

“Wealth, Fame, Power. I found everything this world has to offer. Free yourselves. Take to the seas. My treasure is yours to find.”

22 Years Ago, Gol D. Roger, the infamous Pirate King was executed in Loguetown. During his execution, his final words drove countless men and women to the seas, starting the Great Age of Pirates.

Welcome Jumper, to the world of One Piece Live Action, a world covered by the four seas and the Grand Line. These treacherous waters are home to countless inhabitants. If you are daring enough, you can find wonders, excitement, love, adventure and so much more.

You will appear in your starting location as Monkey D. Luffy, a rubber boy with a Straw Hat, leaves his home of Foosha Village behind, and embarks on a journey to become the next Pirate King.

To help you along your journey, please take this.

+1000 CP

ORIGINS

Drop-In: You awaken on your starting location with no new memories, nor history in this world. You have total freedom to choose what you wish to do next.

Civilian: There are numerous inhabitants of these seas who simply live their lives without ever getting involved with the affairs of Pirates and Marines, and now, you are one of them. At least you were, who knows, this may change in the future...

Pirate: You grew up admiring the brave men of the seas, those who sailed these treacherous waters in search of Freedom and adventure. Once you were old enough, you left your home island, and became Pirate.

Marine: But why would anyone want to be a Pirate? Well, certainly you wouldn't. You are a proud member of the Navy, searching for Justice and Order in these dangerous seas.

Age: Roll a 1d8+16 to determine your age
Gender: Keep your previous gender.
Or pay 100 CP to determine either of these yourself within the roll range

RACES

There are numerous races in the One Piece World, and your race can affect the treatment you receive from others, as well as natural abilities you have. All of these become Alt-Forms Post-Jump, even unusual humans.

Human: The most common race of intelligent life in these seas is the human race. The humans of this world can have unusual features such as clown nose, horns, or even incredibly cool mustaches.

Fish-Men (200): In this world, there are a few races who claim to be sons and daughters of the sea, but none has a claim as substantial as the Fish-Men. You are now half fish, half man hybrid who can swim at speeds comparable to top class battleships, and even breathe under water. You can choose your fish half, and depending on your choice, you might have other innate abilities.

LOCATIONS

Roll 1d8 or pay 100 CP to choose.

1. **Loguetown:** A large city on the Polestar Islands in the East Blue, covering nearly the entire island it is on, save for a few steep hills. This city is most famous for the execution of Gol D. Roger, the Pirate King.

2. **Shells Town:** A town in the East Blue with a sizable marine base. Currently, Captain Morgan is in charge of the base, and is ruling over the town like a despot. If nothing were to change, expect three trouble makers to make their way there.

3. **Orange Town:** A rather small island, currently the civilians and the mayor are quite happy and safe, but that may change soon. I heard a certain clown was sighted near the island.

4. **Syrup Village:** A village in Gecko Islands, home to the largest shipyard in the East Blue. There also appears to be a boy running around, lying about pirates showing up, go and talk to him if you want.

5. **Baratie:** A high scale restaurant on the sea. They provide a 5-star dining experience, capable of feeding even the most insatiable pirates who sail these seas.

6. **Coco Village:** A small village that has been enduring under the wrath of Arlong Pirates for the past couple of years. If you stay long enough, you might even meet the traitor of this island.

7. **Arlong Park:** Arguably the worst place in East Blue to be if you are a human. Arlong Park is the primary base of the Arlong Pirates, the most notorious pirates in the East Blue.

8. **Free Pick:** Aren't you the lucky one? You get to pick any starting location from the choices above.

PERKS

Perks trees are discounted to the origin, 100 cp perks are free to the origin.

General Perks

Grand Potential [Free]: In the world of One Piece, anyone can achieve superhuman feats with enough determination, and training. You have this potential as well and can grow to the same heights as Garp was in his prime.

This also provides the potential to unlock and develop Haki, although you possess average talent for Armament and Observation Haki, and none for Conqueror's Haki unless further perks are purchased.

Named Attacks [Free]: "All the great fighters call out their finishing moves". There is a reason for that. In this world, whenever you call out your attack's name, they become slightly more powerful then they would be otherwise. The more determined you are, the stronger the attack is (max +%5).

Oda's Blessing [100 CP]: Oda has given his blessing for the majority of the main cast, it seems, you are now among those he has given his blessing to. You are now TV pretty, meaning you possess greater than average looks, enough to be labeled as Good Looking by most people, and now, you are among the better looking half of these people, enhancing your looks to a solid 8/10.

Fighting Style [200 CP]: In the world of One Piece, there are many choices of fighting styles to learn from. With this, you are a skilled combatant in one of these styles of your choice. Whether this is the three-sword style Zoro uses, or the kicking martial arts Sanji utilizes, or the Fish-Man Karate that Kuroobi used, or just street brawling, you are now a skilled combatant. Regardless of your choice, you start out at roughly the skill level of Zoro and Sanji.

Will of D [400 CP]: Gol D. Roger, Monkey D. Garp, Monkey D. Luffy... All of them have one thing in common besides their penchant for food and adventure... the initial 'D.' in their names. It is said that those who carry that initial are bound to a great fate. Although you do not appear to be personally subject to the whims of the world, it does seem to favor you regardless. Not only that, your will power seems to be nigh unbreakable, and it appears to get stronger as you are pushed to your limits.

Haki Training [600 CP]: You have awakened the innate ability of Haki. This power grants you the ability to use Armament Haki to the point of at least damaging Devil Fruit users, and Observation Haki to at least feel how many enemies are in a certain area around you. Not only that, your talent for learning and developing Armament and Observation Haki is now comparable to the likes of Monkey D. Garp and Red Haired Shanks. There is one more type of Haki, however you do not appear to be one in several million...

- **Conqueror (Requires Haki Training) [200 CP]:** ... Or are you? You are one in several million, a person born with the ability to project their will power to dominate the wills of others. Currently, you are capable of releasing your will power to knock out a small group of weak willed individuals indiscriminately, however, if you wish to develop this type of Haki, you will need to undergo training and battles.

Drop-In Perks

Expert Sailor [100 CP]: It takes a certain degree of skill to transverse through the seas by oneself. You are now capable of manning any ship or sea vehicle by yourself, and are capable of sailing from Grand Line to one of the Blues, provided you know the path.

I Don't Hunt Rabbits With a Cannon [200 CP]: During his fight against Zoro, Mihawk has shown great restraint. Like him, you are exceedingly good at adjusting your strength. You know just how much force to use in order to bring your enemy to the brink of death without actually taking their lives, or permanently injuring them.

Bounty Canceled [400 CP]: There are said to be Seven Pirates in these seas whose strength defied reason, so much so the Marines and the World Government offered them a special position, in return, they would look away from their piracy, and cancel their bounty. Like these seven individuals, the World Government appears to look away from your illegal acts, provided they do not cross a certain threshold, such as trying to overthrow an allied government.

Dracule Swordsmanship [600 CP]: Only a few individuals in these seas have taken their mastery of blade to the level you have. You can turn a butter knife into a deadly weapon, and even cut through steel. With a proper blade, you can even swing it with such a precision that you can use the very air as a way to extend your attacks, with none of the force of it being lost.

Civilian Perks

Strong Resistance [100 CP]: This world is filled with dangers. A notorious pirate captain might be serving as your 'trusty' butler, putting poison into your tea. Lucky for you, you are heavily resistant to some kind of damage or effect. By default, it is poison, but you may select something such as fire, bullets, or sword strikes. The only thing you cannot choose for this is Devil Fruit powers, Devil Fruit weaknesses, and Haki. This may be purchased multiple times, however, only the first purchase is free for Civilians.

Cooking [200 CP]: There are only a handful culinary artists that can match you in these seas. You are capable of preparing delicious, yet healthy food enough to feed an entire restaurant, or even one Monkey D. Luffy by yourself. Your cooking skills start off roughly a match for Zeff and/or Sanji.

Business Savvy [400 CP]: One aspect of One Piece that is not explored much is the civilian businesses. You, however, are an expert at it. You can take on any business and increase the revenue of it by 50 to 100% annually depending on your own effort. The business in question can be something as simple as a bar on the beach, or something that is essential for East Blue, like the largest shipyard on this sea.

Rescued [600 CP]: In this world civilians are in constant danger from morganeer pirates and corrupt marines. However, it is not always bleak. Sometimes, they are saved by the peace main pirates or marines. Like them, once per jump, if you are facing total doom, someone with sufficient capabilities will show up, and save you and your nakama.

Pirate Perks

Finding a Crew [100 CP]: In this world, little can be done by yourself, especially if you are a pirate. You need a trustworthy crew to watch your back, and lucky for you, you are especially good at finding talented individuals whose morals and goals align with your own. Being able to recruit them, however, is completely dependent on you.

Following Dreams [200 CP]: Why do countless pirates sail to the seas, risking their lives? The answer to that is rather simple, they have a dream they wish to accomplish. Like them, and Taz Skylar you have a dream of your own. It can be anything from finding the One Piece, being a Brave Warrior of the Sea, or even playing a pervert in a live action series. Regardless, when you journey towards this dream, you will see a noticeable boost at your training speed (doubles). If you do break stray, you will lose the boost to your training speed as well, though it will return if you go back to the right track.

Sniper King [400 CP]: You are capable of near impossible feats of marksmanship, can hit any target within your line of sight with pinpoint accuracy, and have the reflexes to match it. For example, you can hit a Fishman in the eye from a mile away with only a slingshot, that is if you only had normal eyesight.

Sea's Beloved Child [600 CP]: In this world, eating a Devil Fruit places a curse on the user, stripping them of their ability to swim and severely weakening them when submerged in water. At least that is the case for everyone else. It appears you are the only individual in the world who can swim even if they were to eat a Devil Fruit, and not only that, there is something strange about your body. I wonder if that would mean you can consume more than one Devil Fruit?

In future jumps, this perk gives you immunity to curses.

Marine Perks

Naval Training [100 CP]: There exist two paths to join the Navy. You can either go through the boot camp, or be nominated to your position. It appears you went through the former route, and completed your training at the top of your class. You now know how to properly take care of equipment, basic procedures, general navigation, as well as laws Marines are expected to uphold.

Personal Justice [200 CP]: Majority of the marines in this world follow the ideal of Justice, however, the meaning of Justice can change, especially amongst high ranking Marines. Like them, you have your own code of Justice, it can be the rules of the Government, or your own morals. Regardless, When you follow this code, you will see a noticeable boost at your training speed (doubles). If you do break this code, you will lose the boost to your training speed as well, though it will return if you go back to the right track.

Prospect [400 CP]: Not everyone can get stronger by themselves. Some people need others to show them the ropes so they can soar. And luckily for you, you are exceptionally good at finding capable mentors to take you under their wings. However, how much you can learn under them, and being able to survive their training are entirely dependent on you.

Killing Dreams [600 CP]: "Since the execution of Gol D. Roger, we have been fighting an unending war against piracy, but we are not fighting the right battle. We can take their ships, their weapons, and even their lives, but we cannot win if we do not take away their dreams.". Now, you are capable of something truly dangerous. If you defeat a person in a single combat, you are capable of killing their dreams, causing them to give up on their goals.

ITEMS

Items trees are discounted to the origin, 100 cp items are free to the origin.

General Items

Life Savings [100 CP]: The currency primarily used in this world is called Berry, it is accepted on almost any island, and you seem to possess 10 Million Berry (Roughly Equal to 70,000 Dollars).

In future jumps, you start off with an equivalent local currency.

White Blade [200 CP]: The number of swords in these seas are countless. However, only a few could clash against Yoru in the hands of Dracula Mihawk, and come out unscathed. You are now in possession of a blade like that, a blade on par with Wadō Ichimonji.

Devil Fruit [400 CP]: One of the rarest treasures in the world, especially in the East Blue. Somehow you have come into possession of a Devil Fruit. Its exact nature is dependent on you, but keep it in mind there can only be one fruit of each type, and eating one means you will lose your ability to swim, and become weak when submerged in water of any kind. Post-Jump, weakness to water goes away. Can be purchased multiple times, however, eating multiple Devil Fruits is said to be impossible.

World Map [600 CP]: The world of One Piece is one of mystery. At least it is for the rest of the people, to you, it is an open book, well an open map to be more precise. You are in possession of a detailed map that shows every island in the world, as well as who is in charge of those islands, their military power, economical situation, as well as valuable treasures that might be of interest to you. The map, however, seems to be missing the final island of the Grand Line, but I am sure there is nothing special there...

Drop-In Items

Fine Wine [100 CP]: A bottle of the finest wine from the East Blue, enough to please even the Strongest Swordsman in the World. The bottle refills once a week if it is consumed, and is replaced if it were to be destroyed.

Don Krieg's Armor [200 CP]: The unlucky man who woke up Mihawk from his nap had an impressive armor that is enough to earn even a weakling enough firepower to be a big time pirate in the East Blue. You now have a copy of his armor, and the blueprints to mass produce it.

Armada [400 CP]: These seas are quite dangerous, especially when you are alone. Luckily for you, it seems you have an armada of followers, the strength of its members varies, however, the strongest of them is currently on par with a Marine Captain from East Blue, such as Captain Morgan.

Black Blade [600 CP]: There are only a handful of swords worthy of being wielded by the Strongest Swordsman in the World. You are in possession of one such sword. A blade with mystical properties that has been coated with so much Haki, they are able to bypass any supernatural defenses or immunity even in the hands of a novice, and cannot be destroyed by any means known in this world.

Civilian Items

Clothing [100 CP]: A large wardrobe of clothing, it is so large that even you are not aware of all the clothes in it, but there are clothes for any equation, such as going to the park, or attending an upscale birthday party.

Mansion [200 CP]: Choose any island from the starting locations, you own a large mansion, worth over a Billion Berry (Roughly 7 Million Dollar) Mansion. The mansion comes with staff that takes care of it, as well as any further needs you may require.

In future jumps, this mansion can be a Warehouse attachment, or a mansion in a location of your choosing. The staff follows you as followers.

News Coo Subscription [400 CP]: You have a subscription to the news coo paper, which is delivered to you daily. The news articles will constrain the most relevant, and important information in the world, and you can see the consequences of your actions on a large scale. The writteres may be biased though.

Heir to a Shipyard [600 CP]: Kaya, despite being a girl who has not worked a day in her life, is one of the richest persons in East Blue, the reason for that is that she is the only heir to one of the largest shipyards in the four blues, and like her, you are now the heir to a comparable shipyard. In future jumps this shipyard can take different forms, such as a multi-billion dollar tech company, or a pharmaceutical company, depending on your choice.

Pirate Items

Bounty Poster [100 CP]: Well isn't that a fancy picture you got there? You now have a bounty poster with you that updates to reflect the danger the government believes you pose against them.

Unique Weapon [200 CP]: You are in possession of a weapon of rare design. This could be like the slingshot used by Usopp, collapsible staff used by Nami, or claw blades used by Kuro. Note: This cannot be used to purchase a blade comparable to Kuina's, let alone Mihawk's.

Ship [400 CP]: The Going Merry is the fastest ship in the East Blue, well the second fastest. You now possess a ship of your own design, that is of similar quality to Merry, yet, slightly faster. Also, it is strange but you swear you can hear her voice sometimes...

Baroque Works [600 CP]: You are now in charge of a large criminal syndicate. The outreach of this organization tranceeds the East Blue, reaching even to the most dangerous sea in the world, the Grand Line. The strongest members of this organization are able to make a name for themselves in that sea, while numbered agents can easily be big shots in East Blue.

Marine Items

Naval Uniform [100 CP]: Be careful there lad, this uniform is not fit for everyone... You are in possession of a Marine Uniform, fitting for someone of your rank.

Captain [200 CP]: Originally, you would start as a lowly Marine Cadet and would have to rise through the navy hierarchy with nothing but your own merit, but if you prefer, you can pay your way up and start as a Marine Captain. However, since you are paying your way up, your Rank might not necessarily reflect your strength.

For an **additional 200 CP**, discounted if this was, you may start as a Vice Admiral instead, although just like the Captain Rank, this does not come with the strength necessary to be a Vice Admiral.

In future jumps, you may start in a position similar to your Rank in the Marines in that new setting.

Marine Branch (Requires Captain Item) [400 CP]: Branch 153 was in charge of Captain Morgan, a corrupt marine captain who had risen to his rank through falsified valor. You may now, replace him or any other Catpain in East Blue, and be in charge of the Marine Base.

In future jumps, the Marines stationed in the base will follow you as followers, and you can insert it into the setting as you see fit.

Mihawk's Snail Number [600 CP]: Dracule Mihawk is one of the most powerful men on these seas, capable of taking on even the toughest foes. He is currently serving as a Warlord, this means high ranking Marines can contact him and issue missions in the name of the World Government, whether or not he accepts them is questionable. And once during this jump, you can contact him and issue a mission for him, he will accept this mission and try to complete it to the best of his abilities.

In future jumps you can contact an individual of your choice and issue a mission for them, they will be required to fulfill it to the best of their abilities.

COMPANIONS

Companion Import [100 CP]: Import one companion from your previous jumps. They gain an origin of their own and 600 CP. Or, you can spend 500 CP and bring up to 9 Companions, each one gaining an origin of their own and 600 CP to spend as they please.

Nakama [Free]: Companionship is an integral part of the One Piece world, so it is natural for you to bring along your new friends with you. If you can convince someone to come with you, by the end of the jump, you may bring them along as a companion.

News Coo Bird [100]: These medium sized gulls deliver newspapers and wanted posters around the world. One of them has taken a particular interest in you and decided to follow you along.

Dancing Animal [100]: Pick an animal, any animal that exists in the real world. You have a highly trained animal partner that possesses an intellect comparable to Monkey D. Luffy.

DRAWBACKS

Extended Stay [+100 CP]: You can take this drawback to stay another ten years in addition for the original length. While you can take this as often as you want, you gain only CP for the first three times.

Hungry [+100 CP]: You have a rather huge appetite. That aside, you also need to eat enough food that would otherwise be enough for five adults daily.

Liar [+100 CP]: It seems like you have Usopp's tendency to tell rather outrageous lies every once in a while. This will hurt your credibility a lot.

Directionless [+100 CP]: Wow, you could rival Zoro in your sense of bad directions. Anything more difficult than 'just cross the street' or 'straight ahead' and the like will cause you to get lost.

Arlong's Wrath [+100 CP]: The highest bounty pirate currently terrorizing the East Blue has decided you are a thorn in his sight. This may be due to the fact you are a powerful human who may be a threat to him, or a race traitor like that fool Jinbei, but regardless of his reasons, Arlong will come after you with everything he has got.

Early Retirement [+200 CP]: Someone has not aged well. For your stay you have to add 50 years to your starting age. Not only will you have to stay at said age until the Jump is over but you will also have to deal with minor problems brought about by age such as gout and minor occasional forgetfulness and clumsiness.

Anchor [+200 CP]: You can not swim to save your life. And if you are a Devil Fruit user (without Sea's Beloved Child Perk), your situation is far more dire. You cannot even stand on a boat without constantly puking, and prolonged sailing could even result in crippling pain.

Wanted [+200 CP]: If you are a Drop-In, a Civilian, or a Pirate, the World Government has placed a 30 Million Belly Bounty on your head. And if you are a Marine, a very prominent pirate group has issued a similar bounty on your

head. Expect hopeful bounty hunters, desperate civilians, and pirates/marines to hunt you down.

Limbless [+200 CP]: You want to get more CP? That's fine with us, it will just cost you an arm and a leg. Fine, we take eyes as well. It's fine just as long as you hand over two of the mentioned body parts in total. You can try to gain prosthetics in the Jump (we don't take outworldly replacements!) to compensate for the lost organs and senses but the replacements will never be as good as the original (and even worse, will not grow with you).

Fall From Grace [+300 CP]: You have certainly lost a lot of prestige, haven't you? With this drawback you lose access to everything (perks, items and Warehouse) except for your body-mod and what you purchase here. If this is your first Jump that's fine by us but it will make it more difficult to learn and earn more powers within the Jump until its end.

Warlord's Fury [+300 CP]: You incurred the ire of one of the seven warlords due to your powers. Even if you are a Marine it will happen, the other Marines will just ignore them chasing you due to either intimidation or bribery. Maybe it is Crocodile who will start with sending his men after you, maybe it is Mihawk who starts chasing you to kill you in a duel, regardless this chase will continue until you are dead. Or you manage to kill the warlord instead, however another month or two later another warlord (if there are any left) will continue this quest due to the same reason.

Garp's Pursuit [+300 CP]: Somehow you got Garp mad at you. Whether it is due to the bounty or being convinced that the paperwork detailing your origin doesn't line up, he wants to take you in. Expect a long stay in a prison cell at the bottom of the sea, if he manages to capture you, or not, he won't care if you die in the attempt to catch you either way.

Plot Bound [+300 CP]: No matter what you do or what you try to change, canon is bound to happen. If not what happens during this live-action show then what happens in the original anime (if there are no further seasons). In the case of the latter however, it will be happening in all the gory and destructive detail you'd expect from this adaptation... with lots of collateral damage, blood and trauma for everyone. (mutually exclusive with Canon to the Wind)

Canon to the Wind [+300 CP]: As if this world wasn't bad enough, Luffy doesn't exist in this version of the Jump. Furthermore you start one year later than usual, giving the villains and whatever parties exist enough time to consolidate, execute their plans/opponents and become even stronger. It truly is the bleakest timeline. (mutually exclusive with Plot Bound)