to have the strength of a hundred men. Hardening the body to become iron-like, relaxing the body to act like paper in the wind, poking with the force of a firearm, kicking the ground hard enough to dash at speeds that can't be tracked, kicking with enough force and precision to turn the air into a blade, and kicking off the air so hard that it gives the illusion of flight. These are the powers offered to and with time and training, you will be able to combine them together and perhaps, once mastery is achieved, a Seventh Power shall make itself known.

Orderly Authority | 600 CP

It is you and the forces of the World Government that stand in the way of total anarchy, of those innumerable pirates hellbent on looting, pillaging, and destroying all of good society, and the people who make it possible. Well no longer, not when you're in charge. You are a bastion of Authority, quickly suppressing any forces who would dare shatter the Order you stand for, be they uppity pirates or rebels believing you to be dictators. Such threats will be found in record time, often before they can get most of their plans off the ground. This also comes with a great skill at framing your actions in the most heroic light possible, in such a way that the vast majority of the public will take it at face value.

PERKS | NOBLE

Discounts for Nobles are 50% off, with the **100 CP** perk being free.

Silver Spoon | 100 CP

Growing up as a noble, many things were expected of you, first and foremost being your manners. Yes, you've got all the classy and pompous mannerisms of nobility mastered, from acceptable fashion to which spoon you're supposed to use. You could easily integrate yourself into nearly any court or sphere of politics. If only more would put such a focus on how they present themselves.

Void History | 200 CP

It is no secret that there are innumerable things being hidden or covered up by those in positions of power, but I'm not sure that any are as good at it as you. With just a few words and bribes, a book burning here and there, and maybe a hole dug, you can erase evidence of any secrets you don't want to be found. With effort, it wouldn't be unheard of for you to erase the knowledge of an entire century's worth of history.

Royal Expertise | 400 CP

Many problems could be solved if those in charge actually knew what they were doing, so it's a good thing you're one of those people! You are a very competent leader for any kind of group, able to keep a perfect balance of Freedom and Order that is needed to keep them functional and happy. But do keep in mind that no one is perfect, and even the greatest and mightiest rulers can find themselves falling short.

Celestial Dragon | 600 CP

The Celestial Dragons are the descendants of the original twenty kings, living in unimaginable luxury and possessing unlimited privileges. Much like those World Nobles, you almost never seem to face the consequences of your own actions. Even murder and slavery are waved off by those in power, for who would ever dare go against the wishes of a god? But more than that, wealth and political power are naturally drawn to you like moths to a flame, as though in recognition of your divine heritage.

PERKS | REVOLUTIONARY

Discounts for Revolutionaries are 50% off, with the **100 CP** perk being free.

Conspiracy Theorist | 100 CP

The World Government tries to tell you that everything is okay, that the world is a fantasy land that, while not perfect, is one where its common citizens can live safe and happy lives. Well you've looked past the veil, seeing the rot beneath its shiny coat, and can't stand it. You can look beyond any propaganda, any cover-ups and recognize when you and the people around you are being fooled, being led by the nose like some dumb sheep.

Under Their Noses | 200 CP

With an enemy as large and imposing as the World Government, as well as the innumerable assets they have, the only way a group like the Revolutionaries has survived this long is due to stealth and info. As a master of running spy networks, you would find yourself highly valued, whether it be the World Government or the Revolutionary Army itself. Not only could you set them up in record time, but you run your operations so smoothly that outside of colossal blunders, they will never be noticed.

Revolutionary Vision | 400 CP

Few look upon what is there and see what needs to be changed. Not you. You can look at any type of social system and see the rot in it, what needs to change or be purged so that it can become something beautiful and functional, and preferably your version of these attributes. You also have an instinctive sense of how to go about it in the best and most efficient way possible. But sometimes, a system must be reset to zero in order to get better, and you know just what to do in order to bring this new dawn.

Drums of Liberation | 600 CP

Do you hear that? Those drums, the sound of a beating heart? These are the drums of liberation, the desire of every man, woman, child, and race to be well and truly Free, to live the life that they want to. You know how to stoke the fires in people's hearts, to bring this desire to the forefront, and have them act on it. Of course, by themselves they won't be able to accomplish much, but with you leading the charge, with each and every heart beating in sync with yours, your power will grow. Eventually, with enough people standing by your side, wishing for Revolution to bring them Freedom, there will nothing that can stand in your way.

PERKS | HUMAN

Discounts for Humans are 50% off, with the **100 CP** perk being free.

Diverse Humanity | Human Exclusive

Despite what you may think, there are an untold number of various offshoots of humanity, which you can be a part of. You've got the Long-Arm Tribe, the Long-Leg Tribe, the Snakeneck Tribe, you've got people with horns, third eyes, multiple legs, technicolor hair, even those who are just a few feet shy of being giants themselves. Of course, you could just be a regular person if that sort of wackiness isn't your thing.

Baby Maker | 100 CP

Humanity has this strange ability to mesh well with other races, on the biological front at least. Indeed, you can make children with practically any other race out there, with your blood lessening the weaknesses of their other half while retaining their full strength. This perk also comes with greatly improved fertility, enough that, like a certain Emperor, you can keep pumping out kids for as long as you live. Of course, you can also control this newfound fertility of yours in case you don't want to take care of a bunch of brats.

Silver Tongue | 200 CP

Humanity's greatest advantage has never truly been their physical qualities, whether it be strength, speed, endurance or vitality. Instead, their true talent lies communication, in their ability to speak and convince others to join their cause. And like the greatest of men, you find yourself possessing a powerful charisma, one that could charm and convince others, attracting them to flock to your banner with ease. Should you back up your talk with action, then you could quickly gather a truly massive and loyal following in no time.

Germa Genetics | 400 CP

Through the combined efforts of Vegapunk and Germa 66, it is possible to create superhumans through manipulating the Lineage Factor of fetuses, and you are living proof of its success. You've got a crazy durable exoskeleton, heal at a greatly increased rate, and are much more physically capable than you should be. This strength of yours is capable of growing quickly through training. As a child, you could already outperform trained soldiers with ease, and as you grow, there's no telling how strong you'll become. Thankfully, you won't have that nasty side effect of suppressed emotions, allowing you to enjoy the full spectrum of your passions.

PERKS | ANIMAL

Discounts for Animals are 50% off, with the **100 CP** perk being free.

Wild Animal | Animal Exclusive

There are many benefits to being an animal, as I'm sure you'll find out. You've generally got better senses than humans, you've got natural weapons that most of them lack, and you can go pretty much ignored or showered with affection if you play your cards right.

Beast Tongue | 100 CP

In this world, all animals are strangely intelligent, and can have full conversations with one another. Being an animal yourself, you can talk with any and all animals you come across, and can understand them as if they were speaking your native language.

Grand Beast | 200 CP

Oh man, forget those normal animals you find out there in the Four Blues, you're something straight from the Grand Line! Maybe you're one of those weird birds whose head always points south, or you've got the skills to be a kung fu dugong, or one of the dreaded predators of those incalculable islands found within the wild and crazy seas.

Strong World Inhabitant | 400 CP

Well, well, well, it looks like you're one of those beasts that escaped Shiki's floating archipelago. You have been exposed to a specialized drug made from the IQ plant and have been greatly enhanced because of it. Not only are you much stronger and more durable than before, but you've developed some sort of crazy cool ability. Maybe you have super sharp talons that can cut through steel like it was paper, or you've got a poisonous bite that can kill in seconds, or even the ability to discharge a large amount of electricity!

PERKS | SKY ISLANDER

Discounts for Sky Islanders are 50% off, with the **100 CP** perk being free.

Above the Clouds | Sky Islander Exclusive

Far above the ocean's surface lies the fabled White Seas, dense clouds that mimic the lands and waves below. As you are one of those few people who live up in the sky, it would only make sense then that you are acclimated to such an environment. You are highly resistant to the cold and find that being at high altitudes shall not bother you in the slightest.

Thin Air | 100 CP

The higher you go, the thinner the air is. For your people to have survived up there for so long, then you needed to adapt. You can live off much less air than before and could potentially hold your breath for hours at a time.

Dial-Up Engineering | 200 CP

Dials are some of the most unique and variable technologies you'll find, with the strange ability to store matter and energy. Not only are you a master of utilizing dials in battle, with your engineering skills, you can even create new dials from the remains of simple everyday shellfish. You can also teach others how to create these dials, even on mundane worlds.

Angel | 400 CP

To live above the clouds, with wings upon your back yet no ability to freely travel the skies. Now, be it the wings on your back or some other method, you are now capable of flying twice as fast as you could sprint. More than that, both your body and mind are now well adapted to the three-dimensional movement of flight, letting you move even better in the air than you can on land and allowing you to stop and turn on a dime.

PERKS | DWARF

Discounts for Dwarves are 50% off, with the **100 CP** perk being free.

Tontatta | Dwarf Exclusive

There are those would look down on the Dwarves, both literally and figuratively, due to their being only a few inches tall. But, as you and them will come to know, such a diminutive figure can be useful for many things and numerous situations. And unlike others of your kind, you are no less durable than a standard human, and just as strong.

Looking Up | 100 CP

When you live your life being smaller than most people's ankles, you are no stranger to fighting forces larger than yourself. You've learned from this experience and have applied this to the max. Size is no longer a concern when you are in battle, able to fight foes larger and smaller than you just as easily as those matching your own size, and more than capable of using your own size to your advantage.

Fleet Footed | 200 CP

Though you may be tiny, sometimes that can be a massive boon. This boon comes in the form of your raw speed, allowing you to seemingly vanish in the blink of an eye. You also have the reflexes needed to make use of this speed, and both can be improved with training and time.

Fairy | 400 CP

All dwarves hold some connection to nature, allowing them to grow many different kinds of plants in all kinds of environments. You yourself are a prime example of this, as not only are you an extremely skilled gardener, but you can encourage flora to grow from seemingly anywhere, even barren wastelands and deserts. This is also helped by the fact that you can create many of the wacky and dangerous plants found in this world with just a little time and experimentation, eventually getting to the point where even Pop Greens would look almost normal by comparison.

PERKS | MERFOLK

Discounts for Merfolk are 50% off, with the **100 CP** perk being free.

Under The Sea | Merfolk Exclusive

How lucky we are, to live in a world with such beautiful specimens like yourself. Though your lower half resembles some form of sea life, the top half looks very much human. In addition to being able to breathe underwater, your tail allow you to naturally swim much faster than any other race, though at the cost of limited mobility on land.

Aquatic Movement | 100 CP

This world is absolutely covered in water, as you've no doubt noticed, so that makes it all the more important to learn how to swim. And man, do you do it well. Being well adapted to the three-dimensional movement necessary for traversing the ocean waves and the waters below, you can also swim pretty fast, nearly double your usual sprinting speed, and can maintain that speed for long periods of time.

Split Tail | 200 CP

There is an interesting fact about merfolk. When they reach a certain age, a merfolk can split their tail in two, turning them into fish-scaled legs. Being an early bloomer yourself, you too can switch your tail in-between these two modes, but that's not all. Should any other of your Alt-forms possess some sort of racial weakness or hindrance, like a mermaid's initial inability to walk on land, then they will adapt around such limitations after enough time has passed.

Poseidon | 400 CP

Thought to be restricted to the royal bloodline of the Ryugu Kingdom of Fish-Man Island, it looks as though you have become something similar to the Ancient Weapon. Through your royal blood, you can command and control all forms of sea life, even the dreaded Sea Kings. Although your range is very small to start off with, only a radius of a mile, with enough time and training, all the creatures of all the seas will submit to your rule.

PERKS | FISH-MAN

Discounts for Fish-Men are 50% off, with the **100 CP** perk being free.

Beneath The Depths | Fish-Man Exclusive

The crushing depths of the seas is what the fish-men call home, one that very few could stand. Not only do you have the ability to breathe underwater, but the deep-sea pressure makes it so that they are naturally ten times stronger than the average human. And depending on what kind of fish-man they are, they can have some ability related to one kind of oceanic creature. Is it any wonder that some consider themselves superior?

Aquatic Intimidation | 100 CP

Have you ever met a fish-man? Near-human creatures that are melded with all kinds of sea life, naturally possessing inhuman strength? The average person would be terrified, which is exactly what you're going for. You give off a very intimidating aura, such that normal people wouldn't be able to go against anything you say. You can of course toggle this on and off, if you don't want to pile on more reasons to hate and fear your kind.

Fish-Man Karate | 200 CP

A curious fighting style developed by those who live beneath the waves, this fighting style is one that can manipulate water itself. Turning simple droplets of water into dangerous projectiles, redirecting water currents and streams, and a whole host of other abilities. But the body is composed of water, too, and this style takes advantage of that fact, allowing you to damage an opponent's organs with well-placed blows. And should you be skilled enough, you could even utilize water vapor itself with this style instead of simple liquid water, ensuring you'll be just as deadly on land as you are beneath the seas.

Terror From Beneath | 400 CP

The seas cover a majority of the world, the terrors it hides from those above innumerable and deadly, which you can count yourself among. So long as you remain underwater, you will find your power and speed greatly increased, matching that of the Mink's Sulong transformation. Were you an ordinary fish-man, you could probably give most Sea Kings an extremely hard time with this ability of yours, if you're feeling particularly brave.

PERKS | MINK

Discounts for Minks are 50% off, with the **100 CP** perk being free.

Sulong | Mink Exclusive

There are many reasons that the Minks are looked at poorly by many other races, one of which is this ability. When under the light of the full moon, you will take on a monstrous form, vastly increasing your physical capabilities. Though, this does take a lot of energy from you, and could potentially lead to death.

Electro | 100 CP

A strange ability of the Minks, you can discharge electricity through your hands. In addition to being enough to fry most people, you can also channel it through your weapons, increasing the damage they do.

Hidden Beast | 200 CP

A very difficult technique to learn, but one that is well worth the effort. After all, rare as they may be, there *are* ways to go unnoticed by most users of Observation Haki. You are skilled in this ability, and can go unnoticed by many similar abilities, like those searching for your soul or life energy.

Moonlight Beast | 400 CP

The Sulong Form is just as dangerous and limited as it is powerful, but what if it weren't so? Through some miracle, you can now access your Sulong Form at will, with no negative consequences from prolonged use. Though this is not limited to the Sulong, but rather any transformations you may possess. Show your foes what your true might truly is.

PERKS | LUNARIAN

Discounts for Lunarians are 50% off, with the **100 CP** perk being free.

Wings of Fire | Lunarian Exclusive

An ability that made your kind so feared, you have a near-constant plume of fire on your upper back, which you can use to coat your entire body and even your weapons, improving any damage you may do. For now, this fire of yours will start off matching and reaching the temperatures of your standard campfire, but with time and training, these fires will evolve, turning you into a veritable inferno, one that so few would dare get close to.

Holy Vitality | 100 CP

As though a being such as yourself would be brought low by such underhanded tactics. You will now benefit from a vastly superior immune system, making you functionally immune to all illnesses and diseases. It also has the added benefit of granting you a decent resistance to poisons of all kinds.

Divine Durability | 200 CP

Good lord, what are you made out of, pure metal? You are extremely durable, such that low-caliber guns may as well be raindrops to you. This affects all of you, from your organs to your bones, though it seems like your hair and nails don't receive the same treatment. As if that weren't enough, this grand durability of yours can be trained, rising to even greater heights.

An Angel Set Ablaze | 400 CP

The fire that your kind generates is one of your most valuable assets, but wouldn't you want it to be more? In addition to all of your elemental abilities being greatly enhanced in potency, it is very easy to manipulate said abilities, making them into any shapes, ranging from small pellets to almost-lifelike dragons.

PERKS | GIANT

Discounts for Giants are 50% off, with the **100 CP** perk being free.

Towers Over All | Human Exclusive

There is a reason that giants are highly sought after by many various factions, and that is their incredible size and strength. You are around forty to sixty feet tall, with all the strength that would entail. Most surprisingly, your foes will find that you are no slower for your size. In fact, despite your massive size, you are just as you were before becoming a giant.

Look Out Below | 100 CP

It can be hard at times, being so large when the majority of those in the world are so tiny. You need to be careful where you go, and how you move in order to limit the damage you cause. Thankfully, you can control how much collateral damage you do, from the ground below you to the many people scurrying along beneath your feet and even to the buildings surrounding you.

Enormous Strength | 200 CP

The strength of giants is a highly sought-after quality, one that you seem to exceed. You are much stronger than most others of your kind, able to throw around galleons with ease, or shatter massive boulders with a single punch. You can even increase this strength through training, ensuring that you will always have the strength to protect those close to you.

Legacy of Oars | 400 CP

Ah. It seems that there is more than one descendant of Oars running around these waters if your striking resemblance to the Ancient Giant is any indication. In addition to your new horns, ones resembling that of the oni, at bare minimum, you now stand thrice as tall as ordinary giants. Fittingly, this growth in size comes with an equally impressive growth in strength and durability. As you are now, it would be easier to move a mountain than it is fight you.

ITEMS | GENERAL

All Origins receive an additional **400 CP** to spend on items only. You may discount two items from each tier, with discounted **50 CP** and **100 CP** items becoming free. You may import items freely.



Basic Gear | Free

Well, you can't exactly start your adventure with nothing! You are now in possession of a set of custom designed clothes, along with two finely crafted weapons, a pistol and a sword.

Flag | Free

Among the seas, everyone bands together under notable flags. From the Yonko to the World Government to some small-time pirate crew, you can't get away from these symbols. Now, you are in possession of your very own. It is designed to your own specifications, and it could be that of a faction you are a part of, strongly agree with, or your own personalized Jolly Roger.

Ship | Free

You can't exactly travel the seas if you don't have a ship of your own, so of course there's an option to gain one. Should you so desire, you can design your very own ship utilizing the **Ship Customization** section.

Armored Clothing | 50 CP

Not everyone is content with just wearing their ordinary clothes into battle, preferring something with a bit more durability to it. With this, not only are the clothes of your own custom design, but it's also capable of resisting low-caliber gunshots as well as slashing. As a bonus, you'll find that this set of clothes will even repair itself over the course of a day.

Bink's Sake | 50 CP

If you want to throw a party, then you need the best drink for the event! A large barrel that is always filled with the best sake to ever grace these waters. May occasionally make you start singing shanties once drunk enough.

Bounty Posters | 50 CP

Well, they certainly got your good side. This is a constantly updating poster with a decent picture of you that indicates how much of a physical and political threat you are to any government you come across, along with displaying your favored epithet. There are even posters for all of your Companions, with more being added as you gain new ones.

Devil Fruit Encyclopedia | 50 CP

It cannot be understated that there are so many Devil Fruits that can be found in these seas. It's miracle that anyone can actually tell them apart from each other. But with this handy-dandy book, that won't be much of a problem for you. Not only is this encyclopedia filled with entries and pictures regarding every type of Devil Fruit, it's also chock-full of handwritten notes showing you unique and clever tricks on how to utilize and combat them. Nifty, huh?

Franky-Cola | 50 CP

Whenever you find yourself on a nautical adventure of your own, it won't do you any good if you don't have a refreshing drink in your hands. Luckily, this special brand of SUPER cola is just what the shipwright ordered, as it has enough kick to it that it'll make coffee look weak by comparison, on top of its delicious flavor. You have an entire fridge of this stuff, one that replenishes itself every time you close it. Quite nice.

Log Pose | 50 CP

With how strange this world is, there is no question then as to why a tool like this is so invaluable. A different and special kind of compass, a Log Pose is used in place of regular compasses to traverse the first half of the Grand Line due to compasses not working properly in such a... unique locale. It does this by locking onto an island's unique electromagnetic signature. After this Jump, this Log Pose will point you into the direction of interesting places or where special events may be occurring, guiding you into the direction of adventure.

Newspaper | 50 CP

No matter who you are, the world does not revolve around you. A million events are going on at the same time, and it can be hard to keep up with all of it. Luckily, you've subscribed to a newspaper that lets you know all of the most important events from across the world, all delivered in the morning. The writers do seem a bit biased, though...

Pirate's Banquet | 50 CP

The worst thing to happen out on sea is to run out of food. Well, there are worse scenarios, but this one's pretty terrible. Thankfully, you've prepared. You've got an entire table filled with all kinds of delicious foods, which will never run out.

Savings | 50 CP

Money makes the world go round? Not entirely true, but money is nevertheless still quite the important and useful commodity. Thankfully, you've got around 500,000 Beli to do with as you see fit! Of course, you can purchase this multiple times for more money.

Unusual Weapon | 50 CP

So you weren't content with just a pistol, sword, or your own fists? Well, if you want to be that way, then this is your option. Made from high-quality materials, this can be anything from a fancy dagger to a portable cannon, even a brick on a string if that's your choice. So long as it's physically possible, you can probably get it.

Vivre Cards | 50 CP

A strange type of paper made in the New World, using a person's fingernail. Indistinguishable from normal paper, it is waterproof and fireproof, though its main use can be seen when torn. The torn pieces will point and move towards each other, no matter where they might be. You've got yourself a large packet of these papers, twenty in total, and it will replenish if any are lost or destroyed.

Wonderful Wardrobe | 50 CP

Did you really expect to go through life with only a single outfit like some cartoon character? This wardrobe is chock full of dozens of fashionable outfits and professional costumes. Rock a ball gown or dress up like an orange ninja, your choice!

Adam Wood | 100 CP

Long ago, there was an endless war on a nameless island. Through a rain of bullets and artillery, the island was ravaged, left as nothing more than ruins. And yet, a towering tree, the Treasure Tree Adam, stood tall and unwavering, undamaged from the destructive barrage. And now, you have access to this unyielding yet flexible wood from this very same, wood prized as the greatest throughout this world. Every two weeks, you will receive a shipment of ten metric tons of this valuable wood, all in a wide variety of shapes and sizes to best fit your current needs and desires, from simple planks and shavings to even massive logs of the stuff.

Box of Dials | 100 CP

An interesting form of technology found primarily on the Sky Islands, these shells in the right hands could allow a normal person to triumph against powerful opponents given enough skill and planning. Thankfully, you've got a crate filled with all sorts of these dials. The box will replenish over time should any of them break or get lost.

Buggy Balls | 100 CP

Crafted by a certain clown of a pirate, this stock of twenty unique cannonballs can cause a large enough explosion to level half of a small town. And don't worry about using them up, as they will replenish after a week.

Candy Jackets | 100 CP

Designed by the Big Mom Pirates to assassinate the Vinsmoke Family, these bullets are something quite special. Bearing an appearance more similar to hard candies than actual bullets, once fired, these little things are quite capable of piercing through almost any natural armor, even the exoskeleton of the Vinsmoke Family. You have a small pouch with twenty of these bullets. And you won't need to worry about running out for the bag will replenish itself over the course of an hour.

Chest of Gold | 100 CP

What is a pirate story without gold? This is a large chest filled with treasure, from ancient gold to jewels and other luxuries. It's easily worth 300,000,000 Beli, enough to get you a magnificent top-of-the-line ship anywhere you may be. Selling it won't matter, as the gold within will replenish after a month. Alternatively, you could just keep it all to make your office look pretty.

Faithful Instrument | 100 CP

You can't exactly be a musician without a faithful and trusty instrument to call your own. But fret not! For in your possession, you have quite the well-made instrument. Not only will this instrument of yours always be perfectly in tune and ready to play, but you'll also find it to be surprisingly durable, enough that you could even as an effective if not a crude weapon.

Golden Invitation | 100 CP

The Gran Teroso is a massive ship of glittering gold, a "moving country of dreams", and described as the grandest entertainment center of the world. And now, you have found yourself fortunate to hold an invitation to such a place, a golden ticket so to speak. Not only will this golden ticket act as a lifetime pass for the Gran Teroso, but it will also act the same for any rare and exclusive events locales you may come across in your journey. Of course, it would not do for one such as you to enter the proverbial dens by your lonesome. As such, the invitation allows you to bring along ten others to accompany you.

Medical Kit | 100 CP

It's a general rule of thumb that you're eventually going to get injured on these waters, so it wouldn't hurt to be prepared. This high-quality medical kit has all sorts of bandages, medicinal drugs and herbs. It's usually enough to stabilize most wounds that aren't outright serious.

Mini Merry II | 100 CP

Made in the image of the Going Merry, this four-person steamboat requires only the barest amount of skill to use. It's self repairing and will never need refueling. Sometimes, you think you can hear childish giggling coming from the sheep-like figurehead.

New World Pose | 100 CP

Useful as they may be out in the first half of the Grand Line, you'll quickly realize that even a Log Pose will be of little help to you in the New World. Fortunately for you, this New World Pose is here to help! Unlike a regular Log Pose, this compass is capable of locking onto the electromagnetic signatures of three different islands. And should the needles on this compass become erratic, that'll generally be a sign that there are strange abnormalities within the island it's pointing at. Much like the Log Pose, this compass will point into the direction of interesting places and events. And as more needles point one way, that will be sign that whatever it's pointing too is quite important indeed.

Slave Collars | 100 CP

Although slavery has been 'abolished,' there are still many who use these collars. In addition to their fiendishly complicated construction, they have built-in bombs within that can be activated by a remote or if anyone but yourself attempts to remove them by force. You have a dozen of these collars, which will replenish weekly.

Transponder Snails | 100 CP

There are no phones in this world, only Transponder Snails. You gain one for yourself and each Companion you have, with all of the snails looking like snail versions of you and your Companions. Simply tap the snail on the head, state the name of someone with another Transponder Snail, and enjoy talking to them from the other side of the world. Beyond that, they're little more than simple snails with strange features. Strange but nothing out of the ordinary here.

As a bonus, you also receive a small but thick book revolving around the Transponder Snails. With this book, you can learn how to breed new snails and modify the ones you already to grant them new features such as projecting images and videos.

Battle Smasher | 200 CP

Once built for a Marine Admiral who lost his arm in a battle against a pirate who became a Warlord of the Sea, Z's infamous Battle Smasher is now yours to use. Embedded with seastone, integrated with a powerful cannon and machine guns, the Battle Smasher is perfect for facing off against any foe you may encounter. It is especially effective against Logia, its unique construction allowing it to harm them even if you yourself have no training in Haki. You may have the Battle Smasher as a replacement for one of your arms or convert it into a gauntlet if you still want both your arms in place.

Clima-Tact | 200 CP

A tool created by the Sniper King himself for one of his dear comrades, this golden staff has been upgraded with special breeds of Pop Greens and the science of Weatheria. Not only can you use it to mimic and induce numerous meteorological effects, like making miniaturized storm clouds and powerful gusts of wind, but thanks to the Pop Greens used in its construction, it can expand and contract at will, changing its size with not even a moment's pause.

Energy Steroids EX | 200 CP

A very dangerous and yet just as useful drug developed by the New Fish-Man Pirates. An improved version of the Energy Steroids once found within Tamatebako, the sacred and national treasure of Fish-Man Island, this particular drug has all the benefits of the original but without the debilitating drawbacks. Once consumed, a single pill will increase the consumer's strength twofold and the more one consumes, the greater their strength shall grow.

But do remember that this strength is only temporary and that there are still side effects to them. Once the boost runs out, you will be left be weakened. A single pill will leave you winded while ten or so pills will leave you immobile for a week and more. You have a box of these pills, twenty of them inside. Like with other items, these pills will replenish themselves over the course of a month.

Krieg's Arms & Armor | 200 CP

Worn and used by the Don Krieg, Ruler of the East Blue, this golden set of armor and weapons is finely crafted indeed. The armor itself is quite durable, allowing you take direct hits from a bazooka and power through them with nary a scratch to be seen on your form. And to exemplify its former owner's philosophy in battle, the armor is crammed full of a wide array of weapons, from guns and spear launchers hidden beneath the armor plates, to a spiked cape, a flamethrower and so much more!

And finally, you have the Battle Spear, a spear that explodes on impact, allowing even a near-miss to do tremendous damage. Finally, none of the weapons here ever seem to run out of ammo, so feel free to let loose!

Ice Oni | 200 CP

A deadly and highly contagious virus created by Queen the Plague, it is fused with a chilling gas and causes the victim to feel extremely cold as ice covers their skin and grow oni-like features as the virus spreads. The victims lose their sense of reasoning and enter a berserk state, targeting anyone around them while receiving a massive boost in strength and endurance.

More than that, the virus will put too much strain on the bodies of its victims and most of the infected will die within an hour of infection. While the virus' spread can be halted through intense heat, this is a temporary measure at most. As such, you also possess a vial of the countervirus and the formula to make more of it should something arise.

IQ Flowers | 200 CP

Found only within the flying archipelago of Merveille, IQ Flowers are a rare and powerful thing. It's mere presence alone is enough for beasts of all kinds to evolve further than normal. Their brains start developing, their bodies start growing grander, and they start adapting to their environment more and more with every passing day.

But that is not all what IQ can do. With these flowers, a certain Dr. Indigo was able to create the SIQ, a special drug that did what IQ plants could do and so much more. And now, not only do you have stock of twenty IQ flowers that replenishes itself weekly, but you also have the notes of Dr. Indigo and with it, the perfect guide to the creation of the SIQ.

Pop Green Garden | 200 CP

Hailing from the forest of Greenstone found inside the Boin Archipelago, Pop Greens are *very* interesting plants. In truth, Pop Greens are the seeds of plants that, in response to the right stimulus, will grow in an instant, and depending on the kind, will unleash a strange and powerful effect along with the growth. And now, you have a garden of these plants attached to your Warehouse. Within this garden, the plants will always be taken care of and will always be in bloom, ensuring that you have a steady supply of such things wherever you go.

Pure Gold | 200 CP

A small orb, no larger than the size of a man's palm, made out of what seems to be the purest gold imaginable, so pure that it glows, this little thing is quite special. In its presence, the aging of anyone is halted, granting them a form of immortality, as well as preventing the spread of disease in one's body. Even the smallest sliver of such a thing holds the same power. But don't let anyone know you have this. There are more than enough nobles and pirates who would stop at nothing to obtain such a valuable treasure.

Seastone Upgrade | 200 CP

Perhaps the basic weapons of this world are not enough for you and if so, there's this. With this, you may upgrade any weapon in your possession with Seastone, increasing its durability and rendering it capable of nullifying the abilities of Devil Fruit users, regardless of whatever fruit they consumed. For ranged weapons, you'll receive a replenishing stock of ammunition imbued with Seastone. Beyond this Jump, this upgrade to your weapon will even allow it to strike any opponents and objects that would normally be intangible or immune to ordinary weapons.

Seven Star Sword | 200 CP

What a beauty this is... It is no wonder then why this sword is considered by many to be the world's most beautiful weapon, a treasure beyond so many others. With its baleful emerald glow, few could ever deny the beauty of this sword, even in the midst of the most frantic of battles. And beyond beauty, the sword itself contains power.

By draining the blood of others, the blade can strengthen itself along with its wielder. And while strengthened, the sword shall be capable of healing its wielder, even fixing a broken arm in only a scant few minutes. More than that, the sword can wreath itself in emerald flames, unleashing green fire and even solidifying it to resemble snakes.

Finally, your blade is a sentient thing, one with a mind of its own. And yet, this mind is loyal to your will and to you and those you deem worthy, its curse might as well not even exist.

Wapometal | 200 CP

Created almost entirely by accident, Wapometal is a unique kind of alloy made by Wapol through the powers of the Baku Baku no Mi when he was turning garbage into toys. Unlike other alloys, Wapometal is a shape-memory alloy, allowing it to restore itself into preconfigured shapes. You'll find it to be quite useful, especially when you use it for any tech requiring moving parts. And even if you don't, Wapometal is still the same metal that turned a homeless bum into a man richer than even kings. You'll get a shipment of this metal to your Warehouse every two weeks, around five or so metric tons of it.

Anti-Admiral Suit | 400 CP

Designed by the scientist warden of the World Government's Jail Island, this armored exoskeleton, standing at least twenty feet tall, was created to, theoretically, stand up against the World Government's strongest military force, the Admirals. Astonishingly durable and imbued with Seastone, this suit of armor is capable of flight and firing off beams of light and even burning the world around it with the scorching heat of magma. More than that, every piece of the Anti-Admiral Suit can be controlled remotely, allowing its wearer to fight alongside it. To power such a feat of technological wonder, the Anti-Admiral Suit possesses a singular miniature Dyna Stone. While not as powerful as a full-sized Dyna Stone, it nevertheless serves to keep the armor working, and allows it to unleash mighty explosions, enough to render a Marine battleship irreparable, every thirty minutes or so.

BF-37 Vehicles | 400 CP

When given the right materials, tools, and knowledge, a man is capable of creating amazing things. Based on the science of Vegapunk, these series of five weaponized vehicles are made of Wapometal. They can combine into a number of possible transformations, ready to take on any challenge. Along with this, you get the schematics to build both the vehicles and the alloy.

Germa 66 Prototype Suit | 400 CP

Germa is a futuristic, traveling kingdom that has carved itself a slice of the world through military might, with one of the crowning achievements being the Raid Suits. This is a prototype of those suits, held in a canister that automatically covers a person when opened. It greatly enhances the wearer's fighting capabilities, grants a high resistance to fire, the cape can be used as a powerful shield, and it can momentarily hover in the air.

Robot Squadron | 400 CP

Why go out and make friends when you can literally build them. Under your command are ten robots, each of them on the level of a Pacifista, or perhaps even a Pacifista itself. Regardless, they cannot be hacked, and will follow your every order to the letter without question. You will also receive blueprints on how to create more of them.

Rumble Formula EX | 400 CP

Based on the original Rumble Balls created by Doctor Tony Tony Chopper, the Rumble Formula EX is a true upgrade to the original. While the original Rumble Balls worked by disrupting the transformation of a user's Devil Fruit enhanced biochemistry, allowing its eater to undergo something of a temporary pseudo-Awakening, this special formula is something different. With this, any ability of yours can awaken, even powers not native to this world. And given how mighty an Awakening can be, this is certainly no laughing matter.

Seastone Supply | 400 CP

This immensely rare mineral substance originating from Wano is famous for its ability to negate the abilities of Devil Fruit users in addition to its superb durability. How lucky you are, that you will now receive a biweekly shipment of one ton of this material.

Supreme Grade Weapon | 400 CP

In this world, there are twelve blades known as the Supreme Grade Swords, weapons that are the very pinnacle of what a blade should be. And now, much like Dracule Mihawk, Edward Newgate, and even the Pirate King himself, you are now in possession of such a weapon. Crafted by the hands of a master smith and designed to your specifications, this weapon is supreme indeed. Not only has it been exposed and imbued with so much Armament Haki for so long that even in the hands of a novice that this weapon can bypass any supernatural defense or immunity. And as a Supreme Grade Weapon, you'll find it impossible to damage, let alone destroy, through any means known in this wide, open world.

Dyna Stones | 600 CP

Perhaps the greatest weapons the World Government has at their disposal, Dyna Stones are even said to rival the Ancient Weapons in the power. Stored within thick metal cases and suspended in a translucent purple liquid, once exposed to the air, they shall react violently, and unleash their true might. A single Dyna Stone can destroy an entire island and you get to have three! These stones will replenish monthly and who knows? Perhaps you can find a different way to use these stones beyond mere weapons.

Fantastic Orb | 600 CP

A round, shiny blue gem covered in moving white specks, this small orb has a truly wondrous power that few could ever match. The ability to give shape to the desires of its wielder. From turning a wasteland into a paradise fit for kings, projecting the memories of its wielders, to bringing life to one's creations, to sealing away foes and more, this orb is fantastic and mighty indeed. Using it is based on one's lifeforce and so, the mightier one is, the more they will be able to utilize this orb's capabilities. And should you not be strong enough, you could very well meet your end while using this orb for your own purposes.

Jumper's Island | 600 CP

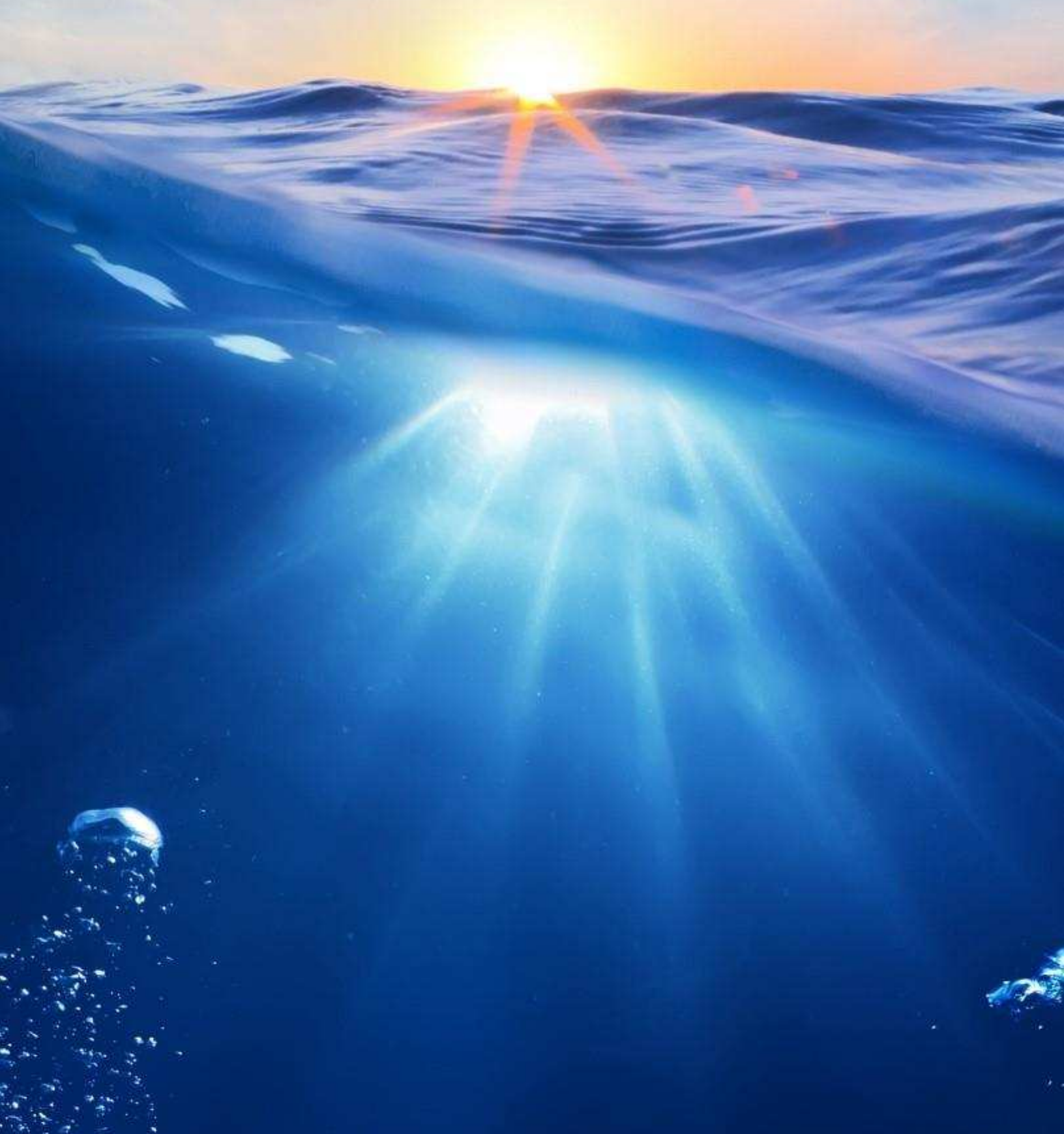
It seems as though you have come into possession of an island of your very own. Its exact dimensions, geography, flora, fauna, and everything else is all up to you. It could have a bustling city, a volcanic wasteland, a dinosaur paradise, or something even stranger than those. Post-Jump, you can have this as either a Warehouse attachment, or can import it into future worlds.

SMILE Factory | 600 CP

With how much power the Devil Fruits can bring about, it is only natural then that there would be those seeking to replicate them. From the genius of Caesar Clown and the ever-elusive Vegapunk, mass-producible Devil Fruits have become a reality. And with this facility, you will be able to see such power for yourself. Every week, this facility will produce ten Devil Fruits, not powerful Devil Fruits, but rather those in Tier 1. Unlike SMILEs, these Devil Fruits will function as if they were ordinary Devil Fruits. No failures in this factory, that's for sure. With research and great experimentation, greater Devil Fruits will become available, even a Mythical Zoan like that of the Emperor Kaido.

Vegapunk Laboratory | 600 CP

A hidden, back-up laboratory of the genius Vegapunk, much like the one a certain SUPER cyborg would find. The inventions and schematics found here are centuries ahead of even the modern world and come with the tools and materials required to make many of these wondrous machines. Should you do your own experiments here, they will often be much more successful, and much more potent than anticipated. Post-Jump, you can have this as either a Warehouse attachment, or you may import it into the world anywhere you want.



SHIP CUSTOMIZATION

Gain **1000 Ship Points** to customize your ship. You can convert CP into SP at a conversion rate of 1:2.

Import | Free

For as much fun as designing a brand-new ship can be, there's nothing wrong with holding onto some other ship from your past. You can import any ship or boat you already own here and grant it all of the upgrades you purchase.

Aesthetics | Free

The design of a ship can be just as important as the crew it houses or the flag it flies. Whether it's a beautifully crafted work of art or something closer to a glorified raft, you can choose how your ship looks and the general design of it.

Size | Free/100/200/400 SP

The size of your ship is a very important factor to consider, as the larger a ship is, the more supplies and crewmen can be kept aboard. By default, your ship would be the size of your standard Caravel, something like the Going Merry. For **100 SP**, it would instead be a Brigantine like the Thousand Sunny. For **200 SP**, your ship would be a galleon, much like Dreadnaught Sabre. But for the steep cost of **400 SP**, then your ship is so massive that it's less a ship and more of a floating island on par with Thriller Bark!

Giant-Sized | Giant Exclusive

Of course, most of those sizes won't be enough if you're fifty feet tall. Thankfully, your ship will be resized to fit you and any Giant companions you may have, with similar size increases if you've purchased **Size**. A galleon fit for giants would likely be on par with a ship like Noah.

Comfy Quarters | 50 SP

Now this is definitely something your crew will thank you for. The living quarters of most ships are cramped things, often with just enough room to sleep in and hold their most prized possessions. Your living quarters are actually quite spacious, and are extremely comfortable to be in. It'll be rare for any of your crew to suffer from a bad night of sleep.

Endless Ammo | 50 SP

There's so much fun to be had in firing the cannons of a ship, the force of their impacts and the loud boom they make. But it's not free to fire them, the cannonballs and gunpowder having to come from somewhere. You don't ever have to worry about that, though, as you have a daily replenishing stock of cannonballs and gunpowder with you, enough to continuously fire for hours. Oh, and you get as many cannons as would be reasonable to have for your ship size.

Full Pantry | 50 SP

So many heads living under the same shipdeck, so many mouths to feed. It can be a bit straining on most captains' budgets to keep their entire crew fed, but this is a good way to avoid that issue entirely. This pantry is filled to the brim with many kinds of foods and ingredients and will fully restock once emptied. Perfect for those with large crews or large stomachs.

Green Garden | 50 SP

Stored food is fine and all, but don't you want something a bit more fresh? This garden ensures that you've always got some fresh fruits and veggies on hand, with anything planted here fully growing overnight. Even fruit trees will be affected by this, their harvest of fruit replenishing the next day. Of course, this can be used for more than just fruits and vegetables, from small flowers to the frankly bizarre Pop Greens and other flora found in the Grand Line.

Home Sweet Home | 50 SP

You are going to be spending a large amount of time on this ship, traveling from island to island, so why not make it as homely as possible. There is a permanent air of comfort while on this ship, allowing anyone who spends more than an hour on board to feel at home. It also helps to elevate the enjoyment of any parties you throw, such that anyone would have a good time.

Improved Sails | 50 SP

The sails are by far one of the most important parts of a ship, so wouldn't you want the best around? By incorporating the fibers from some unique specimens from a Sky Island into the sails of your ship, they can now catch much more air than before, and improve the speed of your ship. It certainly helps that these sails are now much more durable than they were previously.

Library | 50 SP

It may surprise you, but there are actually many pirates out there who enjoy a good book or two, getting lost in the pages of fantasy or enraptured by events in the past. On your ship is a sizable library, holding numerous books that can be found in this world. This will also ensure that any books you do have on deck are perfectly preserved, no matter how long at sea you are.

Liquor Cabinet | 50 SP

Well, you can't exactly enjoy yourself on the seas if you don't have your very own stores of alcohol and liquors. This cabinet is full of all kinds of alcoholic beverages, from wine to whiskey to rum, and will automatically replenish any drinks. Never wonder where the rum is ever again!

Storage Space | 50 SP

So many cool things out there to loot, pillage, and plunder, don't you just wish you had a place to store them all? Well, now you do, as this specialized room seems to be bigger on the inside, and automatically organizes anything you may store inside. It also keeps whatever is stored perfectly preserved, no matter how long it may be down there.

Water Filtration | 50 SP

You can't survive on alcohol alone, no matter who might say otherwise, and it's always a bad idea to drink seawater. Thankfully, you've installed a highly sophisticated water filtration system, allowing you always have access to fresh, clean water for any number of purposes.

Adam Wood | 100 SP

Hailing from an island ravaged by war, the wood obtained from this legendary tree is the best that any shipwright could ever ask for. It's stupidly durable, allowing it to withstand cannonballs and gunfire with ease, and showing very little wear over time. Your ship is now made from this durable wood, and benefits greatly from its properties.

Cola-Reactor | 100 SP

Much like a certain cyborg, you have discovered that the amazing properties of soda are capable of being a valuable power source and have since made it so that you've gotten a cola-generator on your ship, giving it access to its power, as well as granting it proper lighting and electricity. And for some reason, you never need to refill it. Of course, if you don't want it to be cola, then it will be some other yet equally efficient power source capable of powering your entire ship.

Eventual Integration | 100 SP

Of course, you may not be happy with just what you've purchased here for your ship, maybe finding some cool new materials to upgrade it with or a big renovation if you end up regretting your design for it. With this option, any integration or upgrade you do to the ship will be fiat backed, ensuring that none of the hard work you've accomplished will be undone if the ship is ever destroyed.

Ferry Paddles | 100 SP

One of the most dangerous places to be is the Calm Belts, large stretches of sea where no wind blows and Sea Kings reign supreme. If you're ever in a similar area, then you'll be thankful for this option. Your ship now possesses large paddles that can propel your ship forward, no matter what kind of sea you're in. It's also slightly faster than most sail-based ships, so why wouldn't you want it?

Comfy | 100 SP

Your crew will probably kiss the ground you walk on if you take this option, and for good reason. Your ship now benefits from proper plumbing, allowing for stuff like running water, hot showers, and functioning toilets. This has the added benefit of acting as a good heating system if you're ever in a cold environment, like one of the many Winter islands on the Grand Line.

Quality Kitchen | 100 SP

It may take a great leader to inspire the hearts of men, but it is the stomach that keeps them moving forward. This fully equipped kitchen has all the tools needed to make practically any kind of food, outside of those requiring highly specific tools. Of course, any food prepared here will be much more delicious and filling than before, ensuring that your crew has full stomachs and a good attitude.

Workshop | 100 SP

Everybody needs something to do, something to keep them busy while on long stretches of open sea, and this is especially true for those who like to tinker. This workshop then is the perfect place for such people, filled with all manner of tools and space to create wonders. Of course, anything created here will be of higher quality and slightly more durable than it should be.

Coup de Burst | 200 SP

For when you need to make a clean getaway from anyone trying to harm your ship and crew. This powerful jet of energy should be used sparingly, but it's capable of propelling your ship into the air at great speeds, allowing you to temporarily soar through the skies while speeding past any competition.

Goan Cannon | 200 SP

There's firepower, and then there's this. Built into the figurehead of your ship is a powerful laser cannon developed by Franky, it is capable of cutting through most ships like hot butter. Of course, it takes a little bit to charge up, but you certainly won't be complaining after seeing this bad boy in action.

Infirmary | 200 SP

Eventually, someone is going to get hurt or injured, maybe even sick, so wouldn't it be best to have a place to take care of such issues? Your ship now boasts an impressive infirmary, filled with all manner of medical supplies and medicines. There are also numerous books on the various ailments and treatments, all of them quite up to date. Curiously, anyone who gets treated here seems to recover much more quickly than they have any right to.

Land Treader | 200 SP

Most ships may be only limited to the water, but not yours. Your ship now boasts treads that allow it to move through all kinds of terrain, from lush fields to swampy bogs to sandy deserts, with the same mobility as it does at sea. Best part is that you'll never have to clean it, the treads and gears never getting any gunk or trash stuck in them.

Seastone Coating | 200 SP

Often used by the Marines for travel through the Calm Belts, this coating will not only improve the durability of your ship but will mask your presence to any nasty sea life below the waves. Most fish won't even be aware you're there, and Sea Kings will more than likely ignore you, unless you do something to get their attention.

Soldier Docking System | 200 SP

For when you've got other vehicles you want to store in your ship, but can't get them out the door. This is a special system built within the ship and represented externally by two numbered plates, one on either side of the ship. It is a turntable comprised of numerous compartments that each contains a special device or vehicle. The number of compartments depends on the size of the ship, with a caravel only having room for two, while a brigantine would have six.

Training Area | 200 SP

Only the strong survive on these waters, requiring many to grow in strength in order to properly handle the numerous challenges ahead. You now have an area on your ship dedicated to training, allowing all of your physical capabilities and combat skills to increase much more rapidly than ever before.

Airship | 300 SP

You don't want to travel along the Blue Seas, instead aiming for something ever higher, the sky itself! That's right, whether through being constructed by special clouds or technological wizardry, your ship is now capable of flying through the sky as well as it could the seas. How lucky you are to have such freedom!

Klabautermann | 300 SP

An old legend among sailors, the spirit of a ship manifesting if it's been well cared for and well loved by its crew. A ship much like yours. This spirit will occasionally manifest to help repair the ship in question, or to warn its crew of incoming danger. It won't often speak to the crew, but it will ensure that all of the ship upgrades purchased here and integrated in the future are much more effective than they have any right being.

Mecha | 300 SP

SUPER GIANT ULTRA FIGHTING ROBOT! In an impressive feat of engineering that would make any man shed a tear at its beauty, your ship can now transform into a giant fighting robot, controlled from your very own cockpit! It has the full range of movement you'd expect from a normal person and has all sorts of nasty tricks built into it for anyone stupid enough to go against such a SUPER creation!

Submarine | 300 SP

Do you know how much beauty the sea hides just below its waves, and how few of it will ever be seen? Well, you should consider yourself fortunate, as your ship is now capable of submerging beneath the waves. It can handle the pressure of being ten thousand meters under the sea with no problem, and has an air filtration system, allowing you to explore the seabed indefinitely.

DEVIL FRUITS

Across these vast waters, strange fruits can be found, hidden in every nook and cranny. These strange fruits are known as Devil Fruits and once eaten, these fruits will bestow upon its eater an equally strange ability. But such power comes at a cost, a terrible curse.

Once one eats a Devil Fruit, they will possess a weakness to Seastone and shall no longer be able to swim, their very strength sapped away once submerged in water. Needless to say, in a world such as this, such a weakness is paramount to defeat.

Nevertheless, one cannot deny the might a Devil Fruit eater can possess and so, it is only fitting that you have a chance to possess your own Devil Fruit. And much like how not all men are equal, not every Devil Fruit is as mighty as others. As such, the Devil Fruits available to you will be split into three tiers, depending on how useful and powerful they are.

You may purchase more than one Devil Fruit but remember that one can normally partake of only a single Devil Fruit. Ordinarily, any attempt to do so would cause the consumer's body to tear itself to such a degree that only a little trace of their remains would be left. But, perhaps you can find a way around that. Or maybe you already have?

Now, before you make a decision, it would be wise to know a few more things about Devil Fruits. For one thing, Devils Fruits are categorized into three separate groups. Those three groups being Logia, Paramecia, and Zoan. The Logia are the rarest among Devil Fruits and they allow to transform their body into that of a natural element such as fire or smoke. Zoan fruits allow their eater to transform into an animal such as a bull, a leopard, or even something as ancient as a dinosaur. Finally, we have the Paramecia, the most common of the Devil Fruits. The abilities a Paramecia bestows are as varied as the life within the world itself.



DEVIL FRUITS – TIER 1 | 200 CP

All Devil Fruits are an undeniably useful boon, regardless of the powers they grant. Each fruit only grants one ability, though they are often extremely flexible in their application. You can only have one Devil Fruit power, as any more would normally kill you. Additionally, eating one of these means that you will lose access to your ability to swim. With each purchase of this, you will gain your very own Devil Fruit, albeit a weak one. Most Zoan fruits would fall under this category, as would fruits like the Smooth-Smooth Fruit, or the Kilo-Kilo Fruit.

DEVIL FRUITS – TIER 2 | 400 CP

All Devil Fruits are good to have, their benefits wide and varied, but ones of this tier are fairly average. Most Paramecia fruits would fall under this category, as would the Ancient Zoan fruits or Logias such as the Snow-Snow fruit. You will receive one of these fruits with each purchase.

DEVIL FRUITS – TIER 3 | 600 CP

While all Devil Fruits are valuable assets, these are among the most powerful in all the seas. Most Logia fruits would fall under this category, as would the Mythical Zoans, and fruits like the Tremor-Tremor Fruit or the Op-Op Fruit. You will receive one of these fruits with each purchase.

COMPANIONS

Nakama | Free/50 CP

It would be a tragedy to explore these seas by yourself, without anyone to share the experience with. Thankfully, you don't have to. You can now create and/or import ten companions for free, each coming with **800 CP** to spend on race, perks, and items. And if they aren't enough, you can spend an extra **50 CP** for each additional companion.

Grand Fleet | 200 CP

Maybe you don't want to leave all of your friends behind, not being able to participate in the wondrous adventures you'll surely get dragged into? Well, have no fear, because with this purchase, you may import any number of companions, all of them with **800 CP** to spend on race, perks, and items!

Part of the Crew | Free

Of course, it would be unfair to leave behind those who have devoted themselves to following you, doing so without recognition or reward. Luckily, you can import them into having a history in this world, all of them with a race and origin of their choosing.

Found Family | Free

Perhaps there's someone you've found here that you've become attached to, or loyal masses who have pledged themselves to your Dream? Whatever the case, you can bring them along with you at no cost, whether as a Companion or Follower is up to you.

Adrenaline Junkie | 50 CP

A peculiar young man who knows a lot more about the world than he has any right to be, Jeremiah Cross never seems too far from his pet Transponder Snail. He absolutely loves the thrill of adventure and may feel a sort of kinship with someone else who wasn't supposed to be in this romantic story.

Crew Mascot | 50 CP

Oooohhhh, aren't they just adorable! This absolutely adorable animal seems to follow you around wherever you go, and even mimics many of your mannerisms. It's completely loyal to you and can be quite the skilled pickpocket regardless of what kind of animal it is. It can range from a hamster to a dove to a large dog. Make sure to give them lots of love and affection.

Loyal Crew | 50 CP

It is not just personal strength that matters here, but the forces a person can command, the strength of those who follow them. With each purchase of this option, you will receive one hundred followers who will support you in any way they can, completely loyal to you and your Dreams.

Phantom Thief | 50 CP

A greedy and devious thief, Carina is just as cunning as she is beautiful. She's one of the best thieves around, able to break into a building, steal everything not nailed down, and run away before anyone has noticed anything. Just like anyone out at sea, she's fairly capable in a fight, though prefers to use her brains to outsmart and outplay anyone.

Existing Crew | 100 CP

Or maybe you don't want to start out with just your own forces? You may choose any one crew, not including an Emperor's, and they shall become your followers. The Captain, Lieutenants, and other crewmates of note can become companions should you wish it.

Weapon-Zoan | 100 CP

One of the... weirder aspects of this world, it is possible for an inanimate object to eat Devil Fruits, but only those having eaten Zoan fruits have been shown. You gain such a creature as a pet, with you deciding what its object-form is, and Zoan-form is. You cannot kill it to gain a cheap Devil Fruit, as it will respawn within a day. You can either import any pet or item you own into this, even both if you wish.

Dragon | 200 CP

The size of a galleon, this dragon is truly a king of the skies. With only its strength and speed, this dragon can lay waste to an entire world with utmost ease. And with the fire it breathes, entire islands can be set ablaze. With a loyalty to match its ferocity, you will be glad to have a fire-breathing dragon by your side. Likes to play fetch with boats. Good luck with that. Alternatively you can import any pet you have into this, able to shift between this form and their normal one.

Kraken | 200 CP

An utterly massive beast, the kraken looks just like an ordinary octopus, if said octopus was many times larger than most galleons. It's very intelligent and moves much faster than it has any right to be, comparable to bullets. This kraken will follow you loyally, adoring the affection you may give it. Alternatively you can import any pet you have into this, able to shift between this form and their normal one.

Sea King | 200 CP

The undisputed alpha predator of the seas, you have managed to tame this sea serpent longer than some small islands. It will listen to you as well as any animal is able to and is loyal to only you and one other. Seems to really enjoy belly rubs. Alternatively you can import any pet you have into this, able to shift between this form and their normal one.

Emperor's Court | 400 CP

Or maybe you cannot settle for a mere crew, and instead wish to bring along the crew of an Emperor of the Sea. With this option, you not only gain the crew of an Emperor as followers with the Emperor themselves becoming your Companion, you also gain all of their allies as well, with Captains, Lieutenants, and other crewmates of note being able to be companions at your discretion. Keep in mind that they are Emperors for a reason and are not ones to be controlled easily.

MINOR SCENARIOS

You can take any number of Minor Scenarios.

Claim Your Turf

There are so many islands out there, each with its own unique culture and environment, many under the threat of destructive pirates or poor management. Thankfully, you are there to offer a helping hand, one that simply has them submit to you or ally with your cause. Simply put, you must conquer or claim at least one island, and retain control of it, until the end of your time here. You can do this through either conquest, manipulation, or simply making it recognized as an area protected by you.

Rewards:

So you've managed to keep control over your territory? Truly impressive, what with all of the various groups and factions attempting to do the same, but it looks like they weren't half the **Conqueror** that you were. You know just what to do to bring any nation or land under your control, an instinctive sense that allows you to get the best results for a fraction of the effort it would have taken otherwise. In some cases, you could probably walk in, say that the area is yours now, and no one would say otherwise.

After working so hard for it, it would only make sense for you to bring **Your Territory** along with you. All of these lands will inhabit a pocket dimension connected to your Warehouse, which will scale in size in order to accommodate. Of course, if you've somehow managed to gain control over the vast majority of the world, then you can of course take it with you, the areas you don't control by the end simply not existing on this version.

Great Oceanic Race

On one of the many islands you will probably encounter, there will be posters detailing a local race requiring a ship, one that is accepting of all comers. Simply put, all will be given the same starting and ending point, yet multiple, often dangerous paths in between, ranging from shallow coral forests to numerous maelstroms. And that's not counting all of the dangerous competitors, ranging from pirates to merchants to nobles to even a Marine ship or two, each of them out to win and not adverse to cheating or sabotage. Make it through this deadly race, defeat all of your opponents, and be named champion of the race!

Rewards:

With all of the obstacles and hoops you had to go through to win, sometimes literally, you have proven yourself to be a true **Professional Racer**. When you're riding or driving any sort of vehicle, you will see its speed and mobility doubled what it was before, though this will obviously be more effective on any nautical vehicles, like boats or ships, which will see a five times increase instead.

But of course to the victor goes the spoils, as the **Grand Prize** of this race was a one-time upgrade to your ship. What exactly will it upgrade? Well, everything. Every part of your ship will be half again as effective as before, from the ease of control all the way to the various upgrades you may have purchased here. Of course, if you don't have your own ship, then this could apply to any vehicle that you own.

Treasure Hunt

It all started one day when you came across a bottle floating in the ocean. Further examination revealed it to be a treasure map! But this is no ordinary treasure map. Oh no, it is one whose writings and symbols shift and change under your eyes. In order for it to stop changing, you simply need to decide how valuable the treasure you want is. But this has a catch, as the more valuable the treasure, the harder it will be to follow the map's directions. A treasure around the cost of a house would be fairly easy, the map simple to understand. A treasure equivalent to a legendary and powerful Devil Fruit or a pile of gold and jewels the size of a large island would require months of decoding, puzzle solving, and bring you through numerous dangerous environments. This Scenario will shift in difficulty depending on what you desire, but those daring and powerful enough will see the greatest rewards.

Rewards:

While you may not be the best **Treasure Hunter** around, you are most certainly a good one! You can sniff out any wealth and loot to be found with surprising ease, like a bloodhound after a juicy steak. You also get a basic sense on how to go about acquiring it, through either fast talking or doing bizarre actions before you can get your grubby little hands on your prize.

The entire point of this was for you to receive your **Treasure**, and by Goda did you get it. As was explained above, it could range from a small treasure chest of valuables to a literal island of wealth to a legendary Devil Fruit. I'm sure it was more than worth it.



MAJOR SCENARIOS

You can only take one Major Scenario.

Ruler of the Seas

The famous words that kicked off this great pirate era still live on to this day, the legendary treasure known as the One Piece, hidden at the end of the Grand Line. Innumerable groups have attempted to locate this island and its treasure, taking for themselves the title of Pirate King, yet no one has succeeded. Perhaps you can find a way to accomplish what even the Emperors of the Seas could never do? In order to find the island where the treasure is hidden, Laugh Tale, one must collect four crimson Poneglyphs known as Road Poneglyphs, decipher their writing, and follow the instructions to find the island. It may seem simple, but at least two have been claimed by Emperors of the Sea, one is guarded by the powerful Mink race on their wandering homeland, and the fourth's location is unknown. I do hope you're up to the challenge.

Rewards:

You have accomplished that which could not be done in twenty years by some of the most powerful people on the planet and have become the **King of the Pirates**. Such a title will follow you throughout your journey into future worlds. It will command respect from all who hear it, and inspire fierce dread in any who think to go against such a legendary figure, or even worse, harm one of your nakama.

The King of the Pirates is not someone who rules over all, forcing their will upon others, but the person who is **Truly Free**, with the strength to protect those closest to him from all threats. You simply cannot be constrained or controlled, be it through metal bindings or mind control or conceptual traps, such attempts backfiring tremendously on any who try. But more than that, you will also receive a potent boost in power and capability when fighting on the behalf of your friends, or anyone allied with you. You are the king of these seas, and no one can do anything to stop it.

Of course, you can also take the titular **One Piece** with you as well, though very, very few actually know what it is. Still, it's a grand treasure that almost the entire world is after, so I'm sure you'll find some use for it.

Dawn of the World

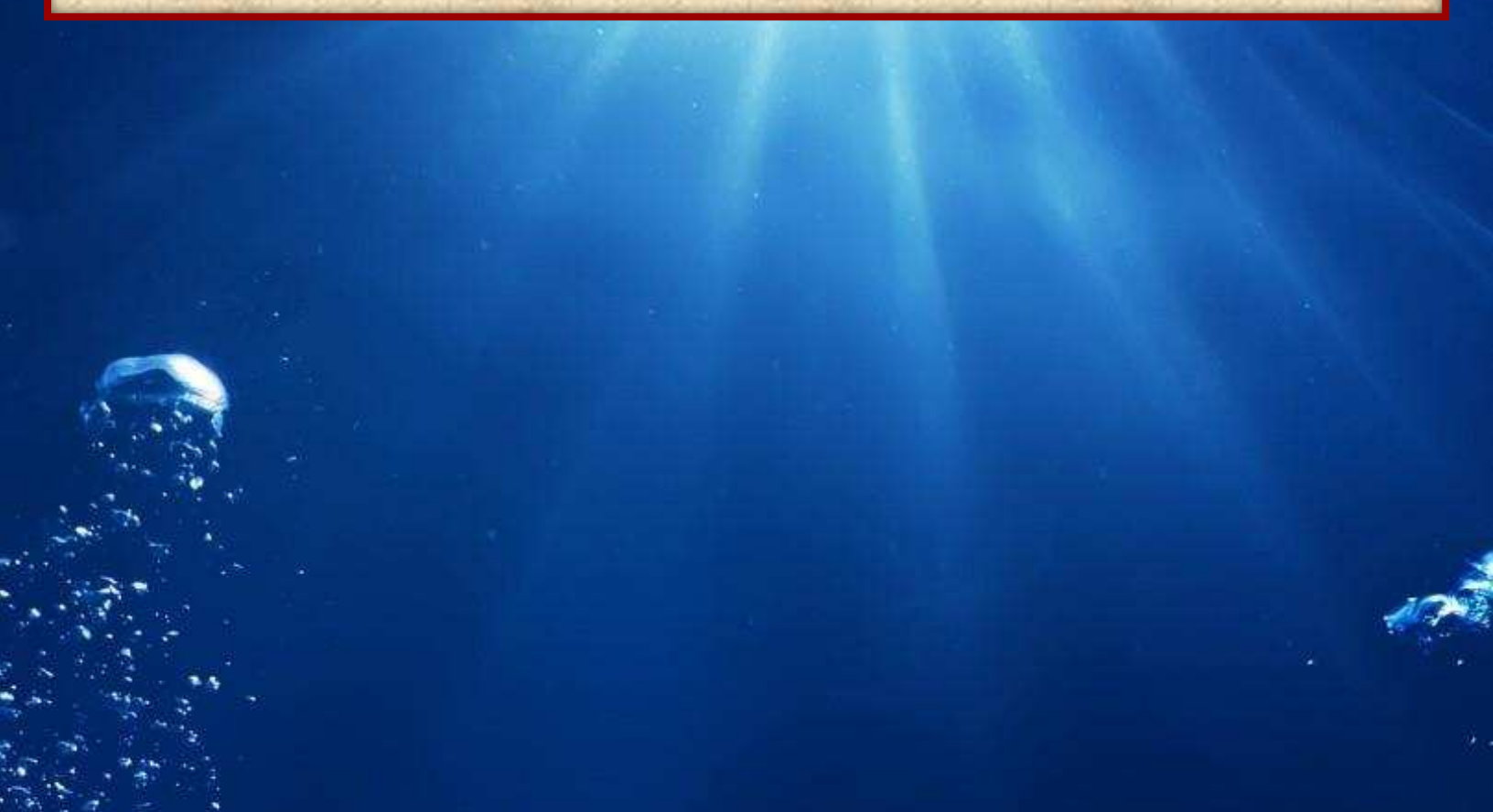
This world is overflowing with great evil, both on the side of Order and Chaos. It is currently experiencing what is known as the Great Pirate Era, a time where Anarchy and Terror threaten everything that stands today, but perhaps that is simply the symptom of the totalitarian regime known as the World Government, where it is a crime to even seek certain kinds of knowledge. But maybe such extreme control is needed where the world is overrun with criminals wanting to pillage and destroy? It is an endless cycle, one that you hope to break. Your challenge here will be difficult and comes with two goals. You must reduce the number of active pirates to at least forty percent what they are today, and either reform or replace the World Government with something better. It is a monumental task, but I'm certain that you're more than up for it.

Rewards:

You have completed the seemingly impossible task of managing to create a world with a balance of Order and Freedom. You are a true **Bringer of Balance**, one that all people from all walks of life can look up to, to place their hopes and Dreams into, one they can follow because they know that you can bring about something almost resembling a utopia.

Many would mistake you for the prophesied savior, one meant to bring about the **Dawn of a New World**, though not for a good reason. You inherently have a sense for how to perfect any system, from simple computer codes to galactic wide sociological structures, as well as instinctively knowing what you need to do to get to that perfected state. You will also benefit from a boost in power and capabilities while striving for that ideal world, one where everyone can eat as much as they want.

An ancient weapon owned by the World Government, **Uranus** is now yours to command. It will shift into a larger form of an item closely related to something or someone that will one day become a threat to its owner or any organizations they are a part of, and it is often obvious who it belongs to. Even if the threat is something completely out of context, and something that usually cannot be detected by any means possible, Uranus will still warn its owner of the danger.



DRAWBACKS

Romance Dawn | +0 CP

Well, it seems as though you've caught a certain someone's eye. That's right, Monkey D Luffy has decided that you're an interesting enough person that he wants you as a member of his crew!

Before The Beginning | +0 CP

Of course, not everyone wants to start off with the beginning of the story, being much more interested in the prologue. You can start anytime in this world's history you want, from when Shanks gave Luffy his straw hat, to the height of Gold D Roger's reign as the King of the Pirates, to the time of the original Joy Boy and even the Void Century nearly nine hundred years ago, all the way back when the Shandorians first colonized Jaya.

Brave New World | +0 CP

Alternatively, you could begin your journey at the end of the Marineford War. From the duel between Akainu and Aokiji, to the vicious events of the Payback War, all the way up until the Straw Hat Pirates reunite on Sabaody Archipelago.

Filling Out The Story | +0 CP

In a world of adventures, what's the harm of experiencing a few more? At your discretion, you may incorporate any and all filler or movies into your adventure here. Help infiltrate the stories G-8 or have fun at an island-sized Casino Ship!

Stranger Than Fiction | +0 CP

Is the world not up to your standards? Choosing this will allow you to experience any work of fanfiction taking place in the One Piece world at your behest. Perhaps Luffy is actually one of Big Mom's children, there's a man with a talking snail, or a boy with a gem on his stomach was found by a pair of assassins?

Coward | +100 CP

In your heart, you are a coward. If at all possible, you try your damndest to avoid any kind of conflict or situations that puts yourself in danger. You'll still go along with what your orders are, but with great reluctance and trepidation. When you are in a fight, you are not as heavily impaired by your cowardice, but it will always be there.

Directionless | +100 CP

Some people are amazing navigators, capable of finding their way through any kind of weather or environment. You are the complete opposite of that, being able to get lost on a completely straight path. Somehow. The only exceptions are areas you frequent on a daily basis, and even that has mixed results.

Extended Stay | +100 CP

There is so much to see within these grand waters, so much so that you could not possibly experience everything that it has to offer in just ten short years. Thankfully, you can now extend your time here by an additional ten years with each time this option is taken, though you will only benefit from the first five.

Gullible | +100 CP

If there was ever a trusting person, it would be you. Sometimes to your detriment. You can't help but believe in what people say at face value, even if that person is giving off the most obvious warning signs. You can ignore this if they seriously betray you in some fashion or see them committing a horrible act, but until then you'll continue thinking that they are very trustworthy people.

Hungry | +100 CP

You are someone who is defined by their gluttony. After long periods of exertion or a fight, you almost immediately start craving enough food to make up a horse. That's not hyperbole, as that would just be a light snack compared to your actual meals.

Pain Sponge | +100 CP

Much like the eaters of the Dark Dark Fruit, you now soak in more damage and pain than before, nearly twice as much as before. It is certainly going to be a problem if you're ever in an extended fight, and Goda help you when you end up stubbing your toe on something. This can be taken multiple times, increasing the damage and pain to three, four, even five times what you normally would have, though you will only benefit from this four times.

Pink Mind | +100 CP

It may not even be that, but you still limit yourself in combat, and there is nothing that can make you break that limit. Perhaps you cannot bring yourself to hurt a woman, or must fight in this world of underhanded individuals with a strict code of honor. Either way, it is something that your enemies will be all too happy to exploit once they find out.

Troubled Past | +100 CP

Not everyone has the best of childhoods, their past filled with pain and torment. It seems that you suffer from such trauma, the scars still fresh and leaving you shackled to the past. It may take a while to heal, for the scars to fade, but it will never leave you, most certainly influencing some of your choices.

Chaos Magnet | +200 CP

Why oh why do these things keep happening to you? Getting roped into political plots, being stranded on a crazy island, massive monsters that have rarely been seen, there is no end to your string of horrid situations. It just seems like all the craziest stuff and the worst kind of trouble is attracted to you, and nothing you do will let you escape this never-ending insanity

Enslaved | +200 CP

You feel that tight collar around your neck, that burning sensation on your body from being branded? Those are all the tellings of a slave, that you are a slave. You need to obey your owner's every order and cater to their whims, unless you find a way to get that bomb collar off and run away. Oh yes, the collar is indeed explosive, and will easily blow your head off.

Limbless | +200 CP

It's not uncommon for those out at sea to be mutilated or receive wounds, and it's something that even an Emperor can be afflicted with. One of your limbs is missing entirely, which I'm sure you understand is a big deal on waters as dangerous as these. The worst part is that all but the most basic prosthetics either don't work or break down almost immediately. You can take this drawback up to four times, though I'm not sure why you'd do that to yourself.

Long Night | +200 CP

Monkey D. Luffy is undoubtedly an important character, and one that brings the ideal of Freedom wherever he goes, banishing the dark shadows of each island he visits. And now, now he is gone, having sunk to the bottom of the sea before he could save himself by hiding in a barrel. If taken with **Romance Dawn**, you instead take Luffy's place in the story. I hope that you can bring about the Dawn of Freedom.

SMILE | +200 CP

So many have sought to recreate the powers of Devil Fruits, to create and mass produce them for their own benefits. Few have succeeded and of those, only one was mass produced, the SMILEs created by Caesar Clown. But even this success came with its own set of failures. And sadly for you, you ate one of these failures. You were granted no new powers and now, you are cursed to smile and laugh forever more, forever unable to display any negative emotions upon your face. And of course, given that you still ate a Devil Fruit, failure it may have been, you can neither swim nor consume another Devil Fruit for upon consumption, your body will tear itself apart and you will die.

Technological Inferiority | +200 CP

Across all your travels, you have undoubtedly collected an impressive amount of technology, some of which could give even Vegapunk wet dreams for weeks. But not anymore. Any technology more advanced than what is shown in the series is banned, with no possible way of bringing it into the setting. All technology perks are reduced to Vegapunk level or otherwise removed entirely.

Wanted | +200 CP

Well now, it seems as though you've made more than a few enemies, or just made too big a name. You can now say that you've got a sizable bounty on your head. Whether it's the World Government or an independent faction, you are now worth at least 100,000,000 Beli. Alive, or dead. You can take this drawback multiple times, though you will only benefit from the first five.

Warlord's Attention | +200 CP

To be a Warlord of the Sea is to be powerful. To gain their attention, or animosity in this case, is never a good sign. One of the seven Shichibukai is after you, and they are not afraid of using every connection they have, twisting or even outright breaking governmental constraints to get to you. You can take this drawback multiple times, though you will only benefit from this seven times.

Demonic Lily | +300 CP

Huh? What's that you got there on your shoulder? A flower? Well, it looks as though you are the newest host for the Lily Carnation, a parasitic plant that is now connected directly to your life force. If you don't feed it people regularly, it will quite literally eat away at you until nothing is left. The worst part is that you can't remove it, and it won't use its abilities to help you out in any way, only to eat.

Fall From Grace | +300 CP

As a Jumper, you are endowed with powers that spit in the face of this land's logic, and are almost comparable to a God, if not one outright. Now, all that has been stripped from you, leaving you mortal once more. Having been stripped of your Warehouse and otherworldly powers, you will be reduced to your Body Mod, any mundane skills, and your purchases here.

Impel Down | +300 CP

You have been caught by the World Government and have been tried and sentenced to spend the rest of your life in Impel Down, a hellish prison where the worst of the worst are held. And depending on how strong you are, it changes which level of the compound you are. If you are a baseline human for example, you will find yourself stuck within the 1st Floor. If you are capable of going toe-to-toe with the strongest in the series, you are trapped in the rumored 6th Floor, with Sea Prism Stone Handcuffs and chains cutting you off from the vast majority of your powers. You must escape within the next ten years, or your chain is over.

Public Enemy Number One | +300 CP

The World Government has decided that Monkey D. Dragon is no longer the largest threat to their regime. You are. The World Government will use everything at its disposal to take you down, no matter the cost. Perhaps it's sending an entire armada of ships as soon as they are aware of your location or sending Cipher Pol agents to quietly assassinate you and your allies when you least expect it. Maybe both.

Rage of an Emperor | +300 CP

An Emperor of the Seas is much like a force of nature. They play by no one's rules but their own, and when they desire something, it is not a matter of 'if' so much as 'when' they have it. And one of them wants your head on a golden platter. One of the Four Emperors is after you, and they will use whatever resources they can to get to you. Entire fleets of pirates will come at you with a fanatical fury that cannot be matched. The only way for this to end is to completely and utterly destroy the Emperor in question. This is much, much harder than it sounds, as they are the undisputed rulers of the seas for a very good reason. You can take this drawback multiple times, though you will only benefit from this four times.

ENDING

I hope your time here was well spent, because it is time for one final choice.

Return to Port

You've had your fun, and life in the Grand Line has made you realize how much you miss your original home. You receive a straw hat, a bit worn down but full of love and memories.

Mark Your Territory

These seas have grown on you, and you cannot find it in yourself to leave. You will receive an additional **1000 CP** to spend freely.

A New Adventure

While this has been fun, there are other worlds out there just waiting to be discovered! You receive a miniature of the Thousand Sunny in a bottle.



NOTES

A big thanks to the original Jumps that inspired (and created) many of the ideas here!

If you chose the **Pirate** origin, you can totally be a member of any existing pirate groups in your starting location if you'd like. And yes, you can be one of Big Mom's children.

If you want to be a **Hybrid** with **Animal**, you could just be the result of some human experimentation. Goda knows that the WG or Beast Pirates would probably sponsor the creation of something like that.

You can train others to use the **Six Powers** as well as **Haki**, even if they come from a completely mundane world. By default, Conqueror's Haki will still follow its rules, only being possessed by a rare few unless you have anything else to change that.

Your Item Stipend can be used to purchase options in the Ship Customization Section.

Examples of Dials can be found here: <https://onepiece.fandom.com/wiki/Dials>

Devil Fruits can be broken down into three categories, each having their own subcategories.

- **Paramecia**: This is the generic group with all of the weird powers.
 - **Producer**: They produce and control a substance.
 - **Emitter**: They need to touch or blast a target for their powers to work.
 - **Transformer**: Their bodies turn into something else.
 - **Special**: Basically a Logia but for man-made substances like mochi.
- **Zoan**: Able to turn into some type of land/air-based animal and a hybrid form.
 - **Normal**: Exactly as it says, normal animals.
 - **Ancient**: Turn into ancient animals, dinosaurs and the like.
 - **Mythical**: Turn into a mythical creature, usually possessing a secondary power, like a phoenix and its healing fire.
- **Logia**: Able to turn into, produce a limitless amount and can control a substance.
 - **Solid**: Turns into a solid substance (Ice, Wood)
 - **Liquid**: Turns into a liquid-like substance (Honey, Mud)
 - **Gas**: A bit more esoteric, this subtype involves turning into and producing substances like gas, fire, light, darkness, that sort of thing.

If you purchased canon Devil Fruit, depending on the character, they could be lacking their Devil Fruit powers, have a new one altogether, or perhaps you have an artificial Fruit instead.

- Take the Gum-Gum Fruit, and Luffy might just be a stupidly strong person.
- Take the Magma-Magma Fruit, and Akainu could instead have the Dog-Dog Fruit: Model Hellhound.
- In other words, fanwank it.

There are currently no known Water-based Devil Fruits, so for now it's not an option.

Dyna Stones are comparable to nuclear weapons but with none of the fallout.

The eaters of the fruits made with the **SMILE Factory** will lose their ability to swim, even in future Jumps, unless you manually find a way to get rid of this drawback.

Klabautermann and **Grand Prize** do stack, allowing your ship to be twice as effective as it was before.

For those wondering, The Straw Hat Pirates count as a **Canon Crew**, while them and the Straw Hat Fleet together count as **Emperor's Court**. You can also get Marine Captains or Vice-Admirals and their own forces if that's more your speed.

No, you cannot have a Devil Fruit as your object in **Weapon-Zoan**. Your plan will only end with a dumb Chain-ender.

When in doubt, fanwank. It just works.

Have the day that you deserve~