

By PsychoAnon

“My treasure? If you want it, you can have it! Find it! I left everything I own in one piece.” These were the last words of the Pirate King Gol D. Roger during his execution. It was these words that started the Great Age of Piracy the world now finds itself in; countless pirates set sail for the Grand Line in order to reach the island of Laugh Tale which waits at the end and claim Roger's treasure. Among these aspiring pirates is a young man named Monkey D. Luffy, more determined than anyone to become the Pirate King. He'll soon set sail, assembling a crew of ragtag allies who each have their own dreams.

Though he is unaware of it, Luffy is part of a grand destiny. He will come into conflict with the World Government, the global ruling force which oppresses all peoples on behalf of the World Nobles who lord over the rest of mankind high atop their homeland of Mary Geoise, led by the five elder stars and their mysterious leader Imu who has been alive since the time of Joyboy. Luffy is the second coming of Joyboy, the first pirate, who also fought the corrupt forces which ruled over the world over 800 years ago. His devil fruit is the very same possessed by Joyboy, one which transforms him into the original Warrior of Liberation - Nika, the sun god.

But enough of all that dire stuff. You'll soon be dropped into this wacky, adventure filled world on the same day as Luffy begins his journey to become Pirate King. Here's a little gift so you can carve your own path in this great big world!

+1000 GG (Gum-Gums)

Location/Age

Select where your journey begins as well as your age.

Goa Kingdom/Windmill Village

The Goa Kingdom is the home of Luffy and his two bond brothers, Sabo and Ace. The majority of the kingdom is built in a circular structure, with the living conditions getting better the further into the circle you go. Directly outside of the circle is the Gray Terminal, where all the trash is thrown, including humans the elites of the kingdom consider to be trash. Windmill Village is on the outskirts of the island where the kingdom is located named Dawn Island, this village being the main point from which Luffy will soon start his journey. Besides these two key locations there are dangerous mountain forests where various predatory animals and mountain bandits make their home.

Shells Town

This is a rather small and unremarkable East Blue town except that it is the home of the 153rd Marine branch, a marine base led by marine captain Axe Hand Morgan. Morgan currently runs the town like a dictatorship, lording his power and authority as a captain of the marines over the people of the town along with his idiot son Helmeppo. The pirate hunter Zoro has been captured by the navy and is being tortured through starvation and sun exposure, set to be executed in a few weeks.

Orange Town

This is another small town which isn't particularly noteworthy except that it is currently being ransacked by the Buggy pirates led by Buggy the Clown. In a few days the thief known as cat burglar Nami will arrive here, taking refuge from some of Buggy's pirates she robbed.

Syrup Village

A small and peaceful village which is home to a young man by the name of Usopp who's notorious among the locals for his lies and tall tales. He's friends with a sick and rich girl named Kaya who lives in a mansion close to the village. Unbeknownst to Usopp or Kaya, Kaya’s most loyal servant is secretly the “genius” pirate captain Kuro, who is plotting to steal all of Kaya's wealth for himself and live in luxury in the village.

Baratie

A floating restaurant traveling the East Blue owned and operated by Red Leg Zeff. This floating restaurant serves all comers be they pirates, marines or anything else. The staff themselves are a gang of miscreants, especially a young man by the name of Sanji who loves both cooking and women with all his heart. This restaurant will soon be under attack by Don Krieg, a pirate with the most formidable fleet in the East Blue.

Arlong Park
This is a small territory of several islands which have been taken over by a group of fishmen pirates led by the sawshark fishman Arlong. Arlong bribes the navy to look the other way and collects protection money from the various villages and towns under his tyrannical rule. Among these islands is Cocoyasi village, the home of Nami the cat burglar as well as her sister.

Loguetown
Loguetown is known as the town of beginnings and endings, as it is the town where Gol D. Roger was both born and executed. Besides its historical significance, it is a common last stop before travelers go through Reverse Mountain to enter the Grand Line, the sea which is one straight line that wraps all around the world with the one piece waiting at its end.

Little Garden
One of the first islands on the Grand Line, this island houses a highly dangerous jungle with prehistoric wildlife, including dinosaurs. This island is the site of a legendary battle between two giant warriors named Dorry and Brogy, who started their feud over a century ago and have had no clear winner in all that time.

Drum Island
A snowy land with tall, drum-shaped mountains. This island was once famed for its medical science, but that all changed when the king Wapol decided to restrict all doctors to working directly for himself so that citizens would need his approval to receive medical care. Wapol has recently evacuated the island as it was attacked by the pirate Blackbeard. This island is home to a reindeer/doctor in training named Tony Tony Chopper, who ate the Human Zoan fruit.

Alabasta
The desert kingdom of Alabasta is one of the largest nations in the world and one of the 20 founding nations of the world government, having been ruled by the righteous Nefeltari dynasty for over eight centuries. Despite the royalty of Alabasta's benevolence, the kingdom is currently in a brutal civil war due to the machinations of the Warlord of the sea Crocodile and his secret criminal organization, Baroque Works. The princess of Alabasta Nefeltari Vivi has currently infiltrated Baroque Works to unravel their plans and bring them down from within. The infamous Nico Robin is here working as the 2nd in command of Crocodile.

Jaya
This is a lawless island on the grand line. Its main attraction is Mock Town, a town almost entirely frequented by pirates and quite chaotic as a result. The rest of the island is a jungle filled with giant insects. The secret of this island is that it was once much larger, but 400 years ago most of the island was launched all the way onto another island in the sky made of clouds, along with the Shandian natives who live there.

Skypiea

There are clouds dense enough to serve as islands which float high above the blue sea. There are civilizations that form on these island clouds and even sail them, calling the sailable clouds the “white sea”. One of these sky islands is the land of Skypiea. Here the Skypieans, humans with wings who are native to the island, live in conflict with the Shandians ever since their home was launched up into the clouds alongside Skypiea. The Shandians have been locked in a 400 year war with Skypiea over their land and their massive amounts of gold, including their golden city and massive golden bell which was spoken about by the explorer Montblanc Noland, who had befriended the Shandian people and their greatest warrior Kalgara. Skypiea has been traditionally ruled by leaders whose title was “god”, but Skypiea is now ruled over by Enel, a powerful Logia devil fruit user who truly believes himself a god, watching all Skypiea with advanced observation Haki and smiting any who speak out against him with great fury from the sky.

Long Ring Long Land

A land where everything is free. The most obvious and notable trait of long ring long land is that every creature is abnormally long and stretched out, allegedly because they feel free. As the name suggests, this land is a series of islands linked together in the shape of a ring, but it's only possible to traverse between the islands once a year during a weather event named Aqua Laguna.

Water 7

The capital of water. Water 7 is an ingeniously designed, multilevel ringed city in which nearly all transport is done through canals all along the city and water elevators. The city is famous for the ingenious shipwrights of the Galley-La Company who effectively owns the city. In fact, the leader of Galley-La is the mayor. The island was once home to seven shipbuilding companies that all were absorbed into Galley-La, hence the name. The island is hit by the Aqua Laguna once a year, an event in which massive waves batter and flood the city. The city is slowly being submerged and will likely one day be turned into a massive ship to ensure it doesn't sink. This city is home to the shipwright, cyborg and criminal Cutty Flam, who now goes by Franky.

Enies Lobby

Enies Lobby is an infamous stronghold of justice, at least as defined by the world government. Criminals are sent here to be tried and then sent to the nigh-inescapable prison Impel Down. It is very heavily guarded by 10,000 marines and is the HQ of the world government spy unit Cipher Pol 9. It forms one of the three main strongholds of the navy alongside Impel Down and Marineford, which are all linked by a triangle of currents via the gates of each stronghold.

Thriller Bark
What at first appears to be a dreary and Victorian haunted island is more than meets the eye. Thriller Bark is the massive ship of Warlord of the Sea Gecko Moria, and is spooky to say the least. There are ghosts, zombies, monsters and all sorts of horrific sights whether it be in the forest, the graveyard or the castle. The ship is lingering around the Florian triangle while Moria bides his time creating more and more minions to form an unstoppable zombie army. Outside Thriller Bark a skeleton named Brook is nearby, sailing hopelessly in the Florian triangle and singing to himself.

Sabaody Archipelago
This is, for many, the last stop in the first stretch of the Grand Line before reaching the New World dominated by the Four Emperors. Sabaody is not so much an archipelago as it is a forest of colossal mangrove trees with each tree serving as an “island” people live on. Each tree island is conveniently labeled with giant numbers to avoid confusion. Sabaody is unique for its giant bubbles, which are large enough and structurally sturdy enough that they're used to make vehicles out of. Despite seeming fun, Sabaody is a dark place where the slave trade is alive and well, thanks in part to the proximity of it to the Red Line and the celestial dragons.

Amazon Lily
Amazon Lily is a jungle island inhabited entirely by warrior women. The Kuja warriors are the only inhabitants of this island, being mighty warrior women proficient in Haki. Men are entirely forbidden from the island, with Amazon Lily being almost impossible to reach regardless due to its placement in the Calm belt surrounded by vicious sea monsters. On this island strength is beauty, and none is more beautiful in either sense than their empress Boa Hancock, who is one of the Seven Warlords of the Sea. Needless to say, if you start here as a man there's gonna be some immediate problems.

Impel Down +200?
The most notorious prison in the world from which no one has ever escaped, save for the Golden Lion Shiki. Impel Down is a large tower, almost all of which is submerged underwater. It's guarded by not just marines but jailer beasts, monstrous awakened zoan users who have lost their humanity. Impel Down is divided into six levels, with each one being more horrible and harrowing than the last. There is a secret “kingdom” of transgenders in Impel Down led by revolutionary army leader Emporio Ivankov. For +200 points you are a prisoner here.

Marineford
Marineford is the headquarters of the marines, a stronghold where the Fleet Admiral and three Admirals below him reside along with countless other marines. It is a nigh impenetrable fortress of steel with a large town connected to it. The families of the marines at the base reside there.

Fishman Island

The home of fishmen and merfolk. Fishman island is an underwater island which can only be reached via submarines or bubble ships, ships coated in a massive bubble from Sabaody which protects them and keeps the air in. Fishman island is a common stop for all sorts of pirates as it's the only real way into the New World that a pirate would use. Parts of it are underwater but other parts are in their own massive bubble, making it hospitable to all races. The island is wracked with racial tension and a deep hatred for humans brewing beneath the surface among fishmen due to their history of enslavement at the hands of humans.

Dressrosa

The land of love and passion. Dressrosa is a beautiful place with beautiful women, beautiful flowers and beautiful towns. The food is unique and delicious, the women are passionate and often stab lovers who scorn them and there's a colosseum called the Corrida colosseum in which fierce warriors do battle. Dressrosa seems like a paradise, but that's because all the kingdom's dark secrets are pushed underground. The kingdom is ruled over by Donquixote Doflamingo, the most important broker in all of the underworld, who took the kingdom over in a coup. There are sentient toys all throughout the kingdom doing labor who are in reality people who were inconvenient to Doflamingo, turned into toys by a devil fruit which also erased the memory of them as people from the minds of everyone in the world. Many of the gladiators are also enemies of Doflamingo, forced to fight for their freedom which will never come. Dressrosa is connected via an iron bridge to Green Bir, an island that's home to the tiny Tontatta peoples which Doflamingo has enslaved to serve as laborers in his artificial devil fruit factory, the SMILE factory. Doflamingo has the entire country in the palm of his hands and is loved by all here.

Zou

Forever wandering the seas is a colossal elephant several miles tall named Zunesha. Atop Zunesha’s back is the island of Zou, home of the minks. There is a large forest in Zou, all of which grows out of Zunesha's rough back skin which serves as the ground in Zou. The Mokomo Dukedom is the official kingdom of the Minks and its main hub is the ancient city of Kurau. The minks are a very friendly people despite the rumors and when visitors come, lookouts will ring the Welcoming Bell, though if they seem hostile they instead ring the Raiding Bell. The furry mink people love physical affection and it's common for them to rub against visitors they like.

Totto Land

Totto land is an odd sight even in this world. It's a series of islands ruled over by Big Mom, one of the Four Emperors. Practically everything including buildings is made out of food and candy, many races live together in harmony and things like trees and clouds are jolly living creatures called homies and it can almost seem like a paradise. The truth is a bit more upsetting, as the people here have to trade parts of their lifespan every year to Big Mom just to live here and no one is allowed to leave. To top it off, Big Mom may rampage when hungry and attack citizens.

Wano

The land of the samurai. Wano is an isolationist country nearly impenetrable even to the World Government, with the only entryways being a water elevator and a dangerous waterfall that must be sailed up. Wano is ruled by Shogun Orochi, who oppresses the people of the island with the backing of Kaido of the Four Emperors. Wano is famous for its top of the line stonemasonry, smithing and metallurgy, with multiple supreme grade and great grade blades hailing from Wano as well as the mysterious poneglyphs. Sea stone comes from Wano and only the smiths of Wano know how to shape it into weapons. Wano is a miserable place where the people are worked to death in factories and hardly paid even enough to eat, while food and clean drinking water are rare due to the pollution from the factories. Only the Flower Capital where the Shogun resides is prosperous. Wano was not always this way as it used to thrive under rulership of the Kozuki clan, but Orochi schemed together with Kaido and nearly wiped the clan out almost 20 years ago. Kaido resides on the nearby island of Onigashima, in his castle fashioned as the skull of an Oni.

Egghead Island

This is a winter island, not that you'd be able to tell as it's been terra formed into a jungle. Egghead is the top scientific research and development site in the world, home of the greatest genius of the modern world, Dr. Vegapunk. The island is practically 500 years ahead of the rest of the world scientifically. The lower part which looks like a futuristic city is called the fabriophase and it's where things are made, whereas the egg shaped building sitting on a cloud is the labophase and it's where the research is done. There's incredible technology of all kinds here, but you may not necessarily be welcome and the island has very advanced security systems.

Elbaf

Giants have multiple islands from which they hail, but this is the one most think of when they hear of giants. This island is the home of legendary giant warriors, though there has been a shift over the last few decades towards focusing on peace and trade rather than war. Elbaf is built entirely around the ancient and massive jewel tree Adam, separated into three layers built on the tree. The lowest layer is the underworld, an extremely cold region filled with murderous megafauna and wracked with blizzards. The middle layer is the sun world, where most giants make their homes in massive wooden houses and stone castles. The heaven world is at the top and is mostly unknown. Transit to and between the layers is accomplished via massive rainbow bridges which the giants sail on.

Fairy Vearth

This is the very moon that hangs in the sky visible from the Blue Planet. It was the ancient homeland of the Skypieans, Shandians and Birkans who now reside in Skypiea, though now it is mostly abandoned. There are little robot soldiers on the surface as well as space pirates who battle the soldiers. Hidden within the moon is the ancient city of the moon people who traveled to Blue Planet, filled with the army of robot soldiers. Difficult to leave without special ships.

Mary Geoise

The holy land. Home to the celestial dragons, the five elder stars and the secret king of the world, Imu. Mary Geoise is built on the Red Line, the largest mass of land in the world which stretches all around the planet and effectively divides it in half. Passing through it is the only legal way to get from the first half of the Grand Line to the New World. Mary Geoise is high up among the clouds, a perfectly pristine and beautiful city which also has artificially planted forests. The very walkways here move on their own, taking the residents where they need to go with little effort on their own part. This is because they are constantly pulled from underneath by slave labor. Slaves are a common sight in Mary Geoise as the celestial dragons use them for labor, entertainment and symbols of wealth and status. Mary Geoise was once attacked by the Fishman Fisher Tiger, who performed a successful raid in which he freed countless slaves from the city. While it looks beautiful, it is a horrible place to be if you aren't an extremely high up member of the world government or a celestial dragon.

Boin Archipelago +200?

These are a series of suspiciously shaped islands in the Grand Line. The islands are not only filled with delicious naturally occuring food like plum trees and corn stalks, but seemingly inexplicable phenomena like rivers of ramen. The islands are host to very bizarre plants called pop greens which can be extremely useful, though the most useful ones are the deepest into the jungle on the island. In reality, these islands are massive carnivorous plants called stomach barons. They use the food growing on their bodies to lure in their prey, which are typically sea kings, at which point the plant closes in on itself and sucks the prey in its massive mouth. The jungles are notoriously difficult to escape. If you wish you can start here with all resources and powers that would allow you to easily escape temporarily locked away until you escape the old fashioned way, serving as a drawback which gives 200 points.

Kamabakka Kingdom

The most beautiful of islands. The Kamabakka Kingdom is located on Momoiro island, a land of rainbows and very pink foliage. It's home to an entire society of transvestites who practice martial arts and run along the beaches, occasionally chasing normal men and trying to make them wear dresses. Their leader, Emporio Ivankov, is currently imprisoned in Impel Down, but they're taking care of themselves quite well regardless as they are capable and powerful warriors.

Kuraigana Island

A gloomy and gothic island which was once home to the Shikkearu Kingdom before it was completely destroyed by war. The island is quite misty, with dark hills which spiral in on themselves near the top. The most notable local wildlife are the Humandrills, highly intelligent mandrills which mimic humans and have become masterful sword fighters from observing the war. Dracule Mihawk, Warlord of the Sea, lives here in a large castle.

Background/Affiliation

You may pick up to two groups to have a prior relationship with (or none if you'd prefer). Beyond the history given by affiliations, you can choose other details of your history and past in this world such as being related to certain characters like being the brother of Luffy, so long as it could be at least a little plausible. **These have no bearing on discounts.**

Red Hair Pirates

A powerful pirate crew led by the infamous Red-Haired Shanks, one of the Four Emperors and former crewmate of Gol D. Roger when he was a kid. The Red Hair pirates are generally one of the more benevolent pirate crews, especially among the emperors, due to Shanks being a good person. Usopp's father Yasopp works on this crew as well.

Buggy Pirates

A tiny pirate crew led by Buggy the Clown, who used to be Shanks's best friend and was also on the pirate king's crew. Unlike Shanks, Buggy is very weak and small-time as a pirate, doing small things in the East Blue like raiding Orange Town. Believe it or not, Buggy is destined to one day rival Shanks in status and become one of the Four Emperors.

The Marines

The Marines are by far the largest and most powerful force of the World Government, being its main means of both defending and extracting taxes and the Heavenly Tribute from every nation under its protection. The Marones have bases all over and many ranks for its members, from the lofty fleet Admiral to the lowly chore boys scrubbing the decks of ships. The marines spend much of their time defending civilians from pirates, but it has corrupt elements at every level taking advantage of innocents and its very purpose is to serve the World Nobles who rule things on high from Mary Geoise. Your starting position in the Marines will largely depend on your strength and overall competency.

Other Pirates

You can choose to be a part of/have a history with any active pirate crew aside from those of the Four Emperors, Doflamingo, and Buggy. There are countless miscellaneous pirate crews out there you could choose, so there's no way to go into detail on all of them.

Revolutionary Army

The revolutionary army was founded 30 years ago, originally known as the freedom fighters. They are a guerilla military force fighting for the destruction of the World Government due to its massive corruption and the abuses of the celestial dragons. Led by Monkey D. Dragon, father of Luffy, they are currently liberating many small islands and bringing them under their influence to build up enough strength to one day overthrow the World Government altogether. Other notable figures include Emporio Ivankov, leader of the Kamabakka Kingdom, and formerly Bartholomew Kuma. Luffy's bond brother Sabo is here but has amnesia relating to his brothers.

Alabasta Royalty
You are in some way connected to the royal family of the Desert Kingdom Alabasta, be that as an actual royal, a servant or member of the military. The royals of Alabasta have been kind and benevolent rulers since at least the founding of the World Government, but their standing with their people has dropped since Warlord Crocodile used his secret organization Baroque Works to perform false flags blaming the royal family for the disappearance of rain from Alabasta. Princess Vivi is really hot.

Baroque Works
A secretive criminal organization founded by the Warlord of the Sea, Crocodile. Baroque Works is a large organization performing tons of illegal activities and covert operations to acquire funds, depose the royal family of Alabasta and put Crocodile on the throne. His ultimate goal is to rule the world itself using his right hand woman Nico Robin's ability to read poneglyphs to discover the location of the ancient weapon Pluton, a massive warship able to wipe out entire islands in a single shot. Another high ranking member is the okama Bentham, also known as Bon Clay.

Cipher Pol
Cipher Pol are spy and assassin agencies of the World Government made to do jobs too covert or dirty even for the Marines. They are typically trained from birth to be ruthless killing machines and follow orders to the letter. There are ten Cipher Pol groups, going from 1 to 9 with CP0 being the secret tenth most powerful and competent group which resides in Mary Geoise, directly doing the work of the celestial dragons.

Kuja
The Kuja are the amazonian warrior women of Amazon Lily. The Kuja are very strong, valuing strength above all else and all trained in the use of Haki. They are highly ignorant of men to the point of most being unable to recognize one when they see one. They are ruled by their queen Boa Hancock, Warlord of the Sea and the most beautiful woman in the world. You could potentially be related to Boa Hancock, though being here as a man would take some odd circumstances.

Whitebeard Pirates
This is perhaps currently the most feared and powerful pirate crew of all. The Whitebeard pirates are led by Edward Newgate, better known as Whitebeard, who is considered the strongest man alive despite being sick with a life threatening illness. He considers his whole crew his sons (though he accepts women on as well) and loves them deeply, as he would go to war over the life of just one of his crew. Luffy's bond brother Ace is a commander under Whitebeard.

Doflamingo Pirates

This pirate crew is almost like a cult dedicated to their captain, Doflamingo. Doflamingo is one of the biggest players in the criminal underworld under the alias of “Joker”. He overthrew the kingdom of Dressrosa and uses it as a hub for his trade of illegal goods, including artificial devil fruits called SMILE fruits which he sells to Kaido of the Four Emperors. He was born a celestial dragon but lost that status when his father took him and his brothers to the world below, being abused and tortured by the citizens. Doflamingo seeks to get revenge on everyone by becoming immortal using the powers of the Ope Ope no Mi and becoming the one ruler of the world.

Big Mom Pirates

Charlotte Linlin is one of the Four Emperors and among the most terrifying pirates alive. Her epithet comes from the fact she's had at least one child a year all the way up until she was 60 and most of those children are pirates in her crew. Big Mom seeks to create a world where people of all races can live in peace and sit at the same eye level, so in her territory she's tried to gather people from every possible race. In reality her goals are far less selfless and more about her own gratification and neuroses. You're quite possibly one of Big Mom’s children.

Kozuki Clan

In the isolated land of Wano, the Kozuki clan once ruled and maintained peace in the land until they were covertly overthrown by the schemer Orochi. Although the clan has been nearly destroyed, the retainers of Kozuki Oden still hold hope that things will get better. Momonosuke, son of Oden, will arrive on Wano directly from the past in two years' time alongside several of Oden’s most trusted servants. You likely were a servant of Oden, though you could be his kid.

Beast Pirates

The pirate crew of Kaido, King of Beasts. Kaido is one of the Four Emperors and one of the strongest people in the world. His crew are no different, especially because an abnormal amount of them are devil fruit users via the SMILE fruits he's purchasing from Doflamingo. He plans to launch a war against the government itself one day and is building up strength and weapons for that reason. You may be directly descended from him like his daughter Yamato.

Germa Kingdom

The infamous evil army told of in children's stories and comic books. The Germa Kingdom is a seafaring kingdom made up of many Battleships which can combine together to form one landmass. It is a kingdom of science and warfare ruled over by the Vinsmoke family, in particular Vinsmoke Judge. They use genetically modified clone soldiers to attempt to reconquer the North Blue they once ruled. Judge has even turned his own children into emotionless, genetically modified super warriors using his mad science. You are likely related to the Vinsmoke family in some way, possibly even being a child of Judge (probably deemed a failure if you're not strong like his other children.)

Free/600/800 - Rocks Pirates

Decades ago, the strongest pirate crew in history was formed. They were the Rocks Pirates, created by Rocks D. Xebec so that he could take over the world. The Rocks Pirates were monsters who were always butting heads, brought together out of mutual interest. Their exploits would make up the greatest legends of pirate history had the world government not erased them. You could choose to have once been part of this legendary crew and have history with all the former members like Big Mom, Kaido and Whitebeard. If you pay 600 points for this option you have the strength legends of this crew were known for. You have incredibly powerful Haki and could battle with the likes of Golden Lion Shiki, Charlotte Linlin and even Edward Newgate and fight them to a draw, at least in the Rocks era. For 800 points you are the equal in strength and Haki skill to Rocks D. Xebec himself, strong enough that you could show up the future Pirate King in his performance on God Valley. The first tier gives you Conqueror's Haki for free. The second also gives Divine might.

500/800/+100 - Celestial Dragons

You have hit the jackpot of life and been born as a World Noble. The celestial dragons are treated as gods compared to normal people and live unimaginably luxurious lives. Not only are you absurdly wealthy from the Heavenly Tribute, even compared to kings of the lower world, but you can do anything to someone who isn't a celestial dragon and they have no way to retaliate. You could kidnap a random married woman or even a princess and force her to be your slave-wife with zero repercussions. If someone did try to retaliate, an Admiral would immediately be sent to smite them. You will maintain this status and wealth in future worlds, being treated as a god who cannot be touched without the wrath of heaven raining down. Whatever that world's closest equivalent to an Admiral is will immediately come to your aid and if there isn't one then an Admiral of this world will show up regardless.

For 800 points you are one of the God's Knights, the elite warriors of Mary Geoise who have been made immortal by a contract with Imu. Due to the deal made with Imu you no longer age and have become truly immortal, as any and all harm imaginable such as severed limbs or broken bones will heal immediately. You could even heal from being reduced to dust. The primary weakness to this immortality is exceptionally powerful Conqueror's Haki, which can still kill you. As a God's Knight, you are expected to serve Imu and while Imu is particularly lax in regards to what you do with your time they will not tolerate disobedience. Any signs of treachery from you and Imu will attempt to possess you or remove your powers altogether, only getting them back after the jump. Through the power given to you by the Great One, you gain Conqueror's Haki and Divine Might for free.

If you instead wanna gain 100 points, you are a former celestial dragon fallen to the mortal realm for one reason or another. All your privileges have been stripped from you and the common people's hatred for celestial dragons is so great that they will scorn you and may even attempt to torture you should they find out the truth of your history.

Races

You get a +300 point stipend to be shared between this section, the Devil Fruits section and the Haki section.

Human/Skypiean/Shandian - Free

Humans are the main race of this world, though far from the only race you're likely to encounter. There's not much to say about humanity except that they are common interbreeders with other races, creating many types of human hybrids around the seas. Alternatively you can be a Skypiean/Shandian, who are the same as humans except for having a pair of non-functional wings, living atop cloud islands floating high in the sky.

LongArm/Leg/Neck Tribe - Free/100

The long-arm, long-leg and long-neck tribes are just like normal humans save for their exaggerated long arms, legs and necks respectively. While the long arm and neck tribes don't particularly display enhanced abilities for their exaggerated body parts, long-legs have greatly enhanced speed and leg strength due to their exaggerated legs. As such, you only have to pay to be a member of that tribe.

Fishmen - 200

Fishmen are a race of people native to the aptly named underwater kingdom of Fishman Island. They are like a fusion of humans and various types of fish. Fishmen naturally have not only the ability to breathe both underwater and on land, but ten times the strength of the average human (though training can bridge this gap). Furthermore, while a human's strength is effectively cut in half in the water, a fishman's strength is effectively doubled in water, meaning a fishman is unlikely to lose a battle with humans in the water. Fishmen can also communicate with all kinds of sea creatures aside from the Neptunian sea monsters and get sea creatures to do their bidding relatively easily. A fishman will have unique abilities depending on the particular type of fish they are, for instance an octopus fishman would have eight limbs and could shoot ink while a shark fishman could infinitely regrow their teeth. While fishmen are powerful, they are often victims of discrimination on the surface world and are commonly used as slaves.

Merfolk - Free/100

Merfolk are a race closely related to fishmen who are also native to Fishman Island, with physical features based on various fish and tails in place of their lower body. This tail grants them unparalleled speed in the water compared even to fishmen and any sea creature. They possess the same abilities to breathe both underwater and on land as fishmen, as well as command over sea life, though they lack their increased strength and with their tail it's normally impossible for a mermaid or merman to navigate land. This changes for mermaids as once they reach a certain age they "bifurcate", causing their tail to split into two functional legs, though they can fuse them back together to regain their supreme swimming speed. It costs 100 points only to be a mermaid and you can choose to be bifurcated if you are one.

Giant - 200/300

The giants are perhaps the most physically powerful of all races due to their immense size, being so large that the average human barely comes up to their ankles. Giants come from various islands, but the most famous are the warrior giants from the island of Elbaf who terrorized the seas a century ago. Giants are not only known for their astonishing size but their lifespans as well, as the average lifespan for a giant is 300 years. They not only age but mature slowly, as a giant is still the equivalent of an elementary school child even in their 20s. For 300 points you can instead be an ancient giant, noted for their horns, sharp fangs, odd colored skin and most importantly being roughly triple the size of normal giants with increased strength to match. Not all ancient giants have these abnormal physical features besides the horns.

Tontatta - +200

The tontattas, also known as dwarves, are tiny humans native to an island off the coast of the island nation of Dressrosa. Their size is like that of a little doll and as such it's extremely rare for them to be seen. Despite their stature, tontattas can not only display comparable physical strength to humans but are also quite quick, so much so that they've made a habit of snatching people's belongings without them even noticing. They also have a natural talent for cultivating plant life of all kinds so long as that life itself isn't artificial. Despite their many positive traits, this option gives points because tontattas are incredibly gullible, believing basically anything anyone tells them. If you take this option you have that gullibility as a type of drawback during the jump.

Animal - +200/+100/Free

You are an animal. Not a special talking animal or some other magic animal, but just an animal. In a world run by humans whom you can't effectively communicate with, the disadvantages here should be obvious. As such, you gain +200 points if you choose this option. Alternatively, you CAN be a powerful almost magical animal of the likes of the giant gorillas in Wano, the massive desert walking crabs of Alabasta or even the incredibly fast giant ducks of Alabasta. You'd still have the communication issue and other issues with being an animal, however. For free you're just a normal animal that can talk because you believed you were human growing up.

Lunarian - 300

A truly rare, nearly extinct race with only one known living member. Lunarians are extremely distinctive, as they have silver-white hair, dark skin, a pair of functional black wings and a plume of fire constantly blazing on their upper back. Lunarians can control the fire their body produces to ignite themselves and weapons they're wielding or even emit it in powerful fire blasts. So long as the flames on a lunarian’s back are active their physical defense is monstrous, though either from exhaustion or manual deactivation this flame can temporarily go out, causing the lunarian's defenses to lower but causing their speed to significantly increase in exchange. Due to their incredible vitality, lunarians can thrive in any natural environment. As a lunarian, you're likely to be hunted by the world government for experimentation if your heritage is revealed.

Mink - 300

Minks are a hidden people living in the Kingdom of Zou atop the colossal elephant Zunesha. Minks are furry mammalian human hybrids of many types, similar to fishmen in that regard. Minks are vastly physically superior to normal humans, with further enhanced abilities based on the type of mink such as a rabbit mink being able to jump hundreds of feet in the air. On top of their strength, they are naturally skilled at combat even at birth, with literal newborns being able to defend themselves like a seasoned warrior. They also recover from exhaustion and injury quite quickly. On top of all this, minks have the ability to naturally produce electricity from their bodies and use it in combat, even coating their weapons in it if they use them.

The true power of minks is unleashed when they look at the full moon, causing them to enter their sulong form. A sulong mink's hair grows far longer and turns all white along with their eyes turning red and in this state their physical capabilities as well as their electric powers are multiplied many times over as a primal rage overcomes them which they must train to control. This state only lasts a few minutes, is very draining and will deactivate if the mink isn't exposed to the full moon, but only the mightiest of fighters in the world could hope to stop a sulong mink.

100 - Big

You are an exceptionally large member of your race, being overall stronger and more hardy as a result. A normal human could be a little over 21 feet tall. The size difference may not be as extreme with larger races like giants, but it would still be noticeable.

Hybrid

This is not a race in and of itself, but the option to be a combination of two or more races, like a giant father and tontatta mother. You can either pay the full price for all races or split the cost of any given race in the combination in half to manifest their traits at half strength, such as a fishman/human hybrid being only 5 times as naturally strong as a human. For animals and tontattas this makes the drawbacks only half as bad at the cost of only giving half as many points.

Devil Fruits

Devil fruits are a rare treasure coveted by all. The bizarre fruit with a swirly pattern all along them are of entirely unknown origin, though it's theorized that they are born of people's desires. Once eaten, a devil fruit can grant its user strange and esoteric abilities, such as stretching like rubber, controlling and being made out of fire or transforming into a powerful animal-human hybrid. Not all abilities have to do with directly affecting or manipulating the body, as there are devil fruits which simply let the user teleport or control external metal. Devil fruits can be split into three general types: Zoan, which relate to transforming into some kind of creature; Paramecia, which is most linked to abstract and bizarre abilities; and Logia, which turns the user's body into an element such as fire, ice, light or darkness and gives them control over it. There is also the rarest fruit of mythical Zoan, which turns the user into a mythological creature or even a god. All devil fruits have a curse associated with them, that being that a devil fruit user will have all their strength and devil fruit powers sapped when submerged in water as the ocean itself despises the unnatural powers of the fruit. This weakness will be removed post-jump.

For free, you can be a user of a SMILE fruit, artificial Zoan devil fruits which don't allow the user to control or revert their Zoan form. For 200 points, you have a fruit on the level of the Suke Suke no Mi which allows the user to turn invisible, various basic Zoan fruits such as the Hito Hito no Mi or even particularly weak Logia like the Moku Moku no Mi. For 400 your fruit is more powerful or versatile. Examples include the Yomi Yomi no Mi used by Brook, the Horo Horo no Mi used by Perona, ancient Zoan fruits which allowed Tobi Roppo members to become dinosaurs and most logia fruits such as Ace’s Mera Mera no Mi or the Gasu Gasu no Mi. For 600 points you have a top tier devil fruit. Examples include mythical Zoans like Hito Hito No Mi, Model: Nika, powerful Paramecia like the Hobi Hobi no Mi or Jewelry Bonney’s Toshi Toshi no Mi and Logia like Kizaru’s Pika Pika no Mi or Enel's Goro Goro no Mi.

300 - Awakening

Most devil fruit users don't train with their fruits, simply taking their powers for granted. You have taken your fruit to its full potential, unlocking its awakened state. An awakening grants a devil fruit vastly enhanced abilities or possibly new abilities altogether, taking the fruit to the next level. The awakened Gomu Gomu no Mi unlocks the true power of the fruit which allows the user to become the sun god Nika and fight by manifesting their very imagination into reality along with vastly enhancing the user's physical might. While not all awakened fruits will be this extreme in their effects, they'll certainly bring the fruit to an entirely different level.

200 - Ze Ha Ha Ha!

Marshall D. Teach is the only known being in history capable of having two devil fruits, attributed to some abnormality of his physiology. You possess the same physiology as him, allowing you to have two devil fruits simultaneously and no longer need sleep. You can buy two fruits from this section or even buy none and choose to find them on your own if you'd prefer.

Haki

Haki is an ability to harness one's spiritual energy through their willpower. Although few know of its existence outside the New World, the strongest of fighters in this world consider Haki training to be all but mandatory as it opens a whole new dimension of power to its users. Haki can be divided into three types, or colors.

The first “color” is the color of armament, armament Haki. Armament Haki involves making the user’s spiritual energy into armor around themselves to enhance both offense and defense as well as bypass the defensive abilities of most devil fruits, with higher level applications involving projecting energy outwards and directly into targets to hit them from within.

The second is the color of observation, observation Haki. Observation Haki grants the user a sixth sense to detect the presence, strength and even emotions of those around them, with very high level practitioners being able to literally see very briefly into the future.

The final color is rare even among Haki users as only a rare few are born with the ability to use it. This is the color of the Supreme King, conqueror's Haki. Conqueror's Haki involves the user's will dominating the will of others, either intimidating them into flight or inaction or even knocking out foes significantly weaker than the user. The advanced application of conqueror's Haki is the ability to imbue it into the user's body and weapons to vastly enhance the power of their attacks, granting them an unmatched level of attack potency.

You may choose your Haki “origin”. This school of Haki’s perks will be discounted to you in the upcoming sections, with discounted perks being 50% off and 100 point perks being free when discounted. A massive disclaimer: Conqueror's Haki must be purchased to access it and its perks and use it as a Haki “origin”. You may pay 300 GG to unlock conqueror's Haki. You may start with a beginner's level of skill in all types of Haki you have access to for free.

+200 - No Haki?

Haki who? Much like most people in this world, you've got no experience with Haki. In fact, you no longer remember it exists or any details about it. You'll have to rediscover its existence on your own and then train up all the way from scratch. If you have the “King of Beasts” perk or other options like certain affiliations that grant skill in Haki then when you do start to learn Haki your training will be accelerated until you reach the level you'd have normally been granted by the perk, which should take about a year.

Unlike other drawbacks, companions can take this drawback to gain +200 points.

Armament

100 - Armament Proficiency
You're very talented in armament Haki, improving at it significantly faster than the average practitioner. In addition, you use it more efficiently in combat, for instance coating just your finger to block an attack rather than your whole hand or arm.

100 - Armor
You've become skilled enough in armament Haki to make it manifest as visible black armor on your body. The Haki armor is incredibly tough and increases how hard you hit, with both aspects only increasing as the user's Haki improves.

200 - Flames
This may just be the rarest feat of armament Haki, a state in which your Haki becomes so amplified it's temporarily coated in flames. What this effectively is is a high energy cost amplification used to significantly power up your attacks, most useful for bigger attacks due to the high cost associated with it.

200 - Imbuement
All Haki users imbue their Haki into their weapons, be they melee or ranged like arrows, but you are exceptional at this skill. You know the method to permanently imbue a weapon with your Haki, as is the case with incredibly powerful weapons like the Supreme and Great grade blades. As you apply this method, it won't take more than a few months for any weapon you use regularly to become like those blades, permanently imbued with your Haki and carrying the same power in the hands of anyone as it did in your hands.

300 - Internal Destruction
The most powerful feats of armament Haki. This is a skill that involves projecting the Haki from your body to strike with invisible force from a distance. While this in and of itself is useful, you've mastered the true potential of this technique which is internal destruction. The energy you send can travel directly into a target and destroy it from the inside out, allowing you to bypass the defenses of others or destroy mechanical devices with hard outer shells. This technique can also be used with direct blows, not just emitted attacks.

Observation

100 - Observation Proficiency
You're very talented in observation Haki, improving at it significantly faster than the average practitioner. In addition, the range of your observation is larger and you have an easier time remaining calm, as that's necessary to maintain high level observation Haki.

100 - Intent Sensing
The ability to read a target's intentions to predict their actions. This is the most commonly used aspect of the color of observation, allowing you to see attacks coming and avoid them preemptively. This ability is incredibly useful but there are certain ways around it, such as enemies attacking in a way even they can't predict like throwing an extremely bouncy projectile around and seeing what happens.

200 - Emotion Sensing
You are particularly attuned to detecting and reading the emotions of others with the color of observation. Where many have this ability more at a surface level, you can easily detect more hidden and subtle emotions like trauma or deep-seated resentment. You'll always know exactly what the people around you are feeling unless they're extremely good at controlling and inducing false emotions like Charlotte Pudding.

200 - Wide Scale
You have an incredible scope to your observation Haki. Even as a novice you could sense the entire area of a small town, feeling where everyone is located, their level of strength, Haki level and so on. As you become more and more skilled this range will expand to whole cities and even whole islands, allowing you to act as an amazing tracker and warning system for danger.

300 - Future Sight
Far beyond simple prediction, this is the ability to truly see into the future. So long as you maintain a high level of observation you can see several seconds into the future at all times, making you near impossible to hit or dodge and giving you a major edge in any encounter. The only true counters to this ability are overwhelming speed and similarly powerful future sight. The amount of time into the future you can see will grow as your observation Haki grows.

Conqueror's

100 - Conqueror's Proficiency
You're very talented in conqueror's Haki, improving at it significantly faster than the average practitioner. In addition, your willpower is notably stronger, making your conqueror's Haki more spiritually forceful. This means it will be able to give pause to and knock stronger opponents and have this effect over a greater distance.

100 - Stop!
You can consciously unleash your conqueror's Haki. This will affect everyone in range until you learn to control it and cause them to freeze up, run away or pass out altogether depending on their strength relative to your own. This ability is incredibly powerful against large groups as your Conqueror's Haki can instantly knock out whole armies if that army was significantly weaker than you are overall.

200 - Concentration
Unleashing your conqueror's Haki is simple enough, but you've learned how to direct it so that it won't affect everyone around you indiscriminately. Concentrating it also ensures an increased effect the fewer targets are hit. Even an opponent nearing your level could be made to pause or flee with all your conqueror's Haki bearing down on them.

200 - Storage
You've learned to do something not seen since Joyboy - storing your own conqueror's Haki in a physical object like a knot. You can spend time storing a large amount of your color of conquerors inside something like a knot or a closed jar. When that thing is undone or opened the Haki will come flooding out, with greater effects the more you stored inside. This burst could potentially disable the devil fruit powers of enemies on your own level or send them running for the hills, though storing up that much Haki may take a while. The biggest strength of this is the ability to give it to your friends so that they can protect themselves with it.

300 - Divine Might
You can directly imbue conqueror's Haki into your attacks. This can cause your attacks to radiate red-black lightning, especially if clashing with another conqueror's Haki user, and most importantly it makes the attacks used this way massively stronger. This form of enhancement is far greater than even armament Haki, but also much more draining. Even more Haki could be imbued into an attack using this method to perform massive attacks that can split the clouds and sink entire fleets.

Perks

Three perks and items of each price tier (50 and 100 are the same tier) are discounted 50%. 50 and 100 point perks and items are free when discounted. **The “origins” ahead are not true origins and merely exist for organizational purposes.**

Free - Binks’ Brew

This world can be really bleak, but it’s also wondrous and ripe for adventure. There's lost jungles filled with dinosaurs, islands in the skies, ancient civilizations buried beneath the waves, rowdy port towns filled with pirates and tons of wacky friends and foes alike to meet along the way. Even when you leave this world, you can carry the adventures into the future as the new worlds you visit will be just as filled with ancient secrets, drama filled conflicts and larger than life personalities. Day and night to our delight the voyage never ends!

50 - Vivre Creator

There's a special type of paper called Vivre cards mostly common in the New World. This paper will attune to the soul of a person and from that point on it's linked to them, always subtly pulling towards that person and showing their life force by burning as their vitality shrinks, fully burning up when that person dies. You know the means to create this special type of tracking paper and can do so even in future worlds.

50 - Master of Craft

Despite this being a world of powerful warriors, there are still regular people held in great renown. You are a master of some form of construction such as ship building, architecture or stonemasonry. Your talent is world class, being able to design and actualize massive fortresses like Onigashima or the palace of Alubarna, or if you're a stone mason you have the same skills as the Kozuki clan who created the Poneglyphs. You can purchase multiple “crafts”.

50/200/400 - Beautiful

Everyone loves a pretty face. You're quite the fetching lad/lass, whether that means you're a buff and ruggedly handsome gentleman or a woman with big tangerines whose body is eerily close to an actual hourglass in shape. For 200 points your beauty is borderline divine. Everyone in the world will fawn over your beauty even regardless of sexual orientation and forgive nearly anything you do solely because you're beautiful. For 400 points your beauty is further beyond, so beautiful flowers literally wither in your presence and everyone in the world is obsessed.

100 - World's Strongest

You are a legend. You have a title such as “The World's Strongest Creature” or “The King of the Pirates” which strikes admiration and fear into all who hear it. People will hesitate to even act against you due to your reputation. Should your title be proven to be undeserved, people will see through this aura and won't be swayed by the power of your title. That wouldn't happen, right?

200 - Will of D.

There are a few rare people in this world who bear the middle initial “D.”. Being called the enemies of the gods, these people seem to create chaos wherever they go and they're constantly in opposition to oppressive forces like the world government. You also have this middle initial, and as a result fate always seems to put you in positions to disrupt the status quo of society and bring down oppressors like the celestial dragons.

200 - Martial Arts

In a world with so many fighters it's no surprise that there are a wide variety of martial arts. You are either an expert or an outright master of one of the martial arts of this world such as Fishman Karate. The martial arts of this world often have borderline supernatural effects such as the aforementioned Fishman Karate which allows experts to manipulate water or Lao G’s fighting style in which he saved up energy all throughout his youth to be able to unleash it during his old age. Another example is the King Punch fighting style in which the user stores up power for an hour so that they can then unleash a massively amplified attack strong enough to damage even one of the Four Emperors. Even superhumanly good sniping counts as a martial art. You can purchase multiple martial arts, though you cannot purchase the Six Powers with this option. You can also make your own martial art and buy it here.

200 - 1,2, Jumper!

Once upon a time, a weird and funky little mushroom grew on you and you ate it. It tasted awful, but on the bright side you can now hypnotize people! By swinging a pendulum in front of someone and giving them a suggestion such as “you will fall asleep” and then uttering a hypnotic phrase like “1,2, Jango” the suggestion will take effect so long as they were watching the pendulum. The suggestions can put people to sleep, make them obey your commands and rewrite their memories and identities. It can also have positive effects like enhancing the target's strength such that a normal man could shatter stone, healing wounds and restoring their stamina all through the power of suggestion. The weaknesses of the ability are that it's easy to avoid once you know how the power works and your own suggestions work on yourself, though that could also be a strength if you use it to enhance yourself.

200 - Fortune Teller

You've been special ever since you were little. You see visions of things yet to be. You have the ability to scry into the future to see the events to come using a crystal ball. You can't control when your visions come on, but when they do they allow you to see very important events in the future. Your predictions are always correct and while the results seemingly can't be altered, you can use the knowledge of future events to plan around them and prepare accordingly.

200/400 - Swordsmith

Seeing a poorly crafted blade is such a disgrace! A blade should be made with a piece of the crafter's very soul as the core! You've honed your skill at creating blades (and all forms of weapons) to a point that you can create meitos, or graded blades. Your laziest throwaway efforts are still considered graded blades, while those you put true love and care into will be great grade blades like Wado Ichimonji or Enma.

For 400 points you are among the greatest bladesmiths to ever exist. Without even trying you can make skillful or even great grade blades, and by pouring your everything into the crafting of a blade you can make supreme grade blades matching even Yoru, the strongest blade in the world. If you truly gave it your all, you could one day forge a blade even beyond Yoru.

400 - Seimei Kikan

A thousand years have you trained high atop the mountains, and lo! Behold the fruits of thine labor! You have mastered a power which allows you to control any part of your body, from your hair to unconscious biological processes like digestion. You could use this technique with a large head of hair to make your hair itself into an appendage you can attack with, or eat a massive amount of food only to digest it in moments. These are relatively simple applications, and the full implications of this ability are likely far greater.

400 - Voice of All Things

Listen and hear the world speak. You have the ability to understand the voice of all things. You can understand things through a form of mental link, understanding them on a fundamental level. One example is that you have the ability to understand writing you cannot read such as poneglyphs as the text itself seems to mentally communicate its message to you. Another is that you can hear conversations between the sea Kings that are purely mental communications. Not only can you receive messages this way, but send them as well.

1200 (Non Discountable) - Poseidon

The mysterious poneglyphs found all around the world speak of legendary weapons capable of bringing destruction to the entire planet; you are one of them. You have the ability to communicate with and control the sea Kings, the giant sea monsters which exist in massive droves primarily in the calm belt surrounding the grand line. Most of these sea Kings are around 5 km in length and just a few of them are capable of destroying an entire Island, wiping it off the map. As these creatures view you as their rightful King they will obey your every command and you have more than enough available to destroy the entire world if you wanted. In future worlds, you will be able to control other such sea monsters.

Rookie Pirate

100 - Dreams Never End

So many people end up losing their dreams. They give up what they most wanted in the world because they don't believe they can have it. You aren't like them. You have the determination to stick with your dreams through thick and thin, never faltering in your belief that you'll achieve them. Your incredible determination means you'll never give up, not on your dreams and not on anything else you set your mind to. You WILL make your dreams come true.

200 - Weird Body

You're weird even for this world. Your biology practically defies all logic. For one thing, you can eat impossibly large amounts of food; if you were a human you could eat more than a starving Giant and still have room for more. You can digest that food very quickly, which can somehow heal your wounds, regenerate damaged bones and missing teeth and restore your energy. If you just had the fight of your life in which you were beaten almost to death you'd be restored to top shape just by eating meat. How does your body even work?!

400 - Nakama

You're a really lucky person. You always seem to bump into the people you need most. Powerful warriors, amazing navigators, world class chefs, royalty, so many exceptional people quickly become your friends wherever you go and as you continue to spend time with them they'll become far more than friends. They'll become your family.

600 - Overtaken

This world's filled with powerful pirates who are strong beyond all imagination, but you'll surpass them all! When it comes to getting stronger and mastering new abilities, nobody's as good as you. It could take most people decades, if ever, to become an expert in Haki or master the use of a Devil Fruit but with a good teacher you could do it in two years. While your growth in training is fast, it's nothing compared to the growth you get from active experience. When you engage with battles against powerful enemies you grow greatly over the course of just one fight, especially when they're stronger than you are. In a life or death fight against someone way stronger you could master a new Haki ability or awaken your devil fruit in just one battle.

600 - Joy Boy

You're something more than human - you represent an idea. You are hope. You are freedom. You are Liberation. Your existence gives others hope even in the deepest depths of hell. Seeing you in action battling the forces of oppression can make even the most cynical person weep with joy. Even if you were killed right before their eyes they would believe in their heart you'd somehow come back and they would be right to believe that, since you're practically impossible to put down. Things that should kill you fail and if you did die? The drum beat of your heart would sound to bring you back good as new. I wouldn't test my luck on that more than once a decade.

Marine

100 - Blank Justice

The Marines are an organization dedicated to Justice, but many in the organization have their own definition of just what Justice is. You have your own philosophy of Justice and it guides you throughout your life. The effects of this philosophy on you will be overall positive, but depends on exactly what it is. Admiral Akainu's philosophy of absolute Justice gives him certainty and motivation so that he tries as hard as possible to ensure absolute Justice is done, while Admiral Kizaru's philosophy of unclear Justice removes the mental and emotional toll of doing horrible things just because someone higher in the command chain told you to.

200 - Meritocracy

As with any organization, getting promoted in the Navy is no easy task. It takes hard work, dedication and going above and beyond time and time again. That being said, when you do put in that extra work you will see it pay off. You always seem to be judged based on your accomplishments, even outside of the Navy. No matter what the job is, you will be rewarded properly for the amount of effort you put in and the results you achieve, bypassing the usual glass ceiling of nepotism. If you work as hard as you can then just maybe you'll be the fleet Admiral one day!

200 - My Own Justice

Just because you're in the Navy doesn't mean you have to do everything the world government says. You can carve your own path. So long as you are generally doing your job, you can disobey orders and engage your own missions against the commands of the higher-ups without repercussions. So long as what you're doing isn't obvious treachery, you'll be allowed to keep your position and won't be punished even if you start fights with emperors. The same applies to any group or organization you're a part of.

600 - Hero

The highest ranked marines, the Admirals, are all powerful devil fruit users. but the strongest marine of all time doesn't have a devil fruit. Garp the Hero was so strong that in his prime he rivaled the likes of legendary figures like Rocks D. Xebec and even the pirate king himself, his raw might capable of pulverizing entire mountains. Even now in his seventies, Garp is still strong enough to destroy an entire city with one punch. Much like Garp, you are exceptionally strong. You can use entire battleships as punching bags and swing around a massive ball on a chain several times bigger than a ship without even using Haki. While you aren't quite to his level yet with just this, especially not his prime strength, with a couple years of dedicated training you have the potential to reach even that height of power. You can pay an additional undiscounted 300 points to equal Garp's strength on God Valley.

Revolutionary

100 - Historian

There are few things an oppressive regime fears more than the truth of history being revealed. You are highly learned in the history of this world, to such an extent that you can read the text written on the poneglyphs. Beyond raw knowledge you're quite sharp when it comes to unraveling the mysteries of history and ancient ruins, being a talented archaeologist. You know how to fit all the puzzle pieces together to understand the truths of the past.

200 - Dragon’s Hoard

The one thing a true rebel fears is that the people close to them will be punished for their actions. Thankfully, this just isn't a problem for you. Regardless of who you piss off they'll never think to use those you care about like family members to get to you or punish them simply for being associated with you. This doesn't protect those actively working against the same people you are like your fellow revolutionaries, but that's expected. You've got one less thing to worry about.

400 - Don't Forget

There are people in this world that will try to break you and make you into what they want you to be, but no matter how broken your will is, love can never be broken. If you were brainwashed or even literally programmed like a machine, the control they have over you will be broken if your loved ones are in danger. Somehow, even if your memory was erased you would still remember your loved ones and that you want to protect them. There's no viable scientific explanation for this, but that's how all love is.

600 - Foster The People

This corrupt world has gone on long enough. It's time for a revolution. You can incite entire nations to rebellion, making them rise up against their oppressors nearly overnight. Not only are you a master of inciting rebellions, but also leading them. You are incredibly good at guerilla warfare and ensuring that your operation isn't discovered even by a force as all encompassing as the world government. In just a decade you could start from nothing to become a force the world government is scared of. As you continue doing this, your example will light the fire of rebellion in the hearts of people around the world, causing even nations you've never interacted with to rise up inspired by your example. You will change the world.

Swordsman

100 - Personal Style

No two swordsmen fight exactly alike. Each has their own individual style which they develop over years and decades of fierce combat. You have your own unique style of swordsmanship. It could be as odd as Zoro's three sword style or more traditional like the swordsmanship of Dracule Mihawk, but it will take on its own unique character over time. You and your style will grow stronger and more precise the more often you clash blades with other powerful swordsmen. Perhaps one day you'll even reach the likes of Mihawk.

200 - Sacred Technique

You've ascended beyond mere mundane swordsmanship and entered the supernatural. You have your own technique or techniques with downright supernatural effects, such as Mihawk's sword shockwaves which can cleave a battleship in half or the Foxfire style which allows the user to cleave through fire itself as well as explosions, deflecting them. You could choose to develop your own borderline magical technique which is similarly powerful to these examples and with training possibly create even more. This is your entry into the realm of legends.

400 - Copycat

Why have just one style when you could have it all? Once you've observed a style or particular technique you'll be able to copy it. How long it takes to copy them both in time spent studying and time practicing depends on how complex the techniques are and the level of skill needed to perform them in the first place. This can even copy more esoteric styles and techniques such as Foxfire style or the sword shockwaves of Dracule Mihawk. One day, you could master everything in the world.

600 - Ashura

You are something far beyond a man, something far worse. You are a demon. You somehow have the ability to manifest an avatar with your spiritual energy in a form of your choosing, such as yourself with three heads and six arms. This avatar is incredibly powerful, effectively multiplying your strength three times over. .Your avatar is very tiring to manifest and use, therefore it is difficult to maintain for long periods of time, but when you do use it you may as well be unstoppable.

Artist

100 - World Class

You are one of the top in your field at a form of art, be that music, painting, dancing or even cooking. Whatever you classify as your brand of art, you are near the peak. You could make food so good it gives people vivid flashbacks of their childhood or music that could move grown men to tears. You even have some enhanced physical abilities that relate to your art, like a chef being able to tell all the ingredients in a dish simply by smelling it. With your talents it would be no trouble at all to become world famous! You can buy more art forms to master for 50 GG each.

200 - Empathy

To love is to understand someone and choose to relieve their pain. You don't need observation Haki to see what someone's true feelings are. You can look past the most convincing cold facade and see the hurt person underneath. Once you see who they really are on the inside, helping them is only a matter of reaching out and showing kindness. Your compassion will bring out the best in them and help them overcome their trauma, transforming their life for the better. Some will be so grateful towards your kindness that they may fall in love with you.

200 - Reading The Cards

Well not a traditional form of art, tarot reading is like an art of its own. You can perform readings with tarot cards in order to determine the likelihood of events and predict the future. While you cannot truly predict the future as you don't know for sure what will happen, you do understand the percentages. You may discover there's a 40% chance that you'll die if you choose to attack an opponent or that there's a 90% chance of rain tomorrow. This ability extends into the supernatural, as by drawing cards from a tarot deck you can have literally magical effects happen such as increasing the power of your devil fruit temporarily or causing your allies to attack one another. This ability is very risky as there are nearly as many bad outcomes for you as there are good ones, but what coward would shy away from a little risk?

400 - Abnormal Art

Art has the ability to move people, but you've given that a whole new meaning. Your art can directly affect the minds and bodies of those who perceive it like a form of mind control. You could create paint and paintings which completely control people's emotions and become stronger or weaker, or you could create music which forces everyone who hears it to stop fighting and start dancing along to the tune. In terms of affecting the body, a chef could make food which restores the user's vitality and strength. Similar abilities could apply to any art and I'm sure with experimentation you'll find all sorts of crazy effects you can inflict on your enemies. This initially applies only to your primary art form, but with time and practice you can apply it to any art you're good at.

Spy/Assassin

100 - Infiltrator

The most universally despised thing in the world is a traitor, and yet they're always in high demand. You are a master of getting people to like and trust you, only to stab them in the back. You could ingratiate yourself into a tight-knit pirate crew for a high level company for years acting with a fake personality and maintain character perfectly for all those years so that almost no one would suspect you. They'll never see your betrayal coming.

200 - Watch Me Navigate

Out on the grand line, there are very few things more valuable than a good navigator. You're just about the best navigator in the world. Not only are you an expert at cartography, but your ability to detect changes in the weather is virtually supernatural, being able to predict literally any weather phenomena coming seemingly inexplicably. On top of this, you can pilot virtually any vehicle, be it a ship, a bike, a car and so on as if you were a master even if you've never even seen it before. You could also mentally calculate the exact perfect route to take even through the most extreme weather like cyclones or spontaneous whirlpools to somehow get out of them alive and with your ship intact. You would be invaluable to any crew.

200/400 - Six Powers

You have mastered Rokushiki, a martial art practiced primarily by Cipher Pol operatives of the world government. The six Powers break down into six abilities. The first is moonwalk, which allows the user to jump off air with incredibly strong kicks, effectively allowing them to fly. The second is iron body, which allows the user to harden and densify parts of their body to the point of being like iron which increases both offensive and defensive potential, though a high degree of mastery is needed to use this while moving. The third is tempest kick, in which the user kicks the air at very high speeds and power to create a shockwave blade of air which is incredibly forceful and sharp. Fourth is shave, which allows the user to move at extremely high speeds to the point most enemies would think the user teleported away. Fifth is finger pistol, where the user uses their finger to rip through opponents with great force, acting as a highly deadly kill shot. Six is paper art, it allows the user to loosen their body to the point of taking on the characteristics of paper, allowing them to nimbly dodge attacks and float on the wind while increasing general flexibility. The final hidden art is Six King pistol, which is like finger pistol using all fingers and serves as the ultimate attack of the style. For 200 you know just 3 moves.

600 - Ninjutsu

Behold the secret power of the Ninja! As a ninja, you're obviously a master of stealth and capable of using ninja tools like shuriken and flying kites, but there are also mysterious abilities they are capable of which are inexplicable, such as the paralysis jutsu which can fully paralyze even powerful opponents or the bunshin no jutsu that creates illusory copies of the user that run around as a distraction. There may be more mystical techniques to learn.

Veteran Pirate

200 - Opportunist

You can't help but laugh at all these pirates talking about “honor” and “friendship”. Pirates are thieves and murderers who take what they want and backstab whoever they need to just to get it. This is how you'll build your empire - schemes planned out for decades, patiently waiting for your chance to strike. You're certainly good at cooking up a master plot, but what really sets you apart is both sheer patience and the ability to spot a chance to grow farther the moment it crops up. If a new position for Warlord's opened up, you immediately figure out how you can use that to further your goals, yet at the same time if that scheme takes decades to bare fruit then you can wait as long as you have to. Now you truly are a pirate!

400 - Presence

It's one thing to stop a battle by jumping in, but it's another entirely to stop it just by arriving. You have a certain “aura” that can intimidate all but the most foolhardy of enemies. Even an opponent equal to you in strength is likely to flee at your arrival if they're not prepared, deeming it too risky or just too much trouble to take you on. For those lesser than you, they may freeze up or scatter like ants at the word of you showing up. Even those stronger than you would treat the prospect of a battle with you as something worthy of utmost attention and consideration. Only the truly foolish or ludicrously brave would be bold enough to challenge you.

600 - Genius Jester

Who needs redeeming qualities when you're blessed by the heavens? You're always going to climb to the top through zero effort and sheer, dumb luck! Your reputation and acclaim rises as you get credit for things you didn't really do. If you were around while an emperor was killed you'd either be given the credit for the kill or considered the true mastermind behind it. Everyone seems to assume the most of you and sheer dumb luck justifies their false belief as ridiculous events occur one after the other. You'll become king of the pirates!

600 - King of Beasts

You are a truly fearsome warrior. Your durability and endurance is legendary. There's almost no method anyone in this world could use to kill you; hanging, explosions, falls from great heights, poison, fire - nothing works except attacks from incredibly powerful warriors such as Admirals or the four emperors. On top of this, you're one of the most experienced and skilled warriors in the entire world due to a lifetime of constant conflict, honing your Haki to an extreme degree, though not quite on the level of the four emperors with just this.

Legendary Pirate

200 - Father

People get old and people die, but will is something that can be passed down. You have the ability not only to inspire countless others to pursue their dreams, but to teach those people what you know and help them get up to speed. You can take someone who's admittedly talented but knows nothing about Haki and within just two years they would have enough skill to be considered nearly a master. More than that, you can serve as a figure of strength and guidance in a young person's life to ensure they grow up right and take the correct path. “Inherited will, the destiny of the age, and the dreams of the people. As long as people continue to pursue the meaning of freedom, these things will never cease to be!”

400 - It's Real!

It doesn't always take a war or an unprecedented series of events to change the world. Sometimes all it takes is a single sentence. If you can ignite people's desires, stir up their hearts and get them to dream bigger than they ever thought before, that alone can create a whole new era. You have this charisma - the raw conviction and force of personality that can inspire others to chase their dreams. This doesn't just apply on the mass scale, but even person to person. Your charisma can draw others into your orbit, wanting to join you, whatever your dreams may be.

600 - Hochi Mama

This world is full of weird people, but you're really something else. You are a massive freak of nature blessed with incredible strength and resilience. Even as a child you could kill experienced warriors of Elbaf and as you grow in maturity your strength will continue to increase to the point of being half as strong as one of the four emperors. Your size is ludicrous compared to your species; if you are a human you'd be almost as big as some Giants once you reach maturity. One last interesting feature about you is that you are extremely fertile. As a woman you would be able to have kids even into your 60s and would often give birth to twins, triplets, maybe even decuplets. Though not all your kids will inherit your might, some will, albeit to a lesser extent.

600 - Mad Man

There are things that just can't be done. That's what they say, but you know it's nonsense. If countless people have a dream, someone's bound to pull it off eventually. Who's to say it won't be you? There's an indescribable special quality to you, be it some sort of luck or fate, that lets you achieve seemingly impossible tasks. Breaking into Mary Geoise, kidnapping several kings and even meeting Imu all by yourself, only to escape completely unscathed? Just another day in the life for you. So’s gathering all the strongest people on the seas under your banner, or finding the One Piece, or maybe even taking over the whole world one day. You do need some base level of aptitude to achieve feats like these, but this means they go from pipe dreams for even the most capable people to things you do every week. Tales of your legendary achievements will spread as well, making you feared and admired worldwide. You'll see the summit of the world!

Doctor

100 - Youthful Secret

Wow, you look very good for your age. You know various medical secrets which allow people to live vastly longer healthier lives. Just with your knowledge you could live to be over 140 years old and still in good shape both physically and mentally. If everyone knew your secret, they surely live a lot longer.

200 - Gastino

Shu ho ho ho ho ho! You are a TRUE genius, unlike the fraud Vegapunk! How could you not be when you've mastered chemical warfare! You're an expert at chemistry and creating chemical weapons, in particular many types of gases like the Land of the Dead gas which instantly coats people in a shell upon contact and slowly paralyzes and petrifies them or hallucinogenic gas that can make people fight each other. Who needs fancy fruits and Haki when you have weapons of mass destruction?!

400 - Virologist

You're taking biological warfare to the next level. You have the knowledge and intelligence to create artificial viruses you can design for many purposes, mostly warfare. The main example would be a virus that makes people like Onis, turning their skin blue and increasing their strength while making them mindlessly violent. Viruses you create can be ludicrously contagious to the point that just contact with an infected will immediately infect someone else. The viruses would have countless other potential effects like dehydrating the victim to near petrification or even changing their gender. Don't make it weird.

600 - Miracle Worker

All significant medical research indicates that there is no such thing as a miracle cure for all ailments. You know that's not true. Why? Because you are the miracle cure. Your intellect and knowledge in the field of medicine is virtually supernatural. Not only do you know just about every ailment in this world and the necessary treatments, but if you were to encounter a new virus, even one manufactured as a weapon, you could synthesize a cure to that virus within minutes while in the middle of a battlefield. With enough time and effort there's nothing you can't cure!

Scientist

400 - Genetic Engineering

A recent major scientific breakthrough was the discovery of lineage factors, the microscopic “code” which makes up all living things. You are particularly talented and intelligent in the field of analyzing and manipulating lineage factors, opening up massive possibilities in the field of biology. You could create identical clones of people who are programmed to be your soldiers and biologically modify people to grant them superhuman abilities and possibly even fuse the elements of various races together to create one master race. Who needs to recruit an army when you could make one from scratch?

400 - Super Robotics

You're no ordinary engineer - you're a super one! You are particularly talented and intelligent in the field of robotics and engineering, allowing you to create amazing devices and weapons. You could create advanced gadgets which manipulate the weather, powerful battleships, even giant fighting robots that shoot lasers out of their eyes! And you can all make it run on soda! Not only can you create these devices externally, but you also know how to integrate them into the human body to make cyborgs. You could even make yourself into a cyborg if you wanted! You can purchase this option two ways, either giving you the know-how and intelligence to create this technology or simply making you a cyborg on par with the likes of Franky or Queen. You can purchase both, with the second purchase being discounted.

400 - Fruit Replication

Devil fruits are perhaps the most mysterious and magical phenomena in the entire world, being capable of practically anything. That makes it all the more impressive that you're able to create more of them. You figured out how to clone devil fruits as well as produce all new ones. Well you haven't figured out how to recreate logias yet, you can replicate zoan fruits, including mythical zoans, nearly perfectly with only some minor differences such as coloration. Paramecia fruits are recreated in a more roundabout way via injecting and fueling a target with green blood, a substance that carries the essence of the devil fruit. You can create SMILE fruits as well, which are entirely new zoan fruits but are flawed because the user cannot control their transformation. With enough research, you can recreate other mystical objects via science even in future worlds.

600 (Non Discountable) - Punk

Yours is a mind that can change the very world. You are a genius on par with the likes of Dr. Vegapunk, with a brain 500 years ahead of the rest of the world. You're so smart that there's practically nothing you couldn't create with enough time; laser weapons, rockets, artificial heating for an entire island, a clone hive mind, mind link data storage facilities, food replicators, force fields, even sources of limitless energy like the Mother Flame. it's not a matter of if you can create it, but rather if you have the time and resources. Use science to save the world!

Benevolent Ruler

100 - Privileges of Youth

You dirty rat! You dare abuse the blessings that all men wish they could reclaim? You are very cute, especially if you are a child. This cuteness of yours seems to particularly tug at the hearts of women, who will treat you like a little prince. They'll be nice to you, pamper you, baby you, and most amazingly of all they'll let you shove your face in their chest all you want and even bathe with them. I'd recommend starting as a child since they'll be far less nice once you're grown up. Act innocent all you like. I can see that depraved look in your eye.

200 - Right to Rule

You were born to be king. You know how to run a nation properly and ensure that it prospers. You're extremely in tune with the needs and desires of your people and when you speak to them you're able to give them comfort that things will be alright and the courage to fight for and believe in their land. Furthermore, the people recognize that you have the right to rule and belong in your position of power. This doesn't mean that they'll sit idly by if you begin to tyrannize them, but so long as you remain a good leader the people will not turn against you.

200 - Born to Boil

A warrior's blade being steel means nothing unless their will is even harder. Your resilience is astounding. You could cling onto a chain hanging off the back of a ship at sea for 3 days straight and endure a torture like being boiled alive for an hour while holding people above your head without faltering. You are unbreakable.

400 - Help Me!

What's a damsel to do if she's in distress? Scream for help! Whenever you or your lands are in danger, brave knights in shining armor will come to save you in your hour of need. They'll beat up the bad guy, topple their empire and save your land as well as you. They won't always be the conventional hero types, but then again beggars can't be choosers.

600 - Blessed Blood

The purity of your bloodline is unquestionable! You are a near mythical example of your race, having all the natural abilities of your kind vastly enhanced. If you were an ancient giant you would be far bigger and stronger than even other ancient giants. In fact, you're likely giant for your species regardless of what that species is. Your innate potential for gaining might and martial skill is also massive, as if you were part of a pureblood warrior dynasty dating back millennia. With some training you could contend with some of the strongest figures in this world like the Four Emperors. Your descendants will fully inherit both your innate potential and talent for combat, as well as any positive traits of your lineage factor.

Malevolent Ruler

100 - Eminence in Shadow

You have no need to put yourself in the public eye; it's much more efficient to pretend to not exist. You're adept at running things from the shadows, putting up the public front of a nobody or a respectable figure while in reality being The mastermind behind everything. Even if you don't hide in the shadows you'll still be able to pass off your missed needs as a ruler as the results of the actions of your enemies or simply hide them altogether. You cannot defeat that which does not exist.

400 - Genetically Modified

You are a superior warrior of science! Much like the princes of the Germa Kingdom, you have been genetically modified as a fetus and have an enhanced body and abilities. For one thing, your skin is like an exoskeleton that's as hard as steel, being so hard that you're immune to normal bullets and a normal person that tried to punch you would just break their wrist. Even when you do get injured, you recover much more quickly than a normal person. Your physical strength has also been enhanced; even as a child you would be able to bend steel bars with relative ease. These attributes will increase greatly in proportion to your own power. Finally, you have been given access to a special genetic ability like light attacks, poison control/resistance and invisibility that are enhanced if wearing a raid suit of the Germa kingdom.

400 - Abyssal Summoning

Though most supernatural phenomena in the world could be attributed to Haki or devil fruits, not all of them can. There are mysterious secrets in this world that only a select few know of. One such secret is one you've mastered, the ability to create summoning circles called Abyss which people can travel with. Through an unknown means, you can allow travel of people you mark with a special mark through intricate pentagrams you draw on the ground. People you've marked can be summoned to these by other marked individuals at any time and can create their own circles in new locations. Travel through these circles by unmarked individuals is impossible. Nowhere is outside of your grasp.

600 - Empire

You are truly suited to rule this world. Not only are you a tactical genius who's always thinking ten steps ahead, you also have the charisma of a cult leader, able to make entire groups of people and even nations fall in love with you and devote themselves to your rule. Combined with your perfect business and strategic acumen you could build a nation or criminal empire from scratch capable of conquering the entire world! You shall have everything.

Items

You get a +300 point stipend to spend on items. You can import items onto similar items, even if both were purchased in this section. You can import devil fruits into weapons.

Free - My Treasure

You have some sort of physical object with very little utility but great emotional and sentimental value to you, like a straw hat given to you by someone you admire or a picture of a loved one who's passed. While it doesn't have much use, it brings you comfort to have it and may bring you distress if someone were to take it. Luckily, it gets fixed when damaged and always returns.

Free - Bounty Poster

It seems you're wanted, Jumper. This is a poster that automatically updates with the highest bounty someone is willing to pay for you currently. The bounties don't have to be from the world government, just anyone who's putting a price on your capture or death. This will continue into future worlds, and there will be a section showing the highest ever bounty you had across all the worlds you've been to and you're able to get older copies of the poster if you'd like a collage.

Varies - Blade

A swordsman is nothing without their blade. You can acquire a bladed weapon here, not necessarily a sword but possibly something like a naginata or even a spear is viable as well. You can have up to eight regular blades for free, of no particular note. For 100 GG you get a Meito, one of the famous weapons created by a highly skilled craftsman, though this is the lowest tier of those as “just” a graded blade. For 200 GG you have a skillful grade blade, of which there are only 50 besides the one you have. These blades are sharp enough to cut right through steel in the hands of a skilled swordsman. For 400 GG you have a great grade blade of the likes of Shusui or Enma, the latter of which is sharp enough to cut even Kaido of the four emperors, though blades of this caliber can have wills of their own and may just kill the wielder without proper skill in Haki. For 600 GG you have one of the legendary supreme grade blades of which there are just 13 aside from yours. These include Yoru, blade of Dracule Mihawk; Murakumogiri, Whitebeard's naginata; and Ace, the sword of Gol D. Roger. Your blade is not yet a match for the likes of Yoru, though, as it is not a black blade and to become one it will have to be infused with your own Haki. Master your weapon.

Varies (Non Discountable) - Devil Fruits

The very same fruit as described in the Devil Fruits section. This option follows the same rules but rather than having already eaten them you have these fruits in your possession as items. While it could be more useful if you want to give it to someone else, you cannot purchase awakenings for these fruits. The prices of the fruits are the same as in the Devil Fruits section except SMILE fruits which are 50 GG for 20 fruits. You can buy 9 extra fruits per tier for a flat additional fee of 200 GG (ten 200 GG fruits for 400, ten 400 fruits for 600, ten 600 fruits for 800). You will receive copies of all the fruit purchased here at the start of each new jump.

50/400 - Transponder Snails

A very valuable and unique species of snail. Transponder snails have the ability to mimic voices and communicate with each other via electromagnetic signals. These biological factors allow them to be fitted with technology to use them as long range communication devices even across islands. Transponder snails come in many different varieties. There's baby snails which are more portable, black snails which tap signals of other snails, white snails which prevent the signal tapping of black snails, horn snails which jam signals, earpiece snails which are held up to the ear, snow snails which are furry to protect them from cold and visual transponder snails which send visible signals rather than purely audio. Snails which can store video and audio, snails which can act as a visual surveillance system and so on. For 50 GG you get every variety of transponder snail in the world including the special snails of Wano. You have enough of each variety to breed a whole new population of them to spread around future worlds.

For 400 GG, you get all these plus a golden transponder snail. A golden transponder snail is used to call a buster call, a naval attack in which ten battleships and five vice Admirals are summoned to the call's location. This attack has reduced entire islands to nothing via relentless artillery fire. You can use this to make a buster call once every six months, even in future worlds.

50 - Booze

What's a pirate ship without alcohol? A very depressing one. You have an endlessly refilling keg of some alcohol of your choice, be that rum, grog, sake, wine and so on. It's sure to boost morale on voyages, but some people may need to be held back so they don't drink themselves to death.

50/200 - Little Garden

You have your own garden filled with some form of fruit, such as tangerines, to act as a renewable food source. For 200 GG, your garden also has Pop greens. These are special plants from the Boin archipelago that can be launched as seeds which then grow instantly after being launched to produce a variety of useful effects in combat. These include exploding pop greens, piercing pop greens, shockwave pop greens, massive pop greens that can block attacks and falling debris pop greens that act as a sprinkler system and many, many more.

50/200/400 - Gun (Free for Celestial Dragons)

Who needs swords and magic wands when you've got a gun? You have a gun with infinite ammunition. It's surprisingly powerful, although without infusing Haki into it it's not likely to be a threat to strong foes. For 200 GG you have sea prism stone bullets, which can completely negate the powers of devil fruit users as the bullets get lodged into their body, nearly ignoring their durability. Alternatively you get Excite bullets, which instantly infect a hit target with the absurdly contagious mummy or ice oni viruses. For 400 GG, you have a giant magical shotgun bigger than a human's body. While it requires great strength to wield, it could blow off the arm of even a powerful giant warrior. Celestial Dragons get the sea prism bullets and a regular gun but God's Knights in particular get the giant shotgun for free.

100 - Waver
This is a special navigation device created in Skypiea, used to sail the White Sea. A waver is a small one person craft powered using dials which moves very quickly through both the clouds of the White Sea as well as water of the blue sea. It's very fast and handles very well, but it requires a lot of skill to use properly as most inexperienced riders would fall off.

100 - Dials
Way up in the sky islands there are mysterious sea shells capable of storing and releasing various types of matter and energy. These are called “dials” and they're used like a form of technology. Each type of dial stores a different thing - axe dials store slashes, ball dials store clouds that eject in a spherical shape, breath dials store air currents to propel wavers and ships, eisen dials store “iron cloud” which can act as a shape shifting weapon or defense, flame dials store fire, flash dials store and release light in a bright flash, flavor dials store aromas and other gasses, heat dials store heat, impact dials store blunt force, jet dials are a much more powerful breath dial, lamp dials store light and release it gently over time to act as a light source, milky dials store sea clouds which can be ridden upon by wavers, reject dials are impact dials that multiply the force stored tenfold but are very dangerous to use as a result, thunder dials store electricity, tone dials record sound and replay it, vision dials capture images and play them back like cameras and water dials store water. You have a massive supply of every type of dial.

100 - Gadgets
Much like Usopp or even a ninja, you have multiple quirky devices to help you overcome your foes. You have a powerful slingshot like the Kabuto and many different types of projectiles to launch with it. Beyond that you've got caltrops, a fake giant hammer, special goggles that enhance your vision, a giant slingshot to launch people, a big kite you can fly on, ninja Scrolls that can produce illusory copies of yourself and various types of poison.

100 - Dance Powder
You want to bring rain? You've got a large supply of green powder infused with silver. When burned, this powder turns into vapor and goes into the air where it fuses with clouds, causing them to enlarge and make it rain. A side effect of this powder is that while where the powder is burned will rain, it will “steal” the rain from nearby areas, meaning that if enough dance powder is burned consistently an entire country could be deprived of rain. It gets replenished each week.

100 - Food/Ingredients
It's a chef's wet dream. You have a massive supply of ingredients from all over the world. Fish from most seas, fruits and vegetables from all sorts of islands, candies and treats from Totto Land, meat of many types of land creatures, milk, eggs, cheese, tons of spices and more which you have easy access to. The supply replenishes every week.

100 - Seastone Restraints
Handcuffs, nets and chains made of sea prism stone for the purpose of restraining devil fruit users. So long as they are restrained by these tools, nearly all their strength will be sapped and they won't be able to use their devil fruit abilities. It's one of the most surefire ways to deal with a devil fruit user.

200 - Seastone Weapon
You have a weapon crafted in the land of Wano. This weapon is made of sea prism stone, making it extremely durable and allowing it to negate the powers of devil fruit users on contact and weaken them to the point of almost being completely disabled. Other melee weapons in this same jump such as a graded blade can be imported onto this option, granting it the properties of sea prism stone.

200 - Slaves (Free for Celestial Dragons)
You have your own mind broken slaves that have been tortured so horrifically that they will do anything you say either because they entirely lack a will of their own anymore or because they're so terrified of the consequences of disobedience. They can do pretty much anything for you, be it cooking, cleaning, or even just riding around on them like an animal. They could alternatively just be very attractive if you want “those” types of slaves. If you are a Celestial Dragon you will get the normal slaves or alternatively one particularly impressive slave like Bartholomew Kuma. If anything happens to your slaves, they'll return (relatively) healthy after a month.

200 - Drugs
Okay, this is definitely illegal. You've gotten your hands on some very dangerous drugs. The first one is a type of growth solution that works on children to increase their size to the point of being like giants, but kills them in the process as it is incomplete. It could be perfected and made safe if you are willing to get your hands dirty by experimenting on more subjects. The second drug is an incredibly addictive drug called NHC10, restricted by the government as it gives incredible joy to the user, but makes them hopelessly addicted in the process to the point they would do anything to ensure they have more. This next one isn't so bad, more so fascinating. The rumble ball can modify a Zoan fruit to give access to more varieties of transformation when consumed, including a vastly more powerful monstrous form. On top of that, you have special rumble balls for Minks that allow them to achieve Sulong state upon consumption. The final drug you have is energy steroids. These pills can multiply the power of the user twofold, and if another pill is taken their overall power is multiplied four fold and so on multiplicatively but the toll this takes on their body is Incredible. Abusing energy steroids can take years, even decades off someone's life, causing them to rapidly age. Taking just four at once could take 50 years off someone's lifespan. Not only do you have a replenishing supply of these, but the formulas to make more.

200 - Buggy's Balls

Perhaps Buggy being called a genius wasn't that much of an exaggeration. The Buggy ball is an incredibly destructive cannonball capable of creating greater destructive force than an attack from Luffy in Gear 2. While the Buggy ball is powerful, you have an even more impressive version called the muggy ball which has the same destructive capacity but shrunk down to the point where it could be hidden in and launched from your shoe, effectively being a throwable projectile. You know the recipe to make more too. Time to blow this joint!

200 - Special Materials

You have a large and replenishing supply of three types of unique materials found in this world. The first is Adam tree wood, a type of wood renowned for being near invulnerable. A ship made out of this wood would be almost impossible to destroy. The second is Wapometal, a shape-memory alloy which allows for further advancement in robotics to create things like combining robots. The final material is sea prism stone. This stone is infused with the essence of the ocean itself and this allows it to negate the powers of devil fruit users the same way the ocean does. It's also extremely durable, as even someone like Donquixote Doflamingo could barely leave a scratch on a building made out of it. You could make some amazing things with these.

200/400/600 - Clima-Tact

This three section bō staff is more than it seems. The Clima-Tact may seem like a toy at first, but it actually gives the ability to manipulate the weather itself. By shooting out condensed balls of hot and cold air it can be used to create miniature storm clouds over a particular target to strike them with lightning multiple times or even put lightning in the staff to directly launch it at foes. Beyond that, you can manipulate moisture in the air to create illusions of the user while hiding their real location. Its final ability is a last-ditch effort in which it shoots out a massive burst of wind which could send even strong enemies flying, though the Clima-Tact would then have to be put back together. That was the original "perfected" version, but for 400 GG you get the Sorcery Clima-Tact. With this version the illusory technique can make you fully invisible, massive gusts of wind stronger than the previous last ditch attack can be generated easily with no downside, the clouds you create can be more intricately controlled to create traps that trigger when someone goes near the cloud or create an AOE of lightning around you, you can create walls out of clouds to restrain and hold back opponents, the power of your lightning is much greater and the staff can extend to great lengths rapidly as a form of attack. For 600 GG while the staff itself hasn't changed, you have a storm cloud "homie", beings created by Big Mom's devil fruit which are animated by it. This cloud is as powerful as the homie Zeus, meaning that when using it to amplify your lightning attacks they home in on enemies and they could even damage one of the Four Emperors. The staff has a will of its own and can act by itself, but it will always obey you.

400 - Raid Suit

The symbol of terror in the North Blue! The raid suit is advanced technology developed by the Germa Kingdom and used by their princes for combat. The suits are very flamboyant but powerful assets for combat. The suit overall notably enhances the user's physical abilities, has a bulletproof cape, hover boots which let the user float in the air and accelerators on them which enhance speed and kicking power. You practically turn into a flying superhero with this on! It can be conveniently activated from a canister by holding it at waist level and deactivated by holding your hands to waist level. Finally, it's biometrically linked to the user, meaning no one but you is able to use it.

400/600 - Lab

You have a lab specialized to your specific scientific interest, be that advanced robotics, manipulating lineage factors and studying biology, developing deadly gaseous and biological weapons or even creating a clone army. This lab is quite large with tons of equipment and supplies for whatever type of research you're doing and it has a segment dedicated to mass manufacture of whatever you're studying, for instance if you were making clones you can have a large room filled with over 100 functional cloning pods. For 600 GG, this lab is equivalent to the Labophase and Fabriophase of Egghead island, capable of facilitating virtually any type of scientific research imaginable no matter how far-fetched. It also has a giant laser force field.

400 - SMILE

This is a factory which can create the SMILE artificial devil fruits, Zoan fruits primarily consumed by the Beast Pirates. You have everything needed all ready to go, including the SAD chemical and a possibly unwilling labor force. This factory produces enough to supply an army of thousands. If you could make a deal with someone like Kaido, this factory could make you ludicrously rich or you could even use it to enhance your own army if you felt so inclined.

400 - Palace (Free for Celestial Dragons)

Prepare to live in the lap of luxury! You have a massive and grandiose palace the likes of Alubarna. This grandiose lodging has everything you could ever want - massive rooms with the most expensive furniture, high art hung on the walls, a dining hall fit for an emperor, a hot spring for relaxation and many other rooms of your own choice which can suit your personal interests, such as a library or a gym. Beyond that, your palace is staffed with loyal servants who will fulfill your every whim with pleasure.

400 - Super Mecha Jumper!

A giant fighting robot! It's every man's dream! You have a massive mech of your own design. Anything from its appearance to its weapon systems and other special abilities it may have are up to you. This mech is powerful enough to even fight against the likes of the Tobi Roppo of Kaido and similarly strong fighters, at least in the hands of a skilled pilot. Time to rock!

600 - Fortune (Free for Celestial Dragons)
You are ridiculously rich, possessing tens of billions of berries and having some sort of stable income that allows you to make a billion berries a month. You are well beyond the 1%. If you are a Celestial Dragon you instead have 100 billion berries and make 100 billion more every 3 months via the Heavenly Tribute. In future worlds thus money can be converted to the local currency.

600 - Company
You have a massive worldwide corporation which has both great economic and social influence. It could be a news organization like the World Economy News Paper which nearly everyone reads and thus shapes the perception of the entire world or perhaps you run a shipwright company that manufactures all the ships for the Marines. Whatever your company does, it's sure to make you a very big deal simply by the fact that you own it.

600 - Island
You have an island of your own design. It could be as simple as an empty island with a jungle on it or a floating cloud Island high in the sky. Your Island could have the traits of literally any Island that exists in this world or even be more unique and creative, like having your Island be a giant manta ray swimming at the surface of the water. You are the ruler over any of the residents of the island, with the only real limits on your Island being the resources available, the size and the population. For an additional 300 GG your Island can have the same size, resources and population as large nations like Wano or Alabasta, possibly having one of the world's largest and most powerful kingdoms under your control as a result.

600 - Mother Flame
Unlimited energy is the dream of all mankind. This can make that dream a reality. inside a massive reactor is a small flame, but that small flame possesses infinite energy. Even a small amount of this small fire could potentially power an entire country, and once it was spread far enough, the entire world, but that comes with a very dark other side. This could also be used to power a weapon of mass destruction like one of the ancient weapons which are capable of reducing an island to nothing but a crater in the ocean. Be very careful with this power.

Free/Exclusive for Poseidon - Tide of Beasts

This is your army, an army of sea monsters capable of wiping out everything in the world. All the sea kings in the world are encompassed in this option, from the smallest to the greatest, and with thousands, if not millions, of them at your disposal you could sink every island on Blue Planet into the ocean. Theoretically you could order them to do anything and they will abide by your orders, though for such massive and savage beasts destruction is obviously their greatest ability.

1000 (Non Discountable) - Pluton Blueprints

How terrifying. These are the blueprints to one of the ancient weapons which were capable of destroying entire countries. Pluton is a massive battleship far larger and more powerful than any that currently exist. It would take an incredibly talented shipwright and engineer to recreate it, but if anyone like that ever acquired these and the immense resources to construct it then Pluton could once again bring unspeakable terror to the sea.

1200 (Non Discountable) - Wrath of God

The whole world will tremble before you, for you have acquired the power of a god. This is one of the ancient weapons which can bring destruction to the entire world. It can target an area as big as an entire country and once activated will begin to rain down lasers from the sky, obliterating everything until all that's left is a massive crater. While this weapon can casually obliterate anything from a great distance, it requires a ludicrous amount of energy which this item does not provide on its own. You'll need something like the Mother Flame to power it. Make all things that displease you cease to exist.

Shipbuilder/Fleet

This section allows you to create your own ship and potentially even a fleet via purchasing the various options here using SP and FP. Anything you purchase in this section including your ship, ammunition, special resources, supplies, food and so on will be fixed and/or replenished automatically or returned to you in the event it was stolen. As for crewmates, sailors, animals like sea serpents and the inflatable octopus, they will respawn after a month in the event of their deaths. **You can import a ship you already own onto the ship you make here.**

Free - Ship

You've got your own ship in this section and **+1000 SP (Ship Points)** you can spend to construct and customize it. **You can gain an additional 300 SP per 100 GG spent here.**

300 GG (requires Ship) - Fleet

By purchasing this option you get an entire fleet of ships to design and customize, including customizing the units that make up the crew of the fleet. Your Ship serves as the flagship for your fleet. **You can access the "Fleet" areas of this section and gain +1000 FP (Fleet Points), gaining an additional 500 FP per 100 GG spent here.**

Design/Soul

You can decide exactly what your ship's theme and overall appearance is. It could be anything from a standard ship, to a whale, to a big top circus and countless other potential unique appearances your ship could take. Your ship's appearance matches its soul, as your ship is conscious and capable of steering itself in times of crisis and holding on through determination.

Jolly Roger

Your Jolly Roger is the symbol of your ship and crew. All who see it and know of you will immediately identify exactly who it is that's sailing this vessel. You can give it any design you like, but this is something that should be given a lot of consideration.

Size

Raft +300SP: Your ship is a glorified rowboat. It could only "house" 2 or 3 people.
Caravel +100SP: Your ship is very small, dwarfed even by average ships. It could only house 20 humans.
Brigantine: Your ship is of a decent size, though many are larger. It could house 100 humans.
Galleon 100SP: Your ship is much larger than a brigantine and could house up to 400 humans.
Battleship 200SP: Your ship is massive, almost 200 feet in length and could carry up to 1,000 humans and could probably even carry 50-100 giants.
Island 400SP: Your ship is the size of an entire island, possibly being a literal island converted into a ship. It's big enough to have an entire forest on it and could likely house tens of thousands of people and even an army of giants. If it is a converted island you can decide the terrain.

Material

This decides what your ship is made of and, therefore, its toughness.

Standard Wood: Like most ships, yours is made out of regular wood. Won't stand up well to cannon fire, but it's functional.

Metal 200SP: Your ship is primarily made of metal and has much increased durability. Regular cannons and harsh weather wouldn't pose much threat to your ship, but more advanced weapons or powerful warriors wouldn't have too much trouble damaging your vessel.

Adam Tree Wood 400SP: Your ship is made of wood from the legendary jewel tree Adam. It can withstand even the most powerful of weaponry without a scratch, only truly threatened by massive sea monsters and powerful warriors like the Four Emperors.

Propulsion

These options are not mutually exclusive.

Sails: Your ship moves via the wind. Not entirely reliable and useless in the calm belt.

Paddles 100SP: Manned or mechanical paddles, allowing the ship to move the same speed as with the sails though without reliance on wind. Can travel through the calm belt.

Turbine 200SP: One or multiple turbines move your ship faster than regular sailing speed. It can also move the ship backwards.

Sea Serpents 200SP: Your ship is pulled by the Yuda sea serpents, massive poisonous sea serpents from the calm belt so dangerous even sea kings won't attack them. They aren't quite as fast as the turbine but they act as a deterrent keeping sea kings away from your ship.

Coup de Burst 200SP: An emergency escape method of your ship. This launches your ship a kilometer in a burst of force, even launching it in the air if needed, but consumes a large amount of fuel, be that cola, electricity or some other energy source, proportional to the size of your ship.

Mobility

These options are not mutually exclusive.

Clouds: Your ship has been modified to be able to sail the white sea, aka the island clouds which are semisolid and float high in the air. Your ship also has a giant inflatable octopus which acts like a balloon to descend gently from the sky islands.

Miniboat 50SP: Your ship has a customized deployable Waver for scouting and boarding.

Diving Gear 50SP: your ship has diving equipment and a crank to pull up sunken ships.

Amphibious 100SP: Your ship has deployable treads that allow it to move on land.

Submersible 200SP: Your ship is designed to submerge and travel underwater, being able to withstand even the high pressures of the deep ocean and has other useful attachments like a periscope. Alternatively your ship is coated, putting it in a giant bubble which allows it to sail under the water. It sinks normally and maintains buoyancy by deploying taolf wood.

Flying 400SP: Your ship can fly by some method. It could be like the ark Maxim which is powered by electricity, the flying ships of Elbaf which row on clouds connected to the oars or even Big News Morgans's airship. Can fly all the way to Fairy Vearth.

Weapons

These options are not mutually exclusive.

Cannons: Your ship is fitted with as many standard cannons as possible. It's the most basic of weapons for a ship but it gets the job done.

Harpoons 100SP: Your ship can launch massive harpoons into enemy ships. These have incredible penetrative power and can prevent the enemy from escaping by hooking their ship.

Buggy Balls 100SP: The signature weapon of Buggy the Clown. These are special cannonballs capable of leveling an entire row of buildings. Very powerful.

Torpedoes 100SP: Undersea explosive projectiles. particularly useful for submersible ships.

Buster Artillery 200SP: Very powerful long range weaponry equipped to navy battleships during buster calls. Ten ships equipped with these can bombard an island to the point not a stone is left on stone. Absolutely devastating, though bombardment can take some time.

Gaon Cannon 200SP: An incredibly powerful and precise weapon which launches compressed air like a beam to wreak destruction. Strong enough to destroy a fortress or many large ships in one blast, but consumes a large amount of fuel and takes some time to load up.

Deathpiea 600SP: many electrical engines are installed into your ship, designed to combine specifically with the powers of the Goro Goro no Mi. When used in conjunction, the user of the fruit can conjure a massive ball of electrified clouds which can literally vaporize a small island. Even regular sized or larger islands can be destroyed if the user spends several minutes charging. Virtually a weapon of mass destruction, but requires the user to have the Goro Goro no Mi.

Lodgings/Rooms (requires Caravel or larger)

These options are not mutually exclusive.

Cabins: Rooms for one or multiple people. You can choose the basic designs of all of them and have them outfitted with custom furniture

Storage: Holds all your essentials. Repair materials for your ship, treasure, booze and so on and so forth.

Brig 50SP: One or multiple cells depending on the size of your ship for holding captives and rowdy crewmates.

Kitchen 50SP: A fully stocked kitchen filled with tons of ingredients and all the cooking instruments you could need. Comes with a fridge with a lock on it.

Bar 50SP: A well furnished bar with all different kinds of alcohol and cola. Very luxurious.

Bathhouse 50SP: A comfortable room to relax and bathe or shower. Water comes with heating.

Library 50SP: A library with plenty of shelves filled with books on subjects ranging from history to medicine to sword techniques.

Gym 50SP: A gym with literal tons of weights and multiple types of workout equipment.

Workshop 50/100SP: This room has various supplies and tools to allow for the creation of gadgets like the Clima-Tact and the Kabuto. For an additional 50SP it's larger and has the equipment to work on advanced weaponry and cybernetics.

Fleet Size

Multiple options here can be bought. They can be bought multiple times excluding the free one.

Small Fleet: You have only 5 ships, not counting your flagship, in your fleet.

Fleet 100FP: You have 10 ships, not counting your flagship, in your fleet.

Large Fleet 200FP: You have 25 ships, not counting your flagship, in your fleet.

Grand Fleet 400FP: You have up to 50 ships, not counting your flagship, in your fleet.

Fleet Ships Type/Army Size/Upgrades

Rafts +300FP: Your "fleet" is made up of rafts with 2 or 3 people on them.

Caravels +100FP: Your fleet is made of smaller ships, not particularly sturdy or well armed and with 20 crew members in each vessel.

Brigantines: Your fleet is made up of average sized ships with standard weaponry and 100 crew members each.

Galleons 200FP: Your fleet is made up of large ships with much more weaponry like tons of cannons and possibly stranger things like a giant ball on a chain. Each one has 400 crew members.

Battleships 400FP: Your fleet is made up of battleships like the marines, each ship being massive, armed with Buster Call artillery and carrying 1000 crewmates or 100 giant crewmates (if you have them), or some balanced combination of the two.

Mimic Ships 300FP: This is an upgrade and not mutually exclusive to the other options. Your fleet's ships share **600SP** worth of purchases that your flagship has. For example, if your flagship has Flying (400), Submersible (200) and Coup De Burst (200), the ships in your fleet could have Flying and Submersible or Flying and Coup De Burst.

Basic Crew

Multiple options can be bought here and aren't mutually exclusive.The Haki, Clone Soldiers and SMILE fruit user options are upgrades. You can choose how many crew members they apply to.

Tontattas: Your crew is made of the tiny but handy and hardworking Tontattas.

Humans: Your crew is made up of regular human beings.

Fishmen 200FP: Your crew is made of the mighty amphibious fishmen.

Haki Users 300FP: Your entire crew knows the basics of Haki, though only the bare basics.

Clone Soldiers 300FP: Clones grown in vats for the specific purpose of combat. They can be specialized for specific attributes like speed or strength and are very fit and athletic. Most importantly of all, they are entirely blindly loyal to you and would never disobey orders.

SMILE Fruits Users 400FP: Your crew is made of users of SMILE fruits. While this generally incredibly amplifies their strength, they'll typically look malformed and some percentage will be worse off than before they ate it due to their inconvenient mutation.

Giants 400FP: Your crew is made up of giants, each of which are worth easily more than 100 humans but you only get about 100th as many giants as humans or other races as they need extremely large ships to house them.

Aesthetics

Pick the overall “vibe” of your fleet and crew. You could have clown themed ships and crewmates dressed as clowns, Elegant regal ships with a crew of only women dressed like prissy princesses or basically anything you could imagine. Uniforms are provided for free.

Captains

Bad +200FP: The captains of your fleet's ships are both physically weak and incompetent as leaders.

Average: The captains of your fleet's ships are as strong as an average crew member and alright leaders.

Good 200FP: The captains of your fleet’s ships are much stronger than the average crew member and should have some skill in Haki. Their leadership is good, fostering loyalty and confidence in the crew.

Vice Admiral 400FP: The captains of your fleet’s ships are on par with the Vice Admirals of the navy (excluding Garp) with all of them being either very powerful Haki users or talented Devil Fruit users. Their leadership fosters an unshakable loyalty in their crews and can pull them through hell itself.

Special Crew

Options here can be bought multiple times.

Pacifistas 100FP: These are cyborg clones of Bartholomew Kuma. Incredibly strong mechanical warriors with skin harder than steel capable of firing giant lasers similar to the powers of Admiral Kizaru. There's very little in the first half of the Grand Line that can stand up to just one of these, though their power 1v1 isn't a match for the original Kuma or stronger warriors like division commanders, Admirals and the Four Emperors. Additionally, while they have no free will, they will obey Jewelry Bonney over you. You get 20 Pacifistas per 100 FP spent, or alternatively 10 Pacifistas Mark IIIs. These are Pacifistas with far greater combat power and an ability to produce bubble shields to protect themselves.

Division Commanders 200FP: You have powerful leaders of multiple ships under your command. Each of these division commanders has strength on par with the likes of Marco the Phoenix, Charlotte Katakuri and King of the Beast Pirates, putting them above practically anyone who isn't an Admiral or an Emperor. They also have 100 crew members each under their command. You get 4 division commanders per 200 FP spent.

Admirals 500FP: You have a commander in your fleet on par with one of the Admirals of the Marines, powerful enough to change the terrain of entire islands. They likely possess an extremely powerful Devil Fruit. Even one of the Four Emperors would have trouble fighting them. For a one time purchase of 1000 FP you can have 3 Admiral tier commanders.

Companions

50/100/200 - The Crew

You can import/create a companion for every 50 GG, granting them 600 GG as well as all the same discounts and stipends you received plus they can choose any one racial option for free.. You can instead spend 100 GG to import/create a companion, granting them the same benefits but 1000 GG. Finally, you can spend 200 GG to get eight companions as a package deal, granting them each the same benefits as the 50 GG option.

Free - Found Family

With so many interesting characters to meet out on the sea, you're bound to take a liking to at least a few of them. If you'd like to take any of them with you on your future journeys as companions, you can do so for free provided you can convince them to come with you.

100 - Alter Ego

There's something dark within you, jumper. Resting inside your subconscious is an alternate personality. This personality is incredibly violent and hostile, attempting to massacre anyone around them so long as they're in control of your body. They will generally gain control of your body when you're knocked unconscious, although it is possible to learn to unleash them on purpose and when you do that it's possible to suppress them somewhat. Despite how dangerous having this alter ego is, you become several times faster and more deadly when they take over your body so it's not an unreasonable idea to unleash them in a fight you can't win.

200 - Six Paths of Jumper

It's you, Jumper! And you, and you, and you and you and don't forget you! You have six clones of yourself, each one with an entirely different appearance but your same knowledge and history, sharing a sort of telepathic link with you. Each one manifests a different aspect of your personality - good you, evil you, greedy you, violent you and so on. Which aspects manifest depend on the type of person you are. Besides sharing a telepathic link, you all share a bizarre physical link which allows one of you to meet the needs of the others, for instance if one is constantly sleeping and eating, you and the others will be rested and full and if one goes to the bathroom you won't have to go anymore. Although you're all connected they aren't truly you and so you won't be able to live on through them or anything if you're killed. you'll just be dead.

100 - Large Canine Bride

It is said that in Amazon Lily, strength and beauty are one in the same. If that's true then this woman is one of the most beautiful in all the world. Her appearance will immediately strike you due to her massive size and canine features. She has wolf-like ears on the top of her head and very sharp canine teeth - even a white fluffy tail! She's over 7 feet tall, with a more muscular and powerful build, especially around the abdominal region, as opposed to the hourglass stick figures usually sailing the seas. She was born of a Kuja pirate that fell in love with a Wolf mink and then was raised to be a pirate like her mom. Unfortunately, despite her immense physical strength which could even rival the likes of Emperors for a short time in her Sulong state, she always ends up breaking things (such as the entire ship) by accident when getting excited so she just couldn't work with a crew. Instead, she set out on her own, swimming across the grand line from island to island hoping to find a crew she could be useful to without endangering them. She's very loyal and excitable, and she's getting to the age where she wants to find a mate. She's become very infatuated with you.

200 (Free for God's Knights) - Goonko

You've encountered a godly degenerate. This young lady is a former God's Knight who kept her powers as Imu doesn't even wanna touch her. She was fired because all she does is sit in her room playing games, listening to music, reading erotica and touching herself. She has long, greasy, disheveled hair and usually wears the same T-shirt and gross pants for weeks in a row. She hasn't showered in a year. She's very shy and not good with social situations, giving her even less incentive to leave her goon cave. She's actually incredibly strong in a fight and has a devil fruit that lets her control other people's desires, though it has a side effect that amplifies her own desires, contributing to the degeneracy you see before you. Despite her lascivious nature she has never so much as kissed a man. She's still a Celestial Dragon so she has no incentive to get a job or change as she's still filthy rich. She yearns for connections with others but her isolation and shyness make it very difficult. At least she has you.

100/200/300 - Seraphim

Behold, the strongest form of humanity! The Seraphim are clones of the seven warlords of the sea who have been infused with a Lunarian’s Lineage Factor and special green blood that flows through their veins. The green blood grants them paramecia abilities and combined with the Lunarian DNA gives them even greater potential than the original warlords, their size also being greater despite being children. You can buy one of the Seraphim for 100GGs or the whole set for just 300GGs. Unlike the originals, they are solely loyal to you and will obey your orders. For 200GGs you can have your own custom Seraphim created. This could be a clone of any character, even the likes of legends like Gol D. Roger or Rocks D. Xebec, though it will still take a good couple years of maturing until they can match or even surpass their originals. The only characters you cannot have a Seraphim clone of are Imu and other legends from far in the past.

Free - Nareno Miu (cannot take with Lios)

Meet your new best friend, jumper! This is a cute young woman with long black hair in a hime cut and a big smile. Immediately upon meeting her you'll notice her bubbly and friendly personality, being very energetic and a bit ditzy. Miu will be eager to tell you about her sad past - as she explains it, her home kingdom of which she was the princess was destroyed by Monkey D. Dragon and the revolutionary army 8 years ago and turned into a despotic dictatorship, with her whole family dying to save her. She hates Dragon and wants your help to stop him from implementing a system even worse than the world government! Miu is a very funny girl. Apparently due to her royal upbringing she speaks with the “royal we”, which is all the less fitting with her dopey and blunt personality and clumsiness, regularly tripping over herself. She seems to get around everywhere impossibly quickly and disappears when you're not looking. She's proven incredibly strong on the rare occasions you've seen her fight, giving off an immense Haki pressure. While friendly and outgoing to you, she tends to be shy around people and likes to relax alone in nature or in a garden. Miu’s your friend! You'll help your friend, won't you?

Free - Lios (cannot take with Nareno Miu)

Meet an odd fellow. This guy claims his name is “Lios” and he wants to come along with you on your journey. Even though he's just a good looking tan guy in his early 30’s, something about him feels as if he has a very storied history. Lios is a real useless piece of garbage - all he ever does is party, get drunk and generally follow his whims, though he's not a bad person as far as you can tell. Lios is a really outgoing and funny dude, so he makes friends wherever he goes. He's always giving you advice on what you should do, usually offering up the simultaneously most morally correct and mentally retarded idea possible in any given situation. You can't tell if he's any good in a fight because whenever one breaks out he either sits back and watches or just disappears. The only time you've ever seen him fight anyone is slavers and celestial dragons (he will attack a celestial dragon on sight and leave YOU to deal with the consequences). He brushes off any attempt to ask about his past and asserts that the past doesn't really matter.

Drawbacks

+0 - Strange World

Things seem a little different around here. You can choose to arrive in a different world than that of the canon story of One Piece. It could be that some or all of the movies or filler from the anime are canon, or even a fanfiction of the series.

+0 - Times Past

Instead of arriving as Luffy is about to begin his journey, you can arrive at some other point in the timeline. It could be 10 years ago when he was just a child or perhaps the era when Roger was still sailing before he was King of the Pirates and the most powerful pirate around was Rocks D. Xebec. Maybe you're all the way back in the Void Century when Joyboy became the first pirate or even the first era thousands of years before that.

+100 to 500 - Bounty

Looks like you've already made a name for yourself. You have a bounty with someone, not necessarily the world government, and depending on how high it is you will receive proportional amounts of trouble

. At +100 GG, you have a bounty of a few million berries. Almost no one will actively hunt you down but on the off chance a Marine (or the equivalent of whoever's after you) recognizes you they may try to arrest you.

For +200 GG you have a bounty of 100 million berries. There is now someone as strong as a vice Admiral actively hunting you and if anyone associated with the people hunting you sees you they will immediately try to apprehend you unless you have some personal relationship with them.

For +300 GG you have a bounty of 300-500 million berries. You are now considered a real threat in the world and will be pursued by decently strong bounty hunters and your capture or death has become a much larger priority for whoever seeks it.

For +400 GG you have a bounty of 3 billion berries, similar to one of the four emperors. You will now be constantly hunted and under threat from the likes of the Four Emperors and Marine Admirals coming to collect your head.

For +500 GG, you have taken Monkey D. Dragon's spot as the most wanted person alive. You won't be able to even show your face on a random island without someone like an Emperor or an Admiral coming to kill you and massive resources are being put into tracking your location.

+100 - Innocent
You may be a little too naive for your own good. You're pretty easy to trick and not too knowledgeable about the ways of the world. You tend to assume that things will turn out for the best even when they very likely will not. You're likely to get in over your head if you go sailing around with such a blind mindset. Don't worry, though. I'm sure someone will show you how things really work.

+100 - Big Appetite
Woah, slow down there, leave some for the rest of the planet! You can't help but gorge on your favorite foods. When you're hungry you're very hungry and you could eat as much as a giant even if you were a normal human before you were full. Not only are you really hungry, but if you don't get food it can even negatively impact your ability to fight, effectively nerfing you.

+100 - Smiles All Around
Is something funny, Jumper? Oh, I guess not, you just have a horrible condition that makes you unable to stop laughing. This is very similar to victims of the SMILE fruits but thankfully unlike them you don't have the other weaknesses like sinking in water or being unable to consume a devil fruit. Laughing all the time is actually very inconvenient and not fun, ironically.

+100 - Perv
You are very horny. You practically get hearts in your eyes if you see someone you find even somewhat attractive you can't help but to get into wacky antics including things like asking women if you can see their panties or spying on them in the hot spring. On top of this making you quite annoying to most people you would be attracted to, it makes it easier for them to manipulate you.

+100 - Drunkard
You must be going through something. You are heavily addicted to alcohol and can't stand to go one day without at least drinking some booze. As a result you're regularly getting drunk and creating problems for yourself, but that's still somehow less bad then the problems that come if you don't drink. What a mess.

+100/200 - Slave (cannot take as a Celestial Dragon)
You have a mark left on you that you'll never forget. You were once a slave of the Celestial Dragons and therefore you have their mark branded on your body somewhere. It's impossible to remove it and if anyone sees it they'll be very hesitant to interact with you as you are a Celestial Dragon’s dragon’s property. For +200 GG you are instead an active slave of a Celestial Dragon. Good luck escaping Mary Geoise. You cannot take the second tier and one of the locations that give points.

+100 - Racist
“Damn dirty _ers!” There is one relatively common race in this world such as humans or fishmen that you absolutely despise. You believe they are inferior to you in every way and if you were to see one You'd start hurling insults at them and probably try to start a fight. A large part of your personality is entirely based on hating this race. You are the minority hunter.

+200 - Chivalrous
Ah, how old fashioned. You cannot bring yourself to hit a woman under any circumstances. No matter what the situation is, no matter how dire, you absolutely refuse to hit a woman as it goes against everything you believe in. Given that there are many powerful female fighters in this world, let's hope none of them ever want you dead.

+200 - Debt
It seems you've made some poor financial decisions. One way or another, you've gotten yourself into debt with someone strong enough that they could kill you pretty easily. This is no paltry sum, either. You owe them over 3 billion berries and any money, company or any other kind of prior mechanism you could've used to pay back the debt is now gone so you're going to have to find some new way to pay them back the money you owe. If you can't pay them back after one year they'll come to collect your life instead.

+200 - Rough Past
Things have not been easy for you. You have a very traumatic past in this world which has negatively shaped your perception of reality and ability to trust others. You're unable to fully trust anyone or care about them and it'll be very hard for you to make friends and connections until you manage to work through this trauma, which will not be easy.

+200 - Amnesia
Huh? Where are you? Last thing you remember you just woke up in some strange location. You don't have any idea what a jumpchain is, nor do you have any memories from your past and any companions or followers you had from prior jumps will have no idea where you are and won't be able to contact you. All you remember are some vague tidbits from your past in this world and if you don't have one then you lack even that. Only through happenstance will you be able to remember anything, but this certainly won't happen immediately. Likely for at least 2 years.

+200 - Hunger Pangs
You are a monster. Sometimes you will get a craving for a particular type of food. Should you get that food and eat it everything will be fine, but until that happens you will become a rampaging animal killing and eating everything in your path. There's no line you won't cross while in this state to get the food you desire; you'll kill and eat your own family if it comes to it. The only way the state will ever end is if you get the food you desire. Nothing else can stop it.

+200 - Fracturing
The worst threat to a crew comes not from the outside, but from within. You and those closest to you will occasionally run into crises that threaten to break apart your friendship forever. When these happen it'll be up to you to step up and find a way to resolve everyone's issues or else face the total destruction of your relationships.

+200 - Smug
You have a very punchable face. You're incredibly arrogant and full of yourself. You love to lord over everyone else how superior you think you are to them. Not only are you regularly going on about this, but the same belief you have extends into combat. You refuse to acknowledge someone as a worthy opponent and give your full force against them in a fight unless you feel absolutely certain you will die if you don't, which you would only feel if you really are immediately about to die. I really hope you get humbled.

+200 - Dancing Fool
You made a deal with a very nefarious character who holds people you care about hostage. You'll have to go out into the street every day singing and dancing completely naked like a moron, not even allowed to tell others why you're doing it. This embarrassing display will be performed by you for at least an hour every day while people mock and laugh at you.

+200 - Blind
It seems some things in this world were too horrific for you to look at. You are entirely blind and unable to see. As bad as that sounds there are ways to mitigate it, such as high level observation Haki which allows you to see people as somewhat amorphous shapes and have a decent enough understanding of your surroundings to navigate. Still, not being able to see is very debilitating.

+200 - Shattered Dreams
You were once like these young dreamers who pursued their goals to the very end, but then tragedy struck. Ever since, you've been terrified to pursue your goals. You'd rather laze around all day or find a way to get someone else to accomplish your goals for you. It'd take a massive kick in the pants to get you back to your old self.

+300/500 - Sick

I have some bad news, jumper. You are sick with some kind of horrible illness that could be potentially fatal. You'll have to be under constant medical care and machines to make sure you survive and should you get into a fight you'll be weakened and it will only worsen your condition. Too many fights and there's no way you'll survive your illness. For +500 GG your illness is already terminal and any method you would currently have that could solve it just won't work. You'll have to search the world to find some kind of way to cure your illness even in your impaired state and if you can't find some one of a kind cure in a year you're dead.

+300 - Toy

“Hee hee hee hee hee…” You've met with a terrible fate. You've been turned into a toy by the user of the Hobi Hobi no Mi (most likely Sugar if you started in the modern era). You're some kind of goofy toy like a soldier or a jack-in-the-box and now no one who knew you remembers you at all, nor are they capable of doing so. Your physical abilities have been reduced to a fraction of what they were before being transformed. The one saving grace is that the user forgot to enslave you with a contract, meaning you maintain free will. The one way to turn back is to knock out the user, though they'll be heavily guarded and hidden by a gang of powerful pirates.

+300/500 - Evil Twin

You have a twin out there somewhere who's the opposite of you in terms of morality and despises everything you stand for. They look virtually identical to you save for some distinguishing markings like scars or missing limbs and they are just as powerful as you, being able to do pretty much anything you can. While they're currently going around doing things you wouldn't approve of, you'll inevitably end up fighting them to the death at some point. Don't you hate it when this happens? For 500 points, you instead have 3 evil twins.

+300 - No Shadow

Something seems to be missing, jumper. Your shadow has been stolen by Gecko Moria and put inside a corpse to serve as his minion. Lacking your shadow is very serious. You won't show up in mirrors and should you ever be exposed to the Sun you would disintegrate in seconds. You'll have to defeat the zombie which has your shadow in order to reclaim it, but they're a powerful warrior who proves a match for you in combat. You'll have to be smart about this, as if you reach the end of your time in this jump without your shadow you'll fail your chain.

+300 - Old
You're past your prime. You're getting up there in years and it's made you significantly weaker. Your strength and abilities are just a shadow of what you used to be able to achieve in your prime. Even though you can still get stronger, it'll be proportionately less than the same gains you would have made in your youth. There's not much you can do about this. That's just the passage of time for you.

+300 - Execution
You've really done it now. Some incredibly powerful enemy like the Marines have captured you and there's no way for you to escape. In about a month's time they're going to execute you and if no one intervenes then they will succeed. You can do nothing but hope that your friends and allies will come to save you and they'll have their work cut out for them as your execution is something the entity holding you captive is willing to go to war over, throwing threats as massive as multiple admirals at them to ensure that you don't get away. I hope you have some reliable friends.

+300 - Cruel Fate
I don't know who you upset, but it seems the forces that rule this universe have it out for you. Tragic events seem to come to you with disturbing regularity, seemingly designed to spell your end. Maybe your family just so happens to live in a place that's about to be the biggest battleground in recent history and you have to go save them, or a buster call has been sent directly on your location. It's not impossible to beat the odds and survive, but expect many dangerous and emotionally taxing scenarios. Prepare for the worst.

+500 - God's Puppet
You have made a deal with the devil. Imu, the god and ruler of this world, has formed a contract with you and taken over your mind. Although you appear to retain your personality, your actions are all in complete obedience and subservience to Imu and their goals. Your free will is entirely suppressed. They will have you do whatever they require, embarking on dangerous missions and committing atrocities across the world. It is possible to break out if traumatic or incredibly important memories are triggered, but even if they are Imu can reassert their control and directly puppet your body. What it would take to break you free after that is anyone's guess, but it's probably the love of your closest friends and family.

+100 - Lost
What? This isn't the right page! Even your drawback got lost?! It's only fitting, as your sense of direction is worse than non-existent. Your intuition always leads you to the wrong place and without someone else to guide you you're guaranteed to end up somewhere other than where you wanna go. Even when you have others to guide you, a nagging feeling in your head regularly compels you to wander off on your own and it's really hard to resist.

The End

And now the romance finally reaches its sunset. Whatever treasure you were looking for, I truly hope you found it. Now comes the time to make your final decision.

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Notes

- **No matter how you get one, the devil fruit weaknesses will be removed at the end of the jump and won't be applied post-jump**

- **Devil Fruits imported into weapons give that weapon the properties of the fruit and if it's a Zoan fruit the weapon will become conscious and be able to take the form of that animal, which will also amplify its natural abilities.**

- **Thanks for using my Jump! God bless you!**

- **THE ONE PIECE! THE ONE PIECE IS REEEEEEAAAAAAALLL!**