Generic One Piece Fanfiction Jump

v1.1

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Introduction

Welcome to a world unlike any other, a world dominated not by the goings on of land-dwellers, but by the actions of those that wander the vast blue yonder. A world of endless adventure, boundless wonder, and bone-chilling danger. Welcome to One Piece, fanfiction edition.

The name's Freddy, a long-time, now retired, pirate, though I never really rocked the boat in my ventures. I'll be running you through your upcoming choices.

You can choose to go to a specific fanfiction, or enter a generic world with a number of common tropes.

By default you begin when the show starts, when Luffy shows up on Alvida's ship.

Origin

Either can be taken as a Drop-In

Pirate: Pirates, Buccaneers, Scallywags, whatever you want to call them. This option covers not only pirates, but anyone who can be said to work in opposition to the World Government and the established order. This means you could be a pirate, a mountain bandit, or even a revolutionary. Whatever you are, you're luckily still under the radar of the Marines, as you haven't made any waves just yet.

Marine: The 'noble' Marines, clad in crisp white and blue. This option encompasses the actual Marine organization, as well as anyone that works against pirates or otherwise as a protector of the status quo. You could be an actual marine, a soldier in some nations' army, or even a bounty hunter. All that matters is that you're in some way opposed to the majority of pirates or otherwise on the side of the current status quo.

Race

Human: Humans, Homo Sapiens Sapiens, I assume you know what these are. Due to their close relation to normal humans, picking this option will also allow you to be any of the number of near-human tribes from this world, like long-arms or skypieans, though you get no notable benefit, so choosing the three-eyed tribe won't let you hear the Voice of All Things for example. Honestly, you can add pretty much any number of purely cosmetic traits, as there are some weird looking humans 'round here. Also, humans have been seen from normal sizes to 6+ meters tall. You can choose any size within that range, maxing out at Whitebeard's tremendous 666cm height.

Merfolk: Quite the valuable piece of tail, aren't you? One of the two aquatic races in this world, the merfolk are effectively the bottom half of some fish fused with the top half of a human. They are without a doubt the fastest swimmers in the world, even faster than the already impressive Fish-Men. They also have the innate ability to speak to fish, with some being able to speak with other sea life as well, with the notable exception of Sea Kings. An important factor to consider is the fact that Merfolk have a tail in place of legs. For Mermen, that's where it ends. For Mermaids however, at the age of 30 they

gain the ability to split their tail into legs, and fuse them back at will. Merfolk have a similar size range as humans, from 5-6 feet to 20 foot tall behemoths.

Fishman (100): Don't you listen to a word outta Hody's mouth, you hear? You're a fishman, the other of the two aquatic races of this world, and the far more common of the two. You have the natural ability to breathe underwater, and you're the second fastest swimmer behind the Merfolk. Unlike Merfolk though, you are far beyond mere human strength, being at base 10 times stronger than a human of comparable training. Beyond the abilities inherent in all fishmen, certain species have unique traits and advantages due to their biology*, such as an octopus fishman having 8 powerful arms or a wobbegong fishman being able to camouflage themself. Something to be aware of, fishmen in particular have some pretty rocky relations with humans, decades if not centuries of discrimination and slavery leading to many fishmen having a burning hatred of all humans, while humanity has a tendency to discriminate against fishmen. Maybe you can do something about it?

Mink (200): Oh dear, it's rare indeed to see one of your kind outside of the island of Zou, but I guess there are exceptions to every rule, huh? The mink are a tribe of humanoid mammals, from rabbits to lions to monkeys. They are as a whole physically superior to humans in every way, though they tend to excel in certain areas depending on the kind of mink. A rabbit mink would be extremely agile, and have very strong legs, while a bear mink might be slower than normal, but be far stronger and tougher. Minks also have a notably superior recovery rate, and a metabolism sufficient to quickly work through most toxins. Minks are all born as natural warriors, their innate instincts making them excellent combatants. An ability shared by all true minks is that of Electro, the innate ability to produce electricity and manipulate it for various uses. The other ability unique to the minks is that of the Sulong form, often considered the true form of the minks. By looking at a full moon, a mink can enter their Sulong form, generally characterized by a larger and wilder form, as well as a voluminous head of white hair. In their Sulong form, a mink enjoys a tremendous boost, both physically and to their Electro. This boost is so great that a single mink transforming was enough to cause the crew of the Emperor Big Mom to panic.

Lunarian (200): By the sea devil's horns, I didn't think I'd see another one of your lot. You're a member of the nearly extinct Lunarian tribe, with only one other member of your race being known, King, All-Star of the Beast Pirates. At one point your people

were worshipped as gods along the Red Line where your kind lived, and for good reason. Physically, Lunarians are noted to be extremely resilient, not only taking far more punishment than others at their level but also being capable of surviving in any natural environment, from freezing colds, to scorching heats, to the suffocating peaks of mountains. This durability is seemingly linked to the flame that constantly burns on a Lunarian's back, which they can extinguish to gain a massive boost to speed and agility, at the cost of their toughness. They also possess a large pair of wings, which unlike the residents of the Sky Islands are actually functional. All that leaves is their most notable trait, their innate ability to control flames produced from their body. This can be used for anything from enhancing physical attacks, to launching scorching projectiles at your enemies, and I'm sure there are more uses you can come up with. As of now you aren't particularly skilled or powerful in this respect, though you have a talent for it that could see you become quite the terror in short order, if you put the work in.

Dwarf (200): Oh my, you're rather far from home, aren't you little one? You're a dwarf, hailing from Tontatta Kingdom, found under the island of Green Bit. Your most striking trait is your height, measured in mere inches. Despite your diminutive stature, your strength is second only to the Giant Tribe, with a single of your kind being able to demolish buildings. This is paired with truly ludicrous speed, enough so that most people wouldn't even be able to see you move. These two traits paired together make dwarves terrifying combatants, with the only thing holding them back being mental. The dwarves, as a race, are extremely gullible, often believing even blatant lies with little effort. You'll likewise be saddled with this mentality, though nothing forces you to stay like this, beyond the initial change. Perks can prevent it, and even just life lessons can make you less naive. Make sure you don't get stepped on out there, ok?

Klabautermann* (200): Well you must have just been smothered in love and care, huh? Unlike the other options in this section, you're not any of the flesh and blood races. You are what's known in myth and legend as a Klabautermann, the spirit of a ship that has been loved and cherished.

As a Klabautermann, you have a number of advantages, and a few restrictions due to your nature. You possess complete control over every aspect of the ship you preside over, from controlling the ropes and pulleys at a whim, to being able to steer the ship without anyone touching the steering wheel. In case you ever have need of a pair

of actual hands, you're able to manifest a physical form around your ship, one reminiscent of whatever ship you are. A small galley might take the form of a young child, while a vast galleon might take the form of a behemoth of a man, rippling with muscle. This form can be slain, but doing so does no actual harm to you, and you can manifest it shortly after. You have one final ability, the one that frankly makes this potentially worth taking over other options. You are able to, with some time spent familiarizing yourself with a ship, taking control over it in the same way as you do your original ship. There is no limit to how many ships you can control, nor how far away ships can be from each other. In time you could very well command a fleet capable of laying claim to entire oceans.

Now as to the disadvantages. The first is that, given that you're literally a boat, you're a rather large target, and your comparatively lacking speed means it'll be tough to dodge. As your ship is your true self, it being destroyed will cause you to die, barring outside means of survival. The second could be a pro or a con, depending on how you look at it. As you aren't made of flesh and blood, but wood and metal, you aren't capable of improving yourself through training. No matter how strictly your spirit form follows Zoro's training regime, it'll never grow stronger. On the other hand, you can grow stronger by improving your ship(s). A ship like the Going Merry might be pretty strong for the East Blue, while a vessel on the level of the Oro Jackson would have a spirit able to at least temporarily throw down with an Admiral, if not win. Controlling additional ships will also make you stronger, letting you have a human form worthy of a fleet that can raze kingdoms.

Giant (200): Greetings, O great child of Elbaf. You are a giant, and that about sums it up. You are at minimum 12 meters tall, and more likely around 20 meters. You are far and away the strongest race in the world, no other comes close. Even now you're strong enough to smash Marine battleships to pieces, and tough enough to take those same battleships' cannons with little more than a few bruises. The only real downside to being a giant is the fact that you're….not all that subtle. But given that you're a viable threat even in Paradise on raw might alone, there's not much need to be subtle is there?

As a special offer, for double the price at 400 CP, you can become an Ancient Giant, a member of the same tribe as Oars and Little Oars Jr.. You stand at 60 meters tall, three times that of a normal giant. Unlike normal giants who have regular human skin tones, Ancient Giants have more unusual skin colours, like red or green, as well as

a large pair of horns on their head. Oars in life was famed as the Continent-Puller, and though that's a bit of an exaggeration, you could very well pick up and rearrange small islands with physical might alone, albeit not easily. You have similarly terrifying durability, though you aren't particularly resistant to the elements, as Oars was quick to find out before his death.

Hybrid*: So the options above weren't enough? Felt like being a bit special huh? Well fine, just don't question how this happened, you'll only go gray early. You're a hybrid of two races, a union that results in a being with the strengths of both races. You can become a hybrid of any two of the options above, with the notable exception of a Fishman and Merfolk, as they have been specifically noted in canon to only produce a child of one of the races, not a hybrid of the two. You have to pay full price for both sides of the hybrid, plus a 100 CP surcharge, but in exchange you get a result greater than the sum of its parts. For example, a Fishman/Giant hybrid would have the normal strength of a Giant, multiplied by the superior body of a Fishman, creating a being that would be to Giants, what Fishmen are to normal humans. No matter what you pick, you'll be quite the rare find, even in these wild waters.

Age and Gender

You can choose your gender and age freely. Aside from the Giants, who can live to around 300 years old, the rest of the races tend to have normal human lifespans. Considering how strong some of the old guards are in this world, being in your 60s isn't going to make too much of a difference with enough training.

Location

Choose freely from the options below, or roll 1d8 and gain 100 CP for your troubles.

1. **Luffy:** I know, not really a set location, but you'd be surprised how often it happens. You begin the jump wherever Luffy is at the time you start, literally falling on him from the sky in the case of a Drop-In. By default this means you're showing up on Alvida's ship, whether that means you're showing up in a barrel like him, already on Alvida's ship because you work for her, or maybe you just snuck on as a marine hunting her. Regardless, this is probably the choice if you want to join his crew, not like it'll take much convincing after all.
2. **Reverse Mountain:** Thanks to the Calm Belts on either side, it's rather difficult to enter the Grand Line. Beyond the Marine battleships that can just travel through the Calm Belts, the only way to enter the Grand Line is through Reverse Mountain. Reverse Mountain is, predictably, a mountain, at which a strange phenomenon occurs. Reverse Mountain has four vast and raging streams moving upwards to its peak, which a ship must ride to enter the Grand Line. You may start on any of the five lighthouses around Reverse Mountain, one in each Blue, and one on the Grand Line.
3. **Alabasta:** Hope you brought an extra flask of water…or twenty. You appear in the painfully sunny nation of Alabasta, though luckily in one of its cities, it's capital of Alubarna to be precise. However, I'd be careful, though the royalty is all quite pleasant, this just so happens to be where the Warlord Crocodile resides, a far less personable individual.
4. **Skypiea:** Welcome to the closest thing a living person will see to heaven. This is the sky island of Skypiea, residing within the vast White-White Sea. If you couldn't tell, sky islands and sky seas are entirely made of special kinds of clouds, acting like solids and liquids respectively. Of particular note is the current leadership of Skypiea, the Lightning Logia-User Enel, who reigns with an iron fist over the inhabitants, striking down anyone who speaks against him with lightning from on high. You start at the beach near Conis' house, just past the entrance, Heaven's Gate. I hope you have a plan to get down from here, kid.
5. **Water 7:** Majestic, isn't she? The sight never fails to astound me, time and time again. What you're looking at is the city of Water 7, a towering monument to

human engineering. It's also the home to the best shipwrights in the world, including one that will soon join our plucky crew of protagonists.

6. **Marineford:** Oh my, I really hope you have a reason to be here Jumper. You seem to have found your way to Marineford, the headquarters of the Marines as a whole. In keeping with its status as the nerve center of Marine operations, this is where you can find all of the strongest members of the organization. From where you start at the docks of the base, you're probably no more than a few miles from the offices of the Fleet Admiral, his three subordinate admirals, and who knows how many vice admirals. Not to mention the veritable armada of other marines scurrying around like ants. I really hope you're an individual who should be here, or else you're going to have a very bad time.
7. **Free Choice:** Well well well, aren't you lucky? You can choose to show up literally anywhere in the world, whether it's one of the choices here or anywhere else. You can only choose a general area, so you could pick the Going Merry, but not specifically the crow's nest. If you ***roll*** this option, and then intentionally take the choice below, then take another 200 CP on top of your 100cp for rolling, because you are a braver man than I. You do still have to flip the coin, sorry.
8. **Double Trouble:** Well, at least it isn't Impel Down? Flip a coin, it'll determine which of two terrible locations you're showing up on.

Heads is literally the middle of the ocean. More specifically you find yourself in the middle of the **Calm Belt**, the vast stretches of water bordering the Grand Line, and what generally prevents anyone from just sailing from a Blue into Paradise or the New World. What makes these waters so damn dangerous is twofold. First is the reason it's called the Calm Belt in the first place, that being that there are no winds or ocean currents to speak of. Due to this, it is all but impossible for any ship that isn't self-propelled to cross it. This is made even worse by the fact that the Calm Belts are the breeding grounds for the Sea Kings, and are home to some of the largest examples of such. Luckily for you, you won't have to swim, as you open your eyes on a decent-sized raft, complete with a nice sturdy paddle. Better get rowing.

Tails is instead the island of **Little Garden**, an extremely isolated ecosystem that seems to have never left the prehistoric age. Within the vast canopy you'll find all manner of dinosaurs that didn't get the memo that their

time has passed, but that's actually the least dangerous part of it. The diseases found here have never left the island, so foreign creatures, including people, will have no response ready from their immune system, not helped by the fact that all the diseases and viruses seem to be doping, with even diseases that exist in the wider world being far worse here. Doesn't really matter if you can punch hard enough to reduce a mountain to rubble if you get so sick your organs liquify and leak out your every orifice.

Perks

You get one discount for each tier. (100, 200, 300, 400, 600). You can sacrifice a higher tier discount for a lower tier one

Goda's Blessing - Free/100

Don't know if you've noticed, but the average looks of people here, at least people of importance, is quite a few notches higher than you might be used to, and we can't have you looking like some kind of side character, now can we? You're sitting at a solid 8/10 now kid, enough to not look out of place standing beside a bunch of gorgeous protagonists. And considering how rough this world can be, you get the extra benefit of never looking worse, no matter how scuffed up and covered in mud and blood you are. Frankly, some 'round here might say it adds to your charm.

If a mere 8/10 is not sufficient to your needs, then for only 100 CP, how about we throw, say, another 3 points on while we're at it? You, much like Boa Hancock, have completely shattered the scale of beauty. When you enter a room, you'll leave anyone with a pulse and working libido dumbstruck. Beauty usually won't help too much in any serious fight, but you might be surprised what a pretty face can accomplish outside of the battlefield. Just try not to grow too vain.

Results Are What Matter - 100 CP

You might have noticed, but the Marines are not exactly paragons of virtue, despite what their propaganda might imply. In the end, just like everywhere else in this world, might makes right, and results are valued far more than methods. You find yourself unusually able to get away with normally unacceptable behaviour and methods, so long as the end result is roughly the same. You can also get away with more as you grow stronger and higher ranked in an organisation. As a grunt marine, you might be able to get away with mistakes in dress code, or maybe smoking on the job, so long as you got your tasks done on time. Get powerful enough, and you could interpret killing a group of people with forbidden knowledge as "slaughter every man, woman, and child, and raze the island into the ground", and get little more than a light reprimand, so long as you get your actual target along the way. You could be a lazy

slob with a habit of sassing your superiors, but so long as you're strong and continue to act as their loyal attack dog, they'll generally let it slide.

Smile Through the Pain - 100 CP

Y'know, for as idyllic as sailing the high seas with your friends might seem, there's a depressing amount of darkness in this world. Slavery, murder, and more are not exactly uncommon sights 'round here. But you find yourself able to grin through it all. You are utterly incapable of being permanently scarred or traumatized by your experiences. You could watch your home and all you cared for burnt to the ground, and still find it in you to joke and laugh with new friends, though only after some time. You can still be extremely sad, angry, and anything else, but you'll never end up a broken, drunken wreck in a bar somewhere, no matter what you come upon. Even in the short term, you rarely give into despair, letting you focus less on the village burning behind you, and more on putting your fist through the face of the bastard who did it. It'd take seeing your brother die in front of you to really shake you.

Justice Never Falls - 200 CP

Amongst the legends of this world, there's one trait shared nigh-universally. Not strength, nor skill, but willpower. The unbreakable will shown by legendary figures like Whitebeard, Gol D. Roger, and Monkey D. Luffy, the kind that lets one grin even in the face of death. So strong is your will that no amount of pain or suffering can make you even consider wavering in your goals, and you'll be able to push through even traumatic injuries, up until the very moment your body ceases to function. Also comes with the neat side benefit of letting loosely held clothing stay on from nothing but sheer willpower. A coat draped across your shoulder or a loose hat on your head would stay on no matter how much you flip around or how often you get punched through walls. These kinds of clothes even seem to be far more durable than normal, at least in a cosmetic sense. It won't help defend you, but even when your shirt gets incinerated by a torrent of magma, your coat would still cling to your shoulders, torn and smouldering but still hanging together in a recognizable form. It'll only come off if you want it to, or when even your sheer willpower can't keep your heart beating any longer.

Upheld Justice - 200 CP

When working under a man capable of reducing mountains to molten slag, or freezing whole oceans, is it any surprise that the average man might seek to emulate them, just a bit? Your beliefs and personal values, whatever they might be, seem to have a way of spreading to those that work under you, such that within a year of working on your ship, you could have a crew fully adopting Absolute Justice. This scales in effectiveness based on how directly a person works for you. Your right hand man would quickly come to be a near mirror of your beliefs, while a man who only works for you through 5 levels of management might still only agree with some aspects of your ideology, even after a few years. A crew on a single ship would be converted quite quickly, while a large base of marines might take quite a few years to convert in its entirety. This will have quite a bit of trouble working on those with strong beliefs of their own, so don't expect to get Akainu to adopt the motto of Lazy Justice anytime soon.

Candlewick Beard - 200 CP

You know what's just as important as strength? Reputation. Having strength without reputation means, at best, that you'll have to deal with every wannabe pirate king or admiral throwing themselves at you until you get the reputation you deserve. At worse, it means that if you do get injured or otherwise weakened and word gets out, you can't draw on an impressive reputation to ward away your enemies. Now, having reputation without strength is a whole other issue, but one that's usually easier to solve. As far as the former is concerned, this should have you covered. You have a startling talent and propensity for developing an impressive reputation. Within just a few months you could have people watching you as an up and coming legend, assuming you went out and raised hell in that time. While your reputation tends to be a bit embellished, it's rarely so much so that you can't mostly meet expectations when necessary. Beyond just developing a reputation, something mostly facilitated through rumours after the fact, you also have an impressive capacity for being absolutely pants-shittingly terrifying. Just watching you get in a brawl with someone could leave their buddies shaking like a leaf, and should you actually commit acts of brutality or

that would normally be considered scary, you could cause people to faint from sheer terror. This works in conjunction with abilities that work to scare, dominate, or otherwise crush another's will with one's own, such as Conqueror's Haki.

Fake Pirate - 200 CP

At least as far as Luffy is concerned. You're exactly the kind of pirate the marines say you are, or at least you could be. You are scarily good at the whole looting and pillaging business. You've got an eye for value that lets you roughly estimate the selling price of anything you can lay eyes on. You're great at finding the hidden stashes and vaults where people hide their true valuables. You're fantastic at casing a target, whether that's a bank on land or a merchant ship at sea. You're even a fairly good negotiator, often able to rob people blind without having to fire a shot, just by convincing them that fighting will just make everything worse. Hell, you even seem to get a bit more out of the whole business than others. Nothing crazy, but enough to make sure you and your crew are all a very happy bunch if you play it smart.

Look, Ma! No Hands! - 300 CP

Not sure if you've realized yet, but this world is pretty damn dangerous. You can't expect to solve every conflict by holding hands and singing a silly song. Instead, you should learn to use those hands to beat your opponents face in, it's very therapeutic. By taking this, you gain skill in some form of martial art, roughly equal to Sanji at the beginning of the series. This can be anything from strict karate, to being a naturally skilled brawler, to even something like Fishman Karate. The martial art you learn is specifically centered around using your body, and won't include much if any skill with weaponry. You have a natural talent for martial arts, enough to become legendarily strong just with this, should you train hard enough.

Waving Pointy Sticks - 300 CP

Sure, fists and feet are good and all, but wouldn't it be more fun to stab someone with a pointy piece of metal? You clearly agreed, so you got scarily good at sticking said pieces

of metal in places enemies would really rather they not. Despite what I said, this isn't restricted to swords. You're trained in some style of weapon combat, whether that be swords, spears, axes, or a pair of damn nunchucks, anything, The only weapons that wouldn't be covered would be ones meant specifically to enhance hand to hand combat, like brass knuckles, as that kind of combat is covered above. Regardless, you start out at roughly the skill of Zoro in the East Blue. You have impressive talent in your style, enough to become one of the best in the world, should you really put your nose to the grindstone and dedicate yourself.

Like I Was Born For It - 300 CP Each

Sometimes you do something, and it just...clicks, like you were made to do it. You had that experience with some skill not covered by the two perks above. Maybe you're a legendary navigator, able to easily maintain a straight heading even in the worst the Grand Line can throw at you. Maybe you're such a good marksman that you could reasonably claim to be the King of Snipers. Maybe you're such a good shipwright and builder that you could build entire bridges in the blink of an eye, or turn dinghies into vessels that could face off against marine battleships using just nearby scrap. Or maybe it's something else entirely. The point is, no matter what your skill is, your talent in it is such as to beggar belief, and earn you a place in legend from that alone. You are able to purchase this multiple times, though each purchase has to be discounted separately.

The Magic Touch - 300 CP

I do mean it, as unlike the many cases of devil fruit users being mistaken for witches and wizards, you are a true, card-carrying user of the mystic arts. What this is capable of is vague, yet the known uses paint quite the potent picture. A magician could use telekinesis, or all the various elemental variations therein, like pyrokinesis or hydrokinesis. They could create paints that manipulate the emotions of any that see them. They could even perform forms of divination to see the future, distant past, or far away locations. Magic can do virtually everything, though with that versatility comes a comparative lack of raw might. A devil fruit user, with their relatively

restricted abilities, will consistently pump out more raw firepower than you will. More techniques are only limited by your creativity and the time you spend practicing. Perhaps you can become the very person spoken of so fearfully in old myths and legends the world over.

Voice of All Things - 300 CP

Can you hear that? 'Cause I sure as hell can't. Unlike me, you can now hear the Voice of All Things, by which all parts of the world communicate, from the fish, to the wind, to the blade held in your enemy's hand. As is, you can only hear the voice of creatures or objects of note, such as extremely powerful Sea Kings or legendary blades, but in time you might be able to ask a mighty oak for directions through forest, or ask the oceans for the location an enemy ship, and who knows else you can do with the ability to understand all things. Currently you have to focus to hear the voice, but with time and training you can begin to hear it instinctively.

Shining Supernova - 400 CP

There's something to be said for hard work, but eventually there's a point where pure determination can't combat genius. The bastards just seem to get more out of the same amount of training than any reasonable folk. Lucky you, you're now one of those geniuses, with a truly prodigious rate of growth, to say the least. You grow at a comparable rate to the Monster Trio. Like them, with two years of intense training, and around half a year of training and adventures, you could go from decently strong for the weakest of the four Blues, to the upper echelons of the world, enough to make even an Admiral get serious. With quite literally just a description of what a technique is supposed to do and nothing more, you could puzzle it out in a few weeks. With actual instruction, you'd learn it in a few days if not a few hours. Keep working at it, and you'll be throwing hands with the Emperor's in short order.

Where There's a Will, There's a Way* - 400 CP

Y'know, normally the endless willpower of a shonen protagonist is limited to just keeping them from dying or giving up, they usually can't use it to see the future. You are both capable of, and fairly talented in, the uses of all three types of Haki: Observation, Armament, and Conqueror's. You don't start out very powerful in any respect, but we all have to start somewhere, and this is a better headstart than most get. With Armament, you start out capable of the simple invisible version of hardening, which while weaker than the coating form is still an impressive defense in the weaker parts of the world. With Observation you can sense the presence of people around you, even if you could not see them naturally, whether due to distance or an obstruction. With Conqueror's Haki, you're currently only capable of Domination, the act of dominating an individual's will to intimidate them. This is most effective against non-sapient species, who you can usually cow into submission easily. Humans are trickier, as with sufficient power, or generally high will of their own, can outright ignore this. There are plenty more techniques that you can eventually achieve, potentially including applications never shown in the series.

The Will of D - 400 CP

It's amazing what terror a simple letter can strike in the hearts of some people, but it's for good reason. The reason is people like you, those that carry the Will of D. It seems like no matter who it is, those that carry the initial D are guaranteed to make waves in this world. You are no different, since you'll find yourself stumbling into interesting and important events constantly. In this world that means you'll likely be hitting a lot of the same points as the Straw Hats, given their captain is much like you, though this follows in other worlds as well. While you're never guaranteed to have a positive effect, you'll almost always show up at just the right time and place to change things massively, one way or another. And trust me when I say you'll make a strong impression, as you also carry with you the other trait shared by those that carry on this Will. You are intensely charismatic, in a way that beggars belief. Even if you had about three brain cells to your name, or were very well known as a deceptive, traitorous coward, you'd draw people along in your wake without actually trying to, and if you put in the work there's almost no one that wouldn't be willing to fly your Jolly Roger. In a day or two you could convince a famed pirate hunter to become your first mate, or form a grand fleet in your wake just by adventuring and helping people as you

go. Even if your crew was composed of quite literally the most reprehensible criminal scum on the planet, you'd still command their absolute respect. Whatever you do, I'm sure you'll make waves, Jumper.

Son of the Devil - 400 CP

At least, that might end up being what they call you if this comes to light. For some ungodly reason, you suffer none of the traditional weaknesses of Devil Fruit Users. You can swim to your heart's content without so much as the slightest feeling of weakness, and the only thing about seastone that might affect you is it's impressive durability, as it doesn't inhibit your abilities at all. Even haki doesn't affect you any more than it would a normal person.. Because this only prevents the weaknesses from having a devil fruit, it doesn't deal with the issue of being eviscerated if you try to eat a second one, that being a whole other issue, more of a direct attack then a weakness. This perk works similarly in future jumps, dispelling and breaking any curses or other mystically imposed weakness or restrictions laid upon you, whether that is on you personally, your bloodline, or even your entire species. At your discretion, this will only remove the negative aspects of a curse, so for example someone cursed to be a werewolf could still transform if they wanted to, but they wouldn't have to worry about being forcibly transformed on the full moon.

Chessmaster - 400 CP

The more powerful or high-ranked you are, the more people inevitably end up in command, whether you're a pirate or a marine. And while anyone can just tell people to charge or retreat, it's a rarer breed of man that can properly direct a force for maximum effectiveness. In case it wasn't clear, you are exactly that kind of man. You can formulate in an hour the kind of strategies most commanders would ponder over for days or weeks. For you, the average battle is about as complex as a game of chess. You can effortlessly organize and command entire fleets with perfect efficiency, and you can reasonably expect to defeat forces that outnumber and often outpower you on a fairly regular basis, so long as the difference isn't too extreme.

Adventure Forevermore - 600 CP

Despite what some might think, being a pirate isn't about looting and pillaging as you please, and generally being a scourge of the seas. No, what any true pirate treasures above all, is freedom. Freedom to go where you want, and see all there is to see. So what right do people have to trample on the freedom of yourself and others? None, which is likely why you benefit from this boon. Whenever you are fighting against oppression and restriction on someone's freedom, whether with chains and shackles or via an oppressive government riddled with corruption, you find yourself blessed with truly tremendous luck, whilst your foes are cursed with terrible misfortune. Finally, your actions seem to have way more impact than they have any right to. Breaking out of your shackles might have given some like-minded prisoners the opportunity they needed to escape and continue wreaking havoc on the local government, while fighting directly and openly against the World Government could very well lead to you causing multiple nations to secede, both in quiet protest and in open, violent revolt. With this, it's not too outrageous an idea for one man to take on the world.

A Decent Marine - 600 CP

Despite all the propaganda that tries to paint the marines as noble protectors of the people and paragons of order and virtue, nine times outta ten, they're either actively malevolent or uncaring to the terror and devastation their organization spreads. But, there has to be at least a kernel of truth in all that propaganda right, at least one marine that really is a shining beacon of hope for the hopeless? That's where you come in. Frankly, I don't know what you're like as a person, but you've definitely got what you need to play the part, should you take this. When fighting for the innocent or fighting evil, you benefit from an array of boosts. The more innocent people are protected by your actions, and the more reprehensible the individual, the greater a boost you get. Helping an old lady against the horrors of oncoming traffic wouldn't do jack shit, but protecting an innocent town against a World Noble that decided to have it destroyed would see a mighty boost. This boosts you in various aspects, though first and foremost in raw power in combat, both physically and for all your powers. It should be noted that people don't have to be actively threatened by an

individual to get a boost fighting them, as an individual that might decide to slaughter dozens on a whim is still a clear threat to those people, whether he's currently doing so or not.

Vegapunk Rock - 600 CP

Vegapunk, a name known by many, but that few can actually put a face to. He's far and away the greatest scientist and inventor known in this world, and is currently under the employ of the World Government, giving them an undeniable edge in maintaining control over the world. And you might be the only individual with a mind that can match him. You are, to give it a rough estimate, at least 500 years ahead of the curve, in every field you direct your attention to. You could work out the methods to develop Artificial Devil Fruits, or create powerful automata, or mighty weaponry capable of wiping out entire islands. Frankly, there's not much to say, as the only real limit to what you can do is time and resources. Go forth, and unravel the deepest secrets of this world.

Devil Fruits*

Ah yes, Devil Fruits, about half the reason any of you are here I'm sure. I'll cover each of the three types of Devil Fruit in their own small section, and mention any extra costs associated with specific fruits. Unless otherwise noted, all fruits cost 200 CP, and you start with little to no experience with your fruit's power. As a special gift for spending your CP here, you can purchase multiple devil fruit powers without worry about the normal consequences. This doesn't mean you can eat more devil fruit in-jump, that'll still kill you.

Paramecia:

Paramecia can't really be narrowed down much, as this group encompasses all the fruit not grouped into the lower categories. Anything from causing earthquakes to having a body of rubber, to causing objects you touch to explode or moving really really fast, anything is possible. Keep in mind that the more specialized and specific the effect of your fruit is, the more powerful it will be. Whitebeard's devil fruit does one very specific thing, but in turn it does it terrifyingly well, whereas Luffy's fruit is less directly powerful, but it provides defense, utility, and eventually incredible power boosts, in exchange for having little direct offensive capability.

Zoans:

The Zoan group of devil fruits encompasses a family of shapeshifting fruits, each modeled after a specific creature, such as a dog or elephant. At its most basic you can take 3 different forms. Your original form, your fully transformed form, and a hybrid between the two. It's possible that with training and/or special aids you could take on more specialized or partial forms than this, such as the case of Chopper and his various Point forms. Regardless of what model of Zoan you have, all of them benefit from vastly increased physical ability. Even in purely human form, Zoan users can consistently take blows that would put down a normal person and instead get right back up. And these traits get magnified even more once they actually transform.

While most Zoans take the form of a mundane animal, there are examples of Zoans that possess the form of far more mighty beasts, along with the strength

appropriate for such ancient and venerable creatures. There are two additional classes of Zoan fruit, those being Ancient Zoans and Mythical Zoans. Ancient Zoans are Zoans that take the form of an extinct animal. Most commonly a dinosaur but possibly a sabertooth tiger or mammoth instead. Ancient Zoans benefit from orders of magnitude greater physical ability than normal Zoans. In particular, dinosaur Zoans are incredibly durable when transformed, due to their incredibly tough scales. You can choose an Ancient Zoan fruit for an additional 100 CP

Even greater than Ancient Zoans, standing at perhaps the very pinnacle of Devil Fruits as a whole, are the Mythical Zoans, fruits even rarer than the already scarce Logia. Mythical Zoans take the form of mythological creatures, like dragons or phoenixes. First and foremost, Mythical Zoans possess even greater physical abilities still, being to Ancient Zoans what they are to normal Zoans. A Mythical Zoan could effortlessly take down similarly trained Ancient Zoans, and the amount of punishment one could take and stay standing is truly terrifying. What truly makes a Mythical Zoan so terrifying, beyond their ludicrous physical might, is the fact that each one has special abilities related to their model of Zoan. A phoenix Zoan has the ability to create healing flames, that allow the user to regenerate from even wounds as severe as having large chunks of one's head and neck blown off, or being perforated with gunfire. An Azure Dragon Zoan could create special clouds to cause objects to float, including themself, alongside performing various elemental attacks, from gouts of fire to bolts of lightning to blades of wind. These are in effect a second devil fruit power stapled onto an already obscenely terrifying transformation. For such a mighty ability, you must pay an additional 300 CP.

Logia:

Logia, the overall rarest and on average strongest class of devil fruit. Logia are characterized by a trio of abilities. First, the ability to produce some specific substance found in nature, the second is the ability to manipulate any instance of that substance around them, and third is the ability to transform oneself into said element. This third ability isn't innately automatic, but most Logia users train themselves to transform as a reflex, making them absolute nightmares to even hit, let alone permanently injure.

There is one incredibly notable exception, one which seemingly shouldn't even be considered a Logia. The Dark-Dark fruit, possessed by the contemptible Blackbeard, has three key quirks that make it odd. The first is a weakness, the fact that for some reason Blackbeard lacks the iconic ability to transform into his element, and apparently even takes more damage from physical attacks. The second quirk is its unique ability to utterly nullify the powers of devil fruit users with physical contact. This seems to work on all types of devil fruits, and reduces the victim to a state as if they never had the fruit to begin with, even taking away otherwise permanent modifications like Luffy's rubber body. The third quirk is that it allows the user to devour and steal the powers of other devil fruit users*, this being the only known way in setting to possess multiple devil fruit powers. The user of the fruit must kill the devil fruit user to steal their power. For this sheer future potential, you must pay an additional 300 CP alongside the standard 200.

Awakening - 200 CP

Ah yes, the enigmatic 'Awakening', the full potential of a Devil Fruit unleashed. Frankly, we don't know too much about Awakening, with only about 5-6 examples of it happening, the vast majority of which being Paramecia. The effects of Awakening differ for different fruits, but here's what we know. Awakened Paramecia can apply themselves to everything, so a body modification fruit could affect the environment after Awakening, or vice versa for one that affects the environment normally. Zoans gain a massive boost in their already mighty physical abilities, and potentially gain more control over how they transform, able to take more than just three forms*. Awakened Logia are frankly up in the air. They could transform their environment into their element, kind of like an Awakened Paramecia, or maybe they're boosted in raw might to truly biblical proportions, or maybe something entirely different, it's up to you really. You can choose to Awaken your devil fruit for a flat cost of 200 CP, and must awaken each devil fruit separately if you have more than one.

Items

You can freely import similar objects into each other. Swords with swords, kingdom with kingdom.

General

A Worthy Collection - 50 CP

Well well well, quite the fan, aren't ya? What you have here is a truly all-encompassing collection of every piece of One Piece media and memorabilia ever made. Every chapter of the manga, every episode of the anime, every side story and piece of art ever drawn for the series. Also includes items like visually identical replicas of the various famous swords throughout the series, Luffy's straw hat, a variety of models of the various ships in the series, and more. Frankly, if it's related to One Piece and you can imagine it, it's probably in here somewhere.

I See Your Schwartz Is As Big As Mine! - 50/100/200 (1 purchase of 50 or 100 free with Waving Pointy Sticks)

So you fancy yourself a swordsman huh? Well if that's the case, we can't have ya strutting around with a rusty cleaver at your hip. What you're seeing here is something to be treasured, a true Grade Sword. Grade Swords are blades of exceptional quality, such that even average Grade Swords can be used to deflect cannonballs without suffering a scratch. You have three choices here, from one of the three tiers of Grade Sword. The 50 Skillful Grade swords are the weakest of the three, though still incredibly tough and sharp. Their advantage is their extremely light weight, making them ideal for speed-centric combat styles. Next are the 21 Great Grade swords. Heavier than Skillful Grade, but in turn tougher and sharper, they're well-suited for a balanced style of fast strikes and hard blows. Finally are the 12 Supreme Grade swords. The heaviest of the three tiers, and in turn far and away the toughest and sharpest. These 12 blades could bathe in magma without the slightest mark, and in the hands of someone with sufficient strength, slice glaciers in twain with a single swing. It should be noted that while generally most Grade Swords are...actual swords, other bladed weapons can be considered Grade Swords, such as Whitebeard's Murakumogiri, so feel free to do something like that instead.

Power Doesn't Grow on Trees, Y'know - 500 CP

This is...honestly pretty groundbreaking. What you're looking at now is a very impressive tree that somehow grows on a tiny sandbar in a rather quiet stretch of ocean, that every so often, grows a random devil fruit, say every month or two. Alternatively if you're feeling a bit vicious, you can sacrifice a devil fruit user at the base of the tree to cause it to grow a fruit there and then, though the fruit is still random. There is no guarantee of the type or quality of the fruit, and absolutely no way to manipulate the tree to change that randomness. The good news however is two fold. First, there is nothing stopping you from stockpiling the fruit, as they don't rot or lose their power until eaten, and the tree will keep growing them regardless of how many of its fruits there are. Second, unlike how devil fruits normally work, this tree is entirely capable of growing duplicate fruits, such as growing a Flame-Flame fruit long before the War of the Best. There's no guarantee however that it will grow a duplicate, considering it can make any kind of fruit, and each fruit is based on just a single word, so there are a lot of potential fruits to grow.

The Twenty-First - 800 CP

Well met, your highness, well met. You now find yourself at the head of a mighty kingdom, one every bit the equal of Alabasta or Wano, one around since at least the void century, if not longer. In sheer size, your country could be up to the size of Canada or the United States. And it wouldn't be some barren wasteland, being filled to the brim with all manner of wonders and valuable resources. There could be birds large enough to lift marine battleships with ease, and giant snakes who's scales could deflect cannonballs. Perhaps you have great deposits of gold and gemstones all across your kingdom. Perhaps somewhere you even have something like the legendary Treasure Tree Adam, a sibling tree or perhaps a different yet comparable marvel. Within your actual coffers, you'll likely find all manner of treasures and artifacts, gathered over the long history of your nation. Legendary blades and armour, stunning works of art, one of a kind treatises and novels, and even the odd devil fruit, passed down from generation to generation. You've of course also got a standing military necessary to defend your country properly. Tens of thousands of trained soldiers, and even more

militia ready to arm themselves if needed. Within your forces are a fair number of more notable soldiers, from master swordsmen and martial artists, to brilliant strategists, to of course a number of skilled devil fruit users. As the ruler of this kingdom, you have free reign to utilize its resources and labour however you please. Just be careful, as even though you start out as a beloved ruler across the whole of the nation, it's not impossible that poor choices or reprehensible behaviour can poison the well so to speak, and you may one day find yourself with a growing rebellion on your hands.

Pirate

Merry Times - 100 CP

Unlike the Marines, pirates aren't lucky enough to be given a ship and a crew to sail on upon setting out, and have to figure that out themselves. While this won't help you with the latter, I can cover the former easily enough. You get a nice ship to call your own, comparable to the likes of the Going Merry. It was made with so much love before coming into your hands, that there already seems to be a nascent Klabautermann within the ship, though it'll likely take a good few months of adventures and love to let it to manifest into full consciousness, but even now it's awake enough to help you man the ship, enough for you to command this vessel even entirely on your own if necessary.

Amnesty - 200 CP

Well, isn't this interesting? By some means, maybe some massive favour, or some serious blackmail, or maybe you somehow got the support of a World Noble, however fickle, you seem to enjoy a sense of leniency from the World Government, fitting a role not too dissimilar from a privateer. You're given free reign by the Marines to hunt pirates and other assorted ne'er-do-wells, without worry of contending with the Marines and their rather copious amount of battleships, and perhaps even getting their aid from time to time. In exchange for this freedom, you're expected to try not to work counter to the World Government's interests, and to aid them in combat and the like when called upon. While not technically a guarantee, should you gain a fair bit of power, this puts you first in line to become a Warlord should a vacancy appear. In future jumps, this lets you have a similar arrangement with a governing body of your choice.

Franky Approved Flagship - 400 CP

Of all the innumerable vessels that sail the ocean blue, there are some that stand out amongst the crowd. The likes of the Oro Jackson, ship of the Pirate King himself, or the Moby Dick, owned by Roger's only rival, Whitebeard. Or perhaps a more recent

example is appropriate, that of the Thousand Sunny, ship of the Pirate King-to-be and his crew, the Straw Hat Pirates. You can now be counted amongst these legends, at least as far as ships are concerned. You have a masterpiece of a ship, a ship-of-the-line crafted from the wood of the Treasure Tree Adam, letting your ship weather cannonballs with little more than a few scuffs and scratches. As the beyond top-of-the-line ship that it is, it moves quicker and handles more precisely than ships half its size, let alone ones of equal magnitude. Beyond those basics, you're free to customize this ship to your heart's content, adding gadgets and features to equal the Thousand Sunny. At the helm of a ship like this, there's nowhere you can't reach. If you took Merry Times, you can transfer the Klabautermann to this ship instead.

The Voice of Anarchy - 600 CP

In the end, it isn't superpowers or mighty weapons of war that change the world, but words, information. While I can't give you the latter directly, this here is the perfect method of exploiting whatever you do learn. In this world, it takes the form of a harness for a Transponder Snail. It has a plethora of functions, but the most basic of these is the ability to transmit a signal globally and indiscriminately, the uses of which should be obvious. There are plenty of other features, but I'll let you discover those yourself. It should be noted that this will massively boost any kind of sound based abilities directed through it. In future worlds this can take the form of an independent device, should you lack a transponder snail, and will always have range sufficient to reach every corner of the setting.

Marine

The Boys in White - 100 CP

No matter your opinion on the Marines, at least you can't say they don't stick to an aesthetic. This gets you an appropriate uniform for your rank, by default the white and blue of a Marine grunt. This also gets you a pistol, rifle, and saber. These aren't exactly weapons of legend, but they're sturdy and well-made, and of course they'll always come back to you the next day, so they work well enough.

O' Captain, My Captain! - 200/400 CP

You're no basic grunt now, having been granted the rank of Marine Captain. This not only comes with a snazzy Marine battleship, but also the rather large crew necessary to man it. These crew are already quite similar to you ideologically, and loyal to you first and foremost, rather than the World Government. It should be noted that purchasing the rank of Captain doesn't actually bring you up to the level of a Captain, so I would advise working up to that level quite fast. How you actually got the rank without the power is up for you to decide. Maybe it's a bit of corruption and precise bribery that gave you the spot, or maybe in the past you were actually worthy of the rank, before a serious injury brought you down to your current state. It's up to you.

For double the price, you clearly weren't satisfied with 'merely' being a Captain, as you've climbed to just two steps from the top of the Marines. You're now a Vice-Admiral, the third highest rank in the marines, and their strongest military force outside of the three Admirals. You are, instead of a single battleship, in command of an entire island-spanning Marine base, with a small army of Marines, and a large number of ships. Just like above, these Marines are loyal to you before the World Government, and are generally of similar beliefs to you, as much as a group of this size can be of course. Again, like the rank of Captain, you don't get power appropriate for your rank, so you should seek to remedy that problem soon.

MADS - 400 CP

Your very own herd of eggheads and madmen, how lovely. You have command over an elite group of a dozen or so scientists who embark on relatively unethical scientific endeavors in their free time. The majority of these scientists are on the level of Caesar Clown, Judge, or Queen, with one member who could match wits with Vegapunk at the head of the group. While they'll want time to pursue their own scientific goals, they'll happily tackle any issue you could want, which between the dozen geniuses won't be an issue for long. They count as followers by default, though you can take them on as companions if you want. And yes, if you really want this can be the original MADS group, but I really doubt the World Government will be okay with you poaching their scientists.

A *Very* Specific Golden Snail* - 600 CP

Oh, oh no, that's definitely not something I ever wanted to see again. What you've got there is a Golden Transponder Snail, whose sole purpose is to summon a Buster Call. This specimen is even more special though, as it works a bit differently. Upon pressing the button, the snail summons a vast army of whatever organization you're nominally a part of, duplicates of existing or past members. A marine would be summoning a typical buster call. A pirate would attract a fleet of pirates. Both are headed by a few individuals of considerable power, Vice Admirals for the marines and a few notable captains for pirates. This fleet will try and raze the location they're summoned to to the ground, and won't stop until everyone is dead or gone. While they won't attack you or your allies, they also won't necessarily listen to your orders, only being there to destroy. No one will directly question why you have this, though that doesn't mean they won't be mad if you reduce their island to rubble.

Companions

New Friends - 100/400 CP

It's never a bad time to make a friend! This is the option for those that want to recruit people from this world as companions. You can pay 100 apiece, or pay 400 CP to get free reign to recruit as many people as you can convince to come with you. The individual exports ensure you'll run into the chosen individual fairly frequently, in situations where you can make a good impression. The unlimited export option gets none of that obviously.

Old Pals - 100/400 CP

On the other hand, there's something to be said for the people who've had your back for a while now. This is the option for importing companions. You can pay 100 each to import individuals, or 400CP to import as many as you want. Individually imported companions get a nice 800CP to go through the doc with, and get any of the freebies you would expect. The unlimited version only gives 400 CP each, but again you can import literally as many people as you want for only 400 CP.

An Interesting Development - 200 CP

Turns out, it's not always humans that consume devil fruits. There are cases of both animals and, somehow, objects gaining devil fruit powers. For animals this can be any kind of fruit, while objects can only take zoan fruits, as that's the only way they can get the sentience necessary to actually use their powers. The initial cost of this fruit covers normal fruits, but you still have to pay additional costs for things like the Dark-Dark fruit or Mythical Zoans. Any animal or object taken with this option starts out with a good opinion of you, but they're still independent sentient beings, so you better treat them well. You can take pre-existing examples in the world, and their owners will never have had them.

Fred D. Rick - Free at the end of the jump

So you want to drag an old soul like me along, eh? Well I suppose it wouldn't kill me to go on another adventure. I'm no Emperor, but I've been around long enough to have seen the God Valley Incident, and I've got the strength to match. I reckon even now I could probably take on a fair few Vice Admirals easily enough, and I'm not exactly as spry as I used to be. I'm damn good with a blade and gun, and I can deck a bastard well enough. But honestly, where I shine isn't on the battlefield, but behind a desk. Yeah yeah, I know it ain't glamorous, but when you've got a fleet spanning two dozen ships and hundred pirates on those ships, someone has to keep track of where the profit flows, and if no one is around to direct the herd of cats, it'd be anarchy. I'm, if you don't mind me tooting my own horn, the best damn second-in-command you'll ever meet. Doesn't matter if you've got a crew of 2, or a crew of 2 hundred, I'm more than able to micromanage the whole lot. I might not have the charisma to make men march into hell for me, but give me a day and I can have an unruly mob of hoodlums marchin' lockstep no problem. Finally, in case it needs clarifying, I'm a veteran of the New World, so I'm more than capable of most uses of Observation and Armament Haki, though unfortunately I lack Conqueror's Haki. Wish I did, would help with keeping idiots in line.

Drawbacks

Voyages of a Long Lost Age - Toggle

Sure, plenty is happening here and now, but it's not like the past was any calmer. You can choose, if you want, to start at an earlier point in time than the standard, as far back as just a bit after the destruction of the Great Kingdom and the subsequent formation of the World Government from the former Twenty Kingdoms. You can stay all the way up to 10 years after the standard start point of the jump, when Luffy is taken onto Alvida's ship. This doesn't give you anything to survive that much time though, so plan accordingly.

Broken Compass - 200 CP

Go left, no not that left, my left! You're somehow just as bad with directions as Zoro, to a comical degree. You couldn't find your own ass with both hands and a map, and if left to wander you'd find yourself taking two right turns and somehow ending up across town. This applies everywhere, whether in a big city, small town, or untouched wilderness. This issue seems to fall away somewhat when the situation gets serious, so you won't be left wandering the halls while your friends get murdered, but nine times out of ten you'll be late, and outside of serious situations, you'll never find your destination without a few hours of wandering or someone to guide you.

Beli Beloved - 200 CP

Make it rain, huh? You've got the same obsession with money as Nami, enough to be a driving force for many of your actions. You'd never do anything for free, are perfectly happy to ratchet up prices on anything, and it'll be a struggle to give up even a single Beli. This isn't enough to make you betray close friends, or to do obviously and inevitably suicidal actions, but anything else is on the table. This also means you've got a healthy dose of kleptomania, more than willing to rob people blind if given the opportunity. Hope you've got a way of surviving the situations those sticky fingers get you in.

Heart-Eyes* - 300 CP

Another wannabe-Casanova huh? You are of a similar disposition to Sanji, absolutely smitten with one gender, to the point of refusing to attack them at all. This also makes it incredibly easy for beautiful people to manipulate you, with very little

being enough to make you wise up. Threats to the people closest to you, or to your greatest passions, are about the only things that could make you get over this, and even then only for a bit and reluctantly.

Impel Down Under - 400 CP

Of all the places huh? Instead of whatever your starting location was going to be, you'll be showing up within Impel Down, specifically Level 6. Not to put too fine a point on it, but this is very very bad. Level 6 of Impel Down is a Level that most don't actually know exists, with those sent there being effectively erased from history. This is the level used to imprison those that are obscenely powerful, have committed truly atrocious crimes, or who's mere existence represents a grave threat to the World Government. Some names you might remember that end up here are Donquixote Doflamingo and Crocodile, former Warlords, the truly gargantuan Sanjuan Wolf, and Portgas D. Ace, son of Gol D. Roger. For some reason you've gotten sent here, and now it's high time you get to work on escaping, with one big potential obstacle, beyond all the defenses of the prison itself. Any out of jump powers you have are restricted until you escape, leaving you with only whatever you purchase in this doc. Luckily we know it's possible to escape, as it was done by Shiki, captain of the Golden Lion Pirates. But considering he is the only person to escape until Luffy shows up and he lost both legs in the attempt, it's clear it won't be easy, so good luck. Any companions you have still have all their out of jump powers, but they start out in the wider world. Failing to escape doesn't have any true consequences in terms of chainfail or the like, but well……it's Level 6 of Impel Down, that should be enough incentive right? The wardens sure as hell won't go easy on you just because they don't know why you're down here.

Celestial Wrath - 600 CP

Huh, can't say this is a smart choice, but I respect you for it. For some reason or another, you've drawn the ire of a World Noble. This isn't just some dislike, where they tell someone to kill you and move on with their day. They truly hate you, for something you may or may not have done at some point, and will dedicate all their time and resources into utterly annihilating you and those close to you. This could mean

anything from armies of marines, to CP0 agents or Admirals being sent after you. Even should you fake your death, circumstances will conspire to out you within at most 3 months. Hope you don't mind staying on the move kiddo, cause this monster isn't going to let you rest.

Beyond Mortal Ken - 800 CP

Oh, oh by the sea devil's salty beard, why would you do this? I don't know if you quite realize what you've done. By taking this drawback, you've irrevocably altered the state of this world, inviting into it the beings who peek through cracks in the wall of reality. To speak frankly, you've caused this world to become a combination of its normal state and the works of H.P Lovecraft. The world has all the same elements as before, there are still devil fruits and cyborgs and pirates hoisting the jolly roger, but the context of it all changes. Devil fruits live up to their name far more than before, letting eldritch gods gain a foothold into the minds of those who consume these fruits, though fruits sourced from this document are clean of their taint. Cyborgs like Franky are not the result of sheer human ingenuity, but of dark knowledge gained from vile beings for great sacrifices. And the pirates, so commonly viewed as the freest people on the 5 seas, are also the ones most commonly facing the horrors that lurk in the darkest depths, as Luffy's wide smile hides how he steadily loses his mind to the grips of Nyarlathotep, and Ace dances amongst his fellow pyromaniacal Cthugha worshippers 'round blazing fires on moonless nights. The only saving grace, for you not the world, is that you're far too miniscule to matter to the vast beings amongst the stars. You're bound to run into all manner of lesser beings, but the odds of you actually drawing the attention and ire of one of these Eldritch Gods is rather small. This is a dark age you've brought upon this land kid, I hope you're prepared to deal with the consequences. Lucky for you, and unlike the poor people of this world, you'll be cured of any of the madness and trauma inflicted whilst in these lands. Can't have you moving on as a gibbering wreck now can we?

Notes

*Fishmen Unique Abilities - Of special note are the shark-based fishmen breeds. While they generally lack unique abilities of any note, they seem to pull ahead of other kinds of fishmen in raw power, as evidenced by the number of powerful fishmen that are types of sharks. Jinbe is a whale shark, Arlong is a sawshark, Hody Jones is a great white shark, and Namur seems to be some kind of shark, though what kind isn't known. There is no outright confirmation that shark fishmen are stronger, but between the examples above and the fact that they were explicitly feared on Fishman Island, there is precedent for it. It's up to you whether they actually are stronger, there's no additional cost to choose them either way.

*Klabautermann - In case it wasn't obvious, I wouldn't recommend taking a devil fruit, unless of course you're immune to the weaknesses, as while you won't sink immediately due to the fact that you're buoyant, you won't be able to actually command your ship(s) yourself. You can still walk around in your spirit form, but you'll have no control over any ship in the water.

*Klabautermann - Of note, though in this setting the only ships you'll see are those in the water, your ability to take control over ships does theoretically extend to other 'ships', like say the ships that sail the ocean of stars.

*Hybrid - Since we have very few examples of hybrids outside of a few human hybrids, you're more or less free to determine how the two races mix, and how the end results look. For example, feel free to have a Fishman/Mink Hybrid be based on a seal or something, as a combination of mammal and sea creature, idc.

*Where There's A Will, There's A Way - I'll list here all the canon applications for Haki, for those that can't be bothered to do a simple google search:

Observation Haki:

- Presence Sensing: Exactly what it sounds like, you can sense the presence of people, even if you otherwise couldn't see them.

- Strength Sensing: Again what it sounds like, you can measure the strength of people you sense.
- Emotion Sensing: Obviously, lets you sense the emotions of others. Can be fooled by those with great control over their emotions
- Intent Sensing: You can sense the intent to act from others, in particular, though not only, the intent to attack and/or do harm. This can obviously be incredibly useful in battle, letting one react to a foe's attacks before they even happen.
- Future Sensing: Easily the single most advanced application of Observation Haki to date, this technique lets one see a short period into the future. Unlike intent sensing, this grants a clear mental image of what will happen in the near future, letting the user dodge even those attacks with no intent behind them. This technique requires the user to remain focused, failing if they are not. Also, this technique relies on one's own senses, meaning you can only see what you would see in that future, and hear what you would have heard.

Armament Haki:

- Hardening: The basic use for armament haki, which coats the user in their haki, greatly increasing both their offensive and defensive capabilities.
- Imbuement:
- Emission:
- Internal Destruction:

Conqueror's Haki:

- Domination:
- Incapacitation:
- Pressure:
- Emission:
- Infusion:

A *Very* Specific Golden Snail - In future worlds this will work with whatever organization you're a part of, scaling to the setting. As a sith in star wars you might summon a fleet of starships, headed by a Star Destroyer, while in a generic fantasy setting you might summon a normal army of medieval troops, headed by an elite group of magical knights and led by a mighty king or champion. This scales in the sense that it will always be enough to raze most normal locations in the setting to the ground, barring exceptional circumstances or powerful intervention.

Heart-Eyes - Asexual and/or aromantic people aren't immune, they just have some reason that they act this way in place of attraction, figure it out if needed. This also doesn't necessarily mean you're only attracted to the chosen gender, just that you like one more so than the other.

Devil Fruit Word Choice - There's little limit on what words can be chosen to base your DF around, with these exceptions. You can't choose words like Jumpchain, Omnipotence, Existence, Everything, or things of a similar vein. For words like Magic or Psychic, or choices that are similarly broad, you'll have to pay a 300 CP surcharge, just due to how broadly applicable a word like that is.

Dark-Dark Fruit - In future jumps, this fruit's power-stealing will extend to other supernatural powers. This can't steal general magical knowledge and ability, only specific abilities, like the specific psychic ability of pyrokinesis, or the innate ability to teleport.

Awakened Zoans - The part about controlling their transformations comes both from this being the case in This Bites! and from the associated theory that Chopper's Rumble Balls are causing a kind of pseudo-awakening.

Changelog

v0.1 - It exists now. Got the Locations and Races all listed, no descriptions yet for most of them. Got a number of General perks, probably all the Pirate line perks, and most of the Marine line perks. Got a few items for both pirates and marines, plus some general items. Only 1 drawback.

v0.2 - Finished Perks, switched to floating discount system, finished Items, finished Companions. Working on drawbacks.

V1.0 - Jumpable. Needs more drawbacks but at this point you can definitely jump it fine.

V1.1 - Added Smile Through the Pain, added Fake Pirate, added The Magic Touch, Changed price of Born For It from 200 CP to 300 CP to better reflect its value. Added the drawbacks Celestial Wrath and Beyond Mortal Ken.