One Piece CYOA (Ver. 2.3a - Low-Power Edition)

Long ago, Gold Roger, King of the Pirates, obtained everything the world had to offer. His dying words drove countless souls to the seas:
"You want my treasure? You can have it! I left everything in One Piece, now you just have to find it!"
And thus, a new age began. This is a time known as The Great Pirate Era!

Welcome to the world of One Piece, a world greatly covered by vast oceans inhabited by deadly creatures, marauding pirates, marines and adventurers alike. The majority of land is culminated in the Red Line encircling the world, dividing the oceans in between into their respective areas of North, East, South and West Blue, with the incredibly dangerous Grand Line spanning the equator. Legend has it that Gold Roger left his greatest treasure, the One Piece, at the end of the Grand Line, driving many a brave and foolhardy soul to search after it and claim the title of "King of the Pirates".

You enter the world at the beginning of the series alongside the same storyline the anime portrays. If you've been keeping up with it, you know where all the big events will happen for the next several years. Interfere or sit back and watch as you wish!

To help you along your way, you have 1000 choice points to allocate towards a new life in the grand adventure that lay before you. Will you follow Gold Roger's will towards the Grand Line and claim his treasure for your own, or will your desires draw you towards a different goal?

Starting Locations - Roll 1d8, or choose your own for 100cp

1) **Loguetown** - A city in East Blue, covering nearly the entirety of the island it is on. A popular hub for those seeking to challenge the grand line due to its proximity to Reverse Mountain, you can likely find anything you'd need for your adventure here if you look hard enough. Birthplace and execution spot of Gold Roger.
2) **Torino Kingdom** - An island in South Blue that is home to a primitive-looking caveman culture ruled by gigantic birds that live in the islands one gigantic tree, but with a surprisingly refined knowledge of medical herbs and with a vast library of knowledge.
3) **Drum Island** - A winter island located at the beginning of the grand line. Cold weather abound, but as far as the grand line goes, it is relatively peaceful. Led by the Sakura Kingdom.
4) **Mariejois** - The capital of the World Government and only 'official' entrance into the Grand Line. This route is usually only reserved for Marines or World Government agents who traverse on official business. Being here as a pirate would be a very bad idea.
5) **Skypiea** - An island situated high in the sky, inhabited by people with wings on their backs and ruled by a harsh god. Dry land is at a premium and is seen as sacred in comparison to the clouds around them.

6) **Abandoned Island** - A nondescript island thats...wait, where is this place again? Given the weather doesn't change too chaotically and there don't seem to be any sea kings in the water, you guess your not in the Grand Line, but where you may be otherwise is a mystery. Hope you have a boat of your own, or can wait patiently until a stray ship passes by. Thankfully, the island seems to be survivable...at least, at a glance.
7) **Impel Down** - The World Government's maximum security prison smack-dab in the middle of the Calm Belt. Depending on your background, you may be a prisoner, a guard, or perhaps you are merely visiting. Regardless of your circumstances, this is not a place you would wish to stay around for long, though its location in the calm belt could prove to be difficult in your plans for escape.
8) **Free Choice** - It seems fate has deemed you worthy of choosing your own starting point in the world. You may choose any location in the Red Line, any of the Blue Oceans, or the first half of the Grand Line. Be forewarned though, choosing to go into the Grand Line is a decision you best not make unprepared.

Age (1d8 + 16) Or choose for 100cp. Gender can also be changed for 100cp.

Origins

>Drop In (Free)
You have been placed at your chosen destination with nothing but the clothes on your back, whatever gear you have chosen, and enough food and water for a few days. You have no connection to this world and no idea where anything is aside from whatever knowledge you bring with you. On the plus side, your memories are your own, and you do not have any extra memories cluttering up your head.

>Pirate Crewman (50cp)
You are one of a handfull of crew on board a small pirate ship near your starting location. You have the knowledge of how to scrap and pillage and have reliable crewmates and a decent captain, but your knowledge of formalities and manners are lacking. You start in your bunk with your chosen equipment nearby.

>Pirate Captain (100cp)
Bugger just being a crewman, you have your own ship to command! Your ship is small and your crew only amounts to a handfull, but you have a commanding authority over them. Whether this is a good or a bad authority depends on what kind of pirate you truly are. Good enough knowledge on how to outwit marines and loot and plunder, but little else. You start in your own personal cabin aboard your ship with all your chosen equipment nearby.

>Marine Crewman (50cp)
If being a pirate doesn't strike your fancy, why not join the Marines? What the Marines lack in passion for plunder, they make up for with discipline and superior resources. You are under a tighter leash than you would be as a pirate and are expected to pull off your duties to keep the ship running, but you are paid well and still get to go off on

adventures...wherever the navy tells you to. You start with disciplinary training and a decent knowledge of how to fight pirates, but you have relatively little combat experience and are mostly relegated to cleaning the ship or, if combat calls, manning cannons. You start in your bunk with your chosen equipment nearby.

>Marine Captain (100cp)
You are large and in charge! You command your own small ship of a couple dozen raw recruits fresh out of the academy who look up to you for guidance. You are expected to keep your men in line and follow orders, but aside from that, you are as good of a captain as you choose to be. You are proficient in combat and have extensive knowledge of the Marines hierarchy, but you are on a tight leash at the same time and are expected to get shit done when the World Government cracks the whip. You start in your cabin with your chosen equipment nearby.

Skills and Abilities Discounts are applied depending on identity and are 50%.

>Nakama (Free/50cp)
Fate has conspired to have someone you meet early in your journey turn into a great friend. There is an immediate connection, and your friendship immediately runs deep. This friend will be with you through thick and thin, will never even consider betrayal, and will likely be willing to take a cannon to the face if it means saving you. Fate gives you one friend for free, but you can pay a price to have more...
>Navigation (100cp) Discount: Pirate Crewman/Marine Crewman
You know how to navigate the seas.
>Combat Training (100cp) Discount: Pirate Captain/Marine Captain
You know how to hold your own in a fight on land or at sea.
>Survivalist (100cp) Discount: Drop-in
You know where to fish, where to find fresh water, what animals are good to eat, and what plants will and won't kill you if you consume them.
>Swimmer (100cp)
You know how to keep your head above water and keep your cool if you get thrown overboard. A handy skill to have in a world covered mostly in water. Cannot be taken with Devil Fruit.
>Shipwright (300cp) Discount: Pirate Crewman/Marine Crewman
You have knowledge on how to repair and even build ships. Your knowledge is limited to mostly simple repairs and small ships, but can easily be expanded upon to repair or construct entire galleons.
>Commanding Presence (300cp) Discount: Pirate Captain/Marine Captain
Your voice carries weight. Those within earshot of you are highly likely to drop what they are doing and listen to what you have to say, and if you make a compelling enough argument, they may very well follow you to the jaws of hell.
>Precision (300cp) Discount: Drop-in
Your kinaesthetic sense and body coordination is exceptionally good. You can see and react to swings coming at you faster, can hit a target further away more accurately, and in

general just have a superior edge to others when it comes to noticing and reacting to your surrounding environment.

>Tinkerer (300cp) Discount: Pirate Crewman/Marine Crewman

You have an insight into what makes the technology of the world tick. Granted, technology is still in its developing infancy across most of the world, but you seem to have taken it upon yourself to learn and grow with it. If you know of Vegapunk, he is someone who you look up to as a sort of mentor to your endeavors. You can take apart and put something back together in 30 minutes and know how it works, and can repair all but the most heavily damaged pieces of bleeding-edge technology with simple tools and scrap metal. You can construct various bits and baubles with materials just lying around, but anything more complicated than a simple steam engine will require tools, money, time, and raw materials to build. You may still be a novice compared to Vegapunk, but one day you may very well surpass him.

>Will Of D (400cp)

It is said those who carry the will of D are tied to a great fate, and bear that fate with a smile, even in the face of death. Somewhere in your family line, you had a parent or relative who passed this will on to you by blood. Those with the Will of D bear a willpower that never collapses, even in the face of certain death, and seem to be intrinsically linked to the fate of the world in some tangible way. Your will is nigh-insurmountable no matter the despair you face, and you always seem to find yourself surviving through even the toughest of fights by the skin of your teeth, as if fate itself has a plan for you. You are still very much capable of dying by biting off more than you can chew, but fate seems to be lenient with the chances it gives you.

>Cyborg (Varies)

You have become one with the machine! How you came about this transformation and what it entails, however, is another matter...

>Rejected Prototype (600cp) Discount: Pirate Captain/Marine Captain

Whether you volunteered for the project or took it as a part of a plea bargain to reduce a sentence when the World Government had you in a bad spot, you opted to undergo an experimental procedure at one of Vegapunk's top-secret laboratories for the Pacifista Project. You do not remember much about the process itself, but you do know that you were written off as a 'failed prototype', and once you were released (or perhaps escaped), you were changed. Power-wise, you are slightly below Bartholomew Kuma (pre-timeskip).

+Strong Armor: Pistol shots practically bounce off you. Rifle shots rarely ever penetrate your sub-dermal armor. Hell, you may be able to take a cannon ball or two if they don’t hit vital systems, but this is ill advised

+Great Strength: Reinforced muscle fibers give you the strength to practically juggle cannons (not cannonballs. CANNONS) and punch clean through a wood ship deck. With enough persistence, you can punch your way through a few inches of metal.

+Prototype Energy Weapons: In the palms of your hands are focusing lenses that allow you to shoot an experimental laser weapon. At full charge, it can melt through a foot of metal. However, the prototypical nature of this weapon makes it highly unstable and very inefficient. Can only be fired once every 5 minutes per hand.

+Perpetual Energy Source: You need not worry about your power stores draining. Your power supply perpetually replenishes itself whenever you sleep
+Self-Repair System: Your body comes with a rudimentary self-repair system that allows for repairs roughly on par with natural human healing. Losing a limb will still mean that limb is gone for good, though.
-Huge: All of this equipment takes space, and it shows. You are roughly 2 to 3 times taller than most men, and weigh nearly half a ton.
-Sluggish: While your servos do their best to keep up with you, your size and bulk makes you noticeably slow. You can still run, just not very fast.
-Irreparable: Your construction is very much unique and highly prototypical. Even if you are a tinkerer, you will find extreme difficulty fixing all but the most simplistic or superficial of damages, and upgrading yourself borders on impossible unless you were to voluntarily turn yourself over to Vegapunk. Considering you barely survived your last encounter with him, this is ill-advised.

>Self-Forged (300cp) Requires Tinkerer

You have taken it upon yourself to make the transition between man and machine of your own hand. Granted, this has led to alot more blood than sweat or tears, but your hard work and persistence has finally paid off! You now have a body all of your own design, though how much better it is than your old human form is yet to be seen. Your design puts you slightly below Franky during the Water 7 arc.
+Modular Design: What you lack in power right now, you make up for in potential in the future. Your body is highly modifiable, and as long as you have the time, money, and materials to invest, you can further upgrade yourself to lengths that may even one day surpass the Pacifistas.
+Passably Human: You built your body with form in as much mind as function. At a distance, you look averagely human, though upon very close inspection, you do bear some mechanical traits. These can likely be passed off as unique body modifications, however.
+Hidden Weapons: While rudimentary and debatably useful at best, you have managed to hide some weapons in your limbs for when things get hairy. You can have up to two of any of the following hidden in a limb - A bladed or blunt weapon no longer than your full arm length of average quality, A rudimentary gattling gun that fires pistol shot of average quality, a detachable muscle-driven limb on a chain that can be thrown with the force of your best punch and retracted at will, or a rudimentary flamethrower with a range of 10 meters.
+/-Slightly Stronger: While nowhere near Pacifista-level, you've managed to enhance your strength ever so slightly beyond human norms. There is still much room for improvement, but you can punch through anything a world-class martial artist can with a little effort.
+/-Lightly Armored: You've got a bit of armor, but you are still mostly squishy and fleshy. Your armor will cause pistol shots to either lodge or take off surface skin, but anything of bigger caliber runs the risk of going right through you. However, your lack of armoring also means you are light on your feet as a side effect.
+/-Self-Repair: Your body doesn't have an auto-repair system, but your design is modular enough that you can make easy repairs on the fly, and all but the most serious damage

can be repaired with a tool kit and some scrap metal. Losing a limb is not a permanent problem, but making a new arm with just one will be a difficult learning experience.
-Power Source: Your construction requires the use of a semi-common material for fuel (soda, beer, gasoline, etc). While you can still survive without a fuel source, your hidden weapons, strength, and armor will suffer if you are below 25% fuel capacity. You can upgrade yourself with other power sources that require less refueling, but getting a perpetual power source on par with a Pacifista will take some effort to either find or build.

>Rokushiki - Six Paths (600cp) Discount: Marine Crewman/Marine Captain
You have received training in the martial arts of the Six Paths. Typically reserved for high-ranking Marine officers and CP9 agents, the Six Paths are not easy to master, but allow for a great deal of close combat prowess. You have just started learning, but already you can use your abilities with a degree of proficiency that makes you capable of taking on several lesser or even one relatively equally-matched opponent with relatively little effort. Time and training will strengthen these abilities, and perhaps if you master the Six Paths, you can unlock the seventh skill of Rokuogan (Six King Gun) and become a force to be reckoned with in close combat.
>Haki (700cp)*
You have awakened the latent power of your mind, body and spirit!...Well, sort of. You've awakened the spark, at least. This power is, quite simply, an innate ability to sense spiritual energy and overpower enemies, as well as giving any who possess it the ability to go toe-to-toe with devil fruit eaters (with enough practice, of course). Your power is still extremely weak and will require a great deal of rigorous training to properly manifest and maintain, but you already have managed to acquire a slight grasp of Mantra and Armament Haki to the point you can reliably take on a few weaker opponents or a clumsy devil fruit eater and have decent odds of coming out the victor. There is a secret third type of Haki that only a few are said to possess, but you aren't one of those people...
>Conqueror's Haki (300cp) Requires Haki*
Or are you? You are a one-in-a-million Haki user capable of using your Haki to dominate the wills of others with the sheer, overwhelming power of your own. You can smother the wills of weaker minded people, causing them to faint around you, or make even the most savage of beast run away with its tail between its legs with nothing but a stare. Of course, this is the case with experienced users. You are still inexperienced with this at the moment and can only either target one specific individual or blindly knock out small groups without discretion. Proper focus and training will allow you to knock out entire crowds, selectively pick out those in a crowd you wish to affect, and be able to mentally overpower all but the most iron-willed of people (and even those who resist will still be shaken by the experience).

*If you want to learn Haki in the world without taking it here, you very well can. However, finding a person willing to teach is a challenge all its own, and you will find that learning Haki isn't as easy as Luffy makes it out to be. What took him 2 years to accomplish could easily take the better part of your decade in this world, and Conqueror's Haki will be out of your reach entirely - you simply aren't the one-in-a-million this time.

>Devil Fruit (Varies)
You have come into possession of one of the fabled Devil Fruits of this world. You haven't eaten it yet, but it seems only a matter of time before you do. Only one Devil Fruit can be eaten per person, as any attempt to eat more than one results in instant death. Devil Fruit also carries with it a terrible curse - if your body is submerged in a body of water any bigger than a bathtub, your muscles go limp, whatever abilities you have deactivate, and you sink like a stone to drown in the deep. Devil Fruits are divided into 3 types: Zoan-types impart the features of a certain animal upon you, allowing you to assume both the animal form and a hybrid form between the animal and your human self. Logia-types impart your body with a certain element or quality, such as fire or electricity, allowing you to conjure and transform your body into your given element at will. Paramecia-types are highly varied and can give powers that affect the users body, manipulate the environment, or produce substances, essentially being able to do most things short of what Zoan and Logia fruits already do.

Fruits are divided into tables by tiers of their overall usefulness.. You can purchase multiple fruits, but they must all be unique, as two of the same fruit cannot exist at the same time. Some fruits may already have users in this world, but the reason you can use the power as well is unknown...

Tier 1 - Weak (100cp) Roll 2d8. Choose your own for 100cp extra.
Seen by many as being either cosmetic, low-power, or a hindrance at worst, this tier is mostly populated by Zoan-types with a handful of Paramecia fruits. Creative use of given powers is practically a must, seeing as on their own, they don't seem to do much.

2) Samu-Samu Fruit: User can only tell bad jokes.	7) Whisper-Whisper Fruit: User can communicate with animals by hearing their thoughts.	12) Horse-Horse Fruit (Model: Shetland Pony) - User can transform into a pony. Short with stumpy limbs, but strong and intelligent with a coat of fur that resists cold.
3) Snake-Snake Fruit (Model: Garden) - User can transform into a generic garden snake. No fangs or poison, but hybrid form can make you look like a Lamia.	8) Rat-Rat Fruit (Model: Albino) - User can transform into a white rat. Can survive on scraps and have a resistance to disease, but red eyes and pale skin/fur unnerve people.	13) Bug-Bug Fruit (Model: Stinkbug) - User can transform into a stinkbug. Hard shell carapace makes for good defense against blades and bullets, but you constantly smell bad.
4) Nemu-Nemu Fruit: User can induce sleepiness in others. Doesn't allow you to actually force others into sleep, but makes them drowsy and more willing to nap.	9) Ox-Ox Fruit (Model: Dairy) - User can transform into a dairy cow. Can trample and gore. Also, free milk for life.	14) Rust-Rust Fruit - User can rust objects on physical contact. Good for disarming enemies. Can rust certain non-metallic materials.
5) Cat-Cat Fruit (Model: Calico) - User can transform	10) Wheel-Wheel Fruit: User's arms and feet can be	15) Bird-Bird Fruit (Model: Ostrich) - User can

into a calico housecat. Grants increased night vision, claws, teeth, and agility, though shedding may be a problem.	transformed into wheels. Rotational velocity is fast enough to allow the user to drive himself on flat ground at a maximum of 50km/h.	transform into an ostrich. Cannot fly, but can run decently fast. Strong urge to bury your head in sand when afraid.
6) Mutt-Mutt Fruit (Model: Corgi) - User can transform into a Corgi. Limbs become noticeably stumpy, but gain blunt claws and an enhanced sense of smell.	11) Sala-Sala Fruit (Model: Bearded Dragon) - User can transform into a bearded dragon. Low combat potential, but spiky hide can deflect pistol fire...sometimes.	16) Cat-Cat Fruit (Model: Lion) - User can transform into a lion. Sharp claws, teeth, and hunting sense. Facial hair resembles a mane and refuses to be styled into anything else.

Tier 2 - Decent (300cp) Roll 2d8 Choose your own for 100cp extra.
Now we're starting to get into fruits that are more than situationally useful. These are the types of fruits that are most commonly sought after by pirates, as their variation and powers tend to be well worth the loss of swimming. Mostly Paramecia and Zoan-types, but a few weak Logia types are present as well.

2) Toro-Toro Fruit - User can transform into an undetermined liquid. Shares many properties with water and can be used to drown opponents, but does not trigger devil fruit weakness.	7) Bug-Bug Fruit (Model: Wasp): User can transform into a wasp. Gives a second pair of arms, wings, and a stinger with a paralysis-inducing poison.	12) Slip-Slip Fruit - User can make their body slippery and nearly frictionless. Any attacks that aren't direct simply 'slide' off the user.
3) Spike-Spike Fruit: User can grow spikes from their body. Good puncture damage.	8) Bubble-Bubble Fruit - User can create and control soap bubbles. Can be used to 'clean' anything, including strength	13) Dice-Dice Fruit - User can create blades and gains the hardness of metal. Can still be cut by a sharper blade.
4) Boing-Boing Fruit: User can turn their limbs into springs. Allows for high jumps, strong punches, and easier landings from high places.	9) Stick-Stick Fruit: User can transform into an undetermined sticky substance at will. Adhesive enough to cling to walls and hold a ship together. Highly flammable.	14) Bind-Bind Fruit - User can create chains or shackles on anyone or anything they touch. Useful for constraining opponents.
5) Snip-Snip Fruit: User can transform one part of their body into scissors. Anything cut briefly gains the properties of paper.	10) Mutt-Mutt Fruit (Model: Wolf): User can transform into a wolf. Enhanced senses, good hunting sense, and sharp teeth and claws.	15) Bird-Bird Fruit (Model: Falcon) - User can transform into a falcon. Grants flight, talons, and extremely good eyesight.
6) Human-Human Fruit: If eaten by an animal, gives the animal human intelligence	11) Slow-Slow Fruit - User can project a beam from their hands that slows objects and	16) Swamp-Swamp Fruit - User can transform into a swampy bog at will.

and form. If eaten by a human, doubles your effective IQ.	people it hits down for up to 30 seconds. User is not immune to this effect.	People caught in it will be held and sink as if in quicksand. Can store items inside users body.

Tier 3 - Great (600cp) Roll 1d8. Cannot be chosen with extra CP
Fruits in this tier are highly sought after, and are coveted by the World Government for use by their agents. Logia and strong Paramecia-type fruits are by far the most sought after in the world, and their price reflects the power you can wield with one.

1) Copy-Copy Fruit: User can copy other devil fruit abilities via touch. Need to take damage from attacks in order to copy them, so intense concentration and resilience is necessary. Can only copy up to 3 abilities at a time.	5) Smoke-Smoke Fruit: User can turn their body into and control smoke. Allows for manipulation of density of smoke, as well as limited flight capabilities by launching certain parts of oneself .
2) Peto-Peto Fruit: User can generate a green, glowy gel that allows control over living creatures when placed on their necks like a collar. Does not confer mind control, but your victims body will have no choice but to obey your commands.	6) Stone-Stone Fruit: User can turn their body into and control stone. Can turn skin to rock for solid defensive capabilities. Gives limited geokinetic capabilities while on solid ground.
3) Clear-Clear Fruit: User can turn invisible at will. This invisibility can be extended to whatever the user is touching, including objects and people.	7) Dino-Dino Fruit (Model: Tyranosaurus Rex): Allows the user to transform into an T-Rex. Powerful jaws can rend a ship in half, and a tough hide can deflect anything short of sustained cannon fire.
4) Wood-Wood Fruit: User can turn their body into and control wood. Allows for easy repair of hulls on wood ships, control over trees, and ability to constrict or cage people in wood structures. Weak to fire.	8) Dakka-Dakka Fruit: User can create any gunpowder-based guns on their body that they have touched and memorized, up to the size and strength of a cannon. Can create multiple weapons all capable of firing at once at different locations, but generating more than one weapon at a time is fatiguing for the user.

Gear and Supplies Discounts apply at 50% as usual.
>Average Weapons (100cp) Discount: Pirate Crewman/Marine Crewman
A decently-made cutlass and flintlock pistol with 100 shots. While they aren't exactly shining examples of craftsmanship, with proper upkeep and care, they will be reliable weapons in any fight.
>Quality Weapons (200cp) Discount: Pirate Captain/Marine Captain
A high-quality stainless steel cutlass and matching pistol with 100 shots. Superior craftsmanship and materials make these weapons more reliable and easier to maintain in a fight, and are easy to care for. Easily a weapon that can serve a man for decades.
>Average Musket (100cp) Discount: Pirate Crewman/Marine Crewman

A musket of average make with 300 shots. The sights can be a bit finicky and the firing mechanism jams easily if you don't take care of it, but it can still hit its target most of the time.

>Quality Musket (200cp) Discount: Pirate Captain/Marine Captain

A musket that's expertly crafted, perfectly aligned, and can hit the wings off a fly from 500 yards if your aim is good enough. Comes with 300 shots.

>Unique Melee Weapon (300cp)

Want a sword that will never need sharpening and never chip? How about a great maul lined with sea prism stone? What about a dagger that's imbued with a poison without an antidote? Whatever it is you seek, if it is within reason, this is where to get it.

>Unique Ranged Weapon (300cp)

Is the musket just not cutting it for you for your long-ranged attacks? Maybe you'd like a specially designed one made for extreme long range? How about an experimental launcher that lets you shoot shrapnel bombs? Or maybe something more akin to a personal cannon that can punch a hole in a wall is more your style. Whatever it is, if it is within reason, you can get it. Do be careful though, as unique weapons require unique ammunition, and some of them can be quite difficult to procure.

>Swimming Gear (50cp)

A pair of fins, a mask, and a tank of oxygen that will last for 1 hour. Tank automatically refills while above-water. Not too useful for deep-sea dives, but could be useful for shallow water exploration or fixing the exterior of a ship under the water line.

>Reinforced Clothing (50cp) Free: Drop In

A set of clothing appropriate to your affiliation that's been woven in such a way that it is resistant to sword cuts and thrusts and can even stop bullets from a flintlock pistol or low-calibre musket.

>Armored Clothing (150cp)

A set of clothing appropriate to your affiliation that has been deliberately reinforced with leather, woven cloth, and metal plates in between the fabric. Heavier than the reinforced clothing, but offers superior protection from slashing, blunt force, and puncture trauma. Can stop or deflect a great deal of small-arms fire that isn't explicitly armor-piercing.

>1,000,000 Beri (100cp) Discount: Drop In

A pretty sum of money that can buy a great deal of gear to start you out on your adventure.

>Sea Prism Stone Shackles (200cp) Discount: Marine Crewman/Marine Captain

A set of sea prism stone handcuffs and matching ankle cuffs, with a generous amount of chain linking them together. Useful for subduing devil fruit eaters.

>Medical Kit (100cp) Discount: Drop In

A small medical kit with bandages, herbs, and various medical drugs. Will patch up most wounds that aren't serious and stabilize those that are.

>Ship Upgrade (300cp)

While your default ship is reliable and sea-worthy, it is still small and barely capable of supporting more than a couple dozen crewmen. This upgrades your ship to a fully-fledged Frigate of almost 200 feet, equipped with cannons, long guns, and an upgraded crew of 100. As an added bonus, it comes with a month's free supply of food and rum, and can store up to 3 months supplies for a crew of up to 150 in its holds.

>Log Pose (100cp) Discount: Pirate Captain/Marine Captain

If you plan on entering the Grand Line, you would be a fool to enter it without one of these. The time it takes for the pose to adjust to the next island varies depending on the island you are on, but it is the only reliable way to navigate in these dangerous waters.

>Eternal Pose (200cp) Discount: Drop-in

A log pose that permanently points to an island of your choosing within the Grand Line. Can be taken multiple times for multiple locations.

>Dial Box (150cp)

A sturdy wooden box with 10 various, but unmarked and fragile Dials. Each is useful in some way, but how is a question you have to answer by finding out what they do.

>Weather-Worn Map (200cp)

A thin piece of heavily faded parchment with what looks like a map and some hastily scrawled writing on it. The only words you can make out are 'Devil Fruit', 'Grand Line', and 'powerful'. The map itself looks almost as if it's a puzzle within itself, but if the vendor who sold it to you is to be believed, it could lead to untold riches...or untold disaster. Can be purchased multiple times. Each map seems to be different...

>Strange Machine (250cp)

A weird, heavy contraption the size of a large treasure chest with the words "VEGAPUNK" and "EXPERIMENTAL PROTOTYPE" hastily painted over. Has bells, whistles, knobs, levers, a printer constantly spitting a stream of paper, and a glass recess in the center roughly the size of a bowling ball. The guy who sold it to you said it could identify the properties of any Devil Fruit placed within the glass recess, but he specifically emphasized the words "IN THEORY". Keeps breaking after a fruit is scanned, but can be repaired.

>Devil Fruit Encyclopedia (150cp)

Heavily worn and somewhat illegible, this book contains a good deal of information on all known Devil Fruits recorded by man. The pictures can occasionally be old and faded and the writing can be hard to read at times, but for the most part, it seems to give you a good idea which fruit that looks like that does what.

Flaws and Setbacks Choose up to 2 flaws. Flaws override skills and abilities.

>Directionless (+100cp)

You have absolutely no sense of direction, and get lost ludicrously easy. You can manage to find your way around your own ship and maybe your home town easily enough, but anything other than a straight hallway will have you losing your way at the drop of a hat...and even then, maybe you just start running the wrong way.

>Hungry (+100cp)

After long periods of exertion or a good fight, you almost immediately develop a craving for food. While it doesn't affect your performance, you become irritable and seemingly drop anything not immediately critical if it means you can run to the canteen for a chunk of meat.

>Cowardly (+100cp)

You're a lover, not a fighter! If at all possible, you tend to avoid confrontation and pretty much anything involving putting yourself in danger. You'll still go along with what your orders are or what everyone else is doing, but you do so reluctantly and with a great deal of trepidation. In a fight, though, you still believe it's do or die, so your cowardice hasn't crippled you when your life has depended on it...yet.

>Limbless (+200cp)
Some event in your past has left you sans an arm or a leg. You now have either a peg leg or a crude hook for an arm. You may take this disadvantage twice for both.
>Wanted (+200cp)
It would appear there's a bounty on your head. If you are a drop in or pirate-affiliated, the World Government has put out a bounty on your head of 100 million beri. If you are affiliated with the Marines, a prominent pirate group has placed a similar bounty on your head. In either case, you had best watch out - that amount of money is very tempting to alot of people.
>Drowning Hazard (+200cp)
Even without a Devil Fruit, you are absolutely horrible in the water. You can't even tread water without panicking. Any body of water deeper than up to your ankles is enough for you to slip, screw up, and drown in, and being out on the open ocean drives your anxiety through the roof. If you took a Devil Fruit, your apprehension of water develops into full-on hydrophobia - you are in perpetual fear of drowning while on a ship and freak out appropriately. Hope you don't mind being knocked out all the time while sailing or being land-locked to your starting location.
>Plot-Bound (+200cp)
No matter what you or how far you try to run, fate is determined to make you one of the main characters, without the plot armor that usually accompanies the position. You'll find yourself at every major battle, and your decisions seem to turn out to affect world events in distressing ways with distressing regularity. And, if you don't pick a side soon, you'll make everybody your enemy. The fact that your name seems to pop up everywhere makes all the major powers become intensely interested in what you do from now on.
>Warlord's Fury (+300cp)
You have done something to severely piss off Donquixote Doflamingo, and he has taken it upon himself to personally hunt you down for it. He will use all of his resources as a Warlord to track you down and kill you, regardless of your affiliation. If you are Marine-affiliated, your superiors will turn a blind eye to this action, but your crewmates and friends will still come to your defence if needs be.
>Government Crackdown (+300cp) Drop-in or Pirate-affiliated only
The World Government has just declared you public enemy number 1, and have taken an active role in pursuing you far further than they would any normal pirate. Expect any civilized location you stop at to have eagle-eyed Marines looking for you and attempting to take you down and bring you in, and your every day on the waters being marred by scores of Marine battleships pursuing and attempting to sink you.
>Whitebeard's Rage (+300cp) Drop-in or Marine-affiliated only
You have crossed Whitebeard and his pirates to such an extent that the only answer he has to meet your transgression with is to hunt you down and destroy you. The entire Whitebeard Pirate fleet will be out looking for you and will mercilessly pursue you to the ends of the Grand Line until you are dead.
>One Against The World (+750cp) Takes up both disadvantages
The world is out for your blood, and only your crewmates seem to be on your side. The World Government has orders to shoot to kill. Every pirate group strong enough to fight you is out for your head. Every corner of civilization, no matter how remote or backwards, knows of you and hates you with a burning fury. Every sea creature you

encounter is hostile and attempts to sink your ship. Your bounty is in the billions, and people attempt to cash in on it with disturbing regularity. Expect attacks on you, your ship, and your crew practically all day every day. Your journey will know no peace, no rest, and no respite for so long as you roam the waves.

After 10 years...

Congratulations, you survived your journey through the world of One Piece. From here on out, all of your drawbacks are revoked. If you ate a Devil Fruit, the curse has mostly lifted from you - you no longer get sapped of strength while in water and will no longer sink like a stone, but your powers refuse to activate while submerged in water. I hope you enjoyed your time and adventured to your hearts content, because now you have a choice to make.

>**Go back home**: You wake up in your bed as if you never left. All your gear, powers and knowledge of what has happened comes back with you. If you ate a devil fruit, congratulations! You are the only human alive who has its powers.

>**Stay here**: Perhaps the allure of adventure in this world just strikes a chord with you. Perhaps the friends you've made in this world are too painful to leave. Perhaps you still haven't found One Piece and don't want to let anyone else get the glory. Whatever your reason, you've chosen to stay permanently. You disappear in the real world as if you just vanished one day and will never be found again.

>**The next adventure:** Continue on the jump-chain into your next chosen world.