One Piece - Wano Country Jumpchain



By KingPan1c

Welcome to the Japan-inspired land of flowers, swords, and samurai, Wano. Centuries ago, Wano's people helped carve the Poneglyphs and worked alongside the Ancient Kingdom, which led to persecution by the current World Government. To protect itself, Wano sealed its borders, withdrawing from global affairs. Over generations, the Kozuki Clan ruled with honor, preserving traditions and the will of their ancestors. However, internal corruption and the rise of the Kurozumi family's vengeance led to Wano's downfall, culminating in the Great Pirate Emperor Kaido's invasion and alliance with the current shogun, Kurozumi Orochi. Their tyranny crushed the Kozuki and enslaved the people, turning a once-proud land of warriors into a nation of fear and despair, its true history and purpose buried beneath centuries of silence. You will find yourself somewhere in this land rife with pirates and criminals, but also filled with good people who desire to be free.

Take 1000 choice points and make your mark on the world

Origins

This is a world of freedom, and so you may choose your Age and gender for free.

Drop In: Someone from beyond the horizon. Are you here to bring the dawn to Wano? Or keep it from coming? You are an outsider in the land of samurai, bringing with you strange skills and abilities, unknown to the isolated people of this land. As such, you have no history here, you might as well be from another dimension.

Pirate: A person's dreams never die. You sail the high seas under a flag and a jolly roger. Are you fighting for freedom? Or personal gain? Either way you found your way to the Land of Wano, and are liable to do what pirates do. You are most likely a member of the Beast Pirates or a subordinate crew, or an outside crew that somehow made it into Wano.

Samurai: The blade is an extension of you. You are a native of Wano Kuni. As such, you have studied the sword since youth, be it as a smith creating works of art, a Yakuza member keeping order in your hometown, or a Samurai ruling over the people. You are most likely a member of Orochi’s government, or a rebel doing your part to help the civilians of this land.

Species

Human (Free/50cp):
The most common species in the world currently. This should be a form you're used to, so there isn't much to explain. One thing to note is that humans come in large sizes around here, so you may be anywhere from child size to a dozen feet tall. For 50cp, you may be a member of one of the long-clans, gaining a notably longer neck, arms, or legs.

Oni (100cp):
A strange race born from a combination of Human and Ancient Giant lineage factors. People from this species boast higher durability and endurance than most, along with sharp horns from their head, an innate sense for battle and combat, and a long lived lifespan. Their size varies as much as humans.

Mink (200cp):
The minks are a race of humanoid furry mammals resembling different animal species, hailing from the living elephant island of Zou. They are speedy fighters, able to generate electricity from the fur on their hands. Under the light of a full moon, they can take on a strange form, a blank white form of Sulong, which increases the user's power at the cost of releasing their animal instinct.

Fishman/Merfolk (200cp):
Two sea-dwelling races are here together. As a fishman, you will have a nonhuman appearance resembling some form of sea life. As a Merperson, you have a human torso, with the bottom half of a fish. Either way, you are a naturally fast swimmer, and your body is 10 times physically stronger than a human's. You also have basic knowledge of fishman karate techniques that allow one to manipulate water.

Lunarian (300cp):
You are of the people once known as the gods of this world. Like the majority of Lunarians, you have dark skin, black wings, and a flame on your back. When this flame is active, your defence and durability is immense. When the flame is out, your speed will increase, but your durability dropped proportionally.

Cyborg (300cp):
Humans have evolved. You now have cybernetic upgrades in your body. Your upgrades follow the style of one of the following: Franky's tech; including cannon and gun weapons, and armoured frontside, grapple arms and a laser. Pacifista Tech; including full armour, a laser weapon in each hand and your mouth, a database HUD you can access. Germa style upgrades including a hardened exoskeleton, a reconstructive healing factor, and super strength.

Locations

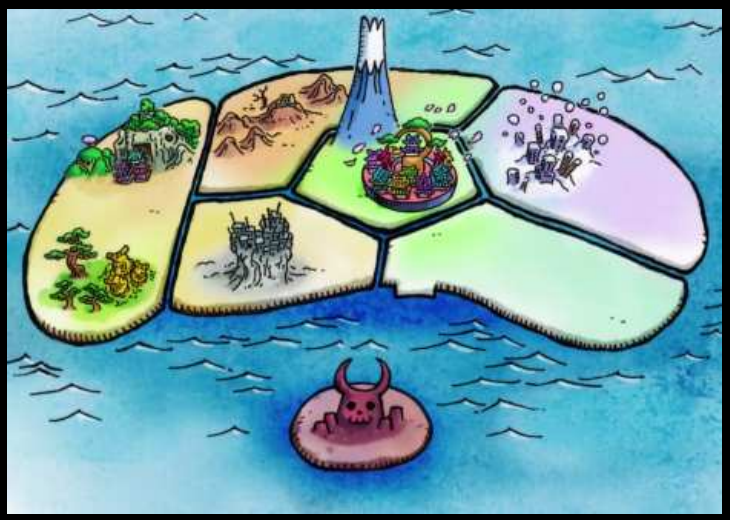
- **Kuri:**
  A region of the country ruled by Oden until the invasion of the Beast Pirates and Orochi, now controlled by Jack the Drought. Home to the Paradise Farms, it was once the most lawless region of the country, now a land of rugged mountain, woodland plateaus, all crowned by Mt. Atama.

- **Sakura: The Flower Capital:**
  The head of Wano Kuni and the seat of its political power. Merchants fill the air with the smells of perfume and food, hiding a rigid system of bureaucracy and backdoor dealings. At its heart sits the Shogun's palace towering over the district. Home to pleasure districts, secret police, and surveillance forces mixed with artists and performers clinging to joy during these dark times.

- **Udon Prison Mine:**
  A brutal labor camp hidden within walls of stone located in the Udon region. Here, prisoners break down seastone from dawn to dusk, fuel the industrial engine of Kaido's war machine, and survive only if their spirit refuses to die. The air is thick with metal dust and steam. Escape seems impossible under the harsh watch of Queen the Plague, yet within these walls, alliances form, resolve hardens, and warriors discover what they're truly capable of when stripped of freedom.

- **Ringo:**
  A land of snow-dusted silence, with ancient frozen burial mounds that have held their corpses and swords for hundreds of years. Ringo is the resting place of generations of Wano's greatest swordsmen, and its icy aesthetic reflects the stoic hearts of its people. Every grave hill stands as a testament to the proud history of the land, once controlled by the Shimotsuki clan. Home to Oihagi Bridge, Kaeru Port, and the Northern Cemetery.

- **Onigashima**
  A demon island shaped like a skull, eternally wreathed in thunderclouds and lit by the flames of war. It serves as Kaido's fortress headquarters—a place where the strong thrive and the weak perish. The architecture blends ominous demonic design with industrial factories, and the halls echo with drunken roars of the Beast Pirates. Entering Onigashima means stepping directly into the den of monsters.



Perks

Perks for each origin are discounted by 50%. 100cp purchase is free for your origin.

General

Ninja Skills (-400cp): Grants stealth movement, shadow-walking, smoke bombs, wire-fu acrobatics, substitution tricks, and knowledge of ninja poisons. Comparable to the Oniwabanshu in skill.

Power of Ambition (-150cp):
In this world it's not uncommon for people to make use of a special power known as Haki. The power of one's spirit energy brought forth through ambition, you now have decent ability in one of the colours of haki. The Colour of Armament allows one to strike the true form of a target, bypassing many defensive devil fruit abilities. It also allows one to harden their skin and weapons with a black coating of spirit energy, and even nullify power effects cast on the user. The Colour of Observation allows one to tap into an extrasensory sixth sense, allowing one to sense the presence, feelings and strength of others, as well as predicting their moves.

Additional purchases allow you to purchase the other Colour of Haki, or you can take your ambition to the next level, unlocking advanced techniques. The advanced form of Armament Haki allows one to create barriers of spiritual energy to block large attacks or strike targets without touching them. If channeled correctly, it even allows the user to strike a target's insides while bypassing their external durability, attacking vital points directly. The advanced form of Observation Haki grants the user the ability to look a short while into the future, allowing one to see attacks before they are made. This future sight can also apply to other senses like ones hearing or extrasensory perceptions.

Kingly Ambitions (-200cp):
Colour of the Supreme King's Haki. Second purchase grants an advanced technique, allowing one to coat their attacks in the energy, amplifying attacks. It also allows one to bypass certain forms of immortality and regeneration held by abyssal beings. In future jumps this technique will work on other forms of dark or evil defensive abilities.



Drop in

Adaptable Wanderer (-100cp):
There's a whole wide world of new horizons out there beyond the borders of Wano. You have a knack for learning the basics of almost any craft, trade, or manual job you observe. This does not apply to military, martial, or supernatural skills.

Foreign Flair (-100cp):
You possess an exotic charisma somewhat unique to someone from outside Wano. Locals find your odd habits endearing, giving you easier time negotiating, bartering, and talking your way out of suspicion. Cultural differences won't cause trouble for you, instead helping you out.

Underground Rebel (-200cp):
Unlike the average masses of this land, rebellion is in your nature. The rebels and criminals you do manage to find around here seem to have an affinity for you. You'll find it easy to hide your newfound network of scoundrels as well as your own operations from the local establishment.

Ship Shape (-200cp):
A master of your craft, you have a notable talent for building and maintaining all kinds of ships and boats. This includes the vessels common in this world like seastone warships, and with exposure you might figure out how to puppy more unique upgrades like submersible coating or metal submarines.

(-400cp): n

Supreme Grade Craftsman (-400cp):
At the highest grades of crafting an item made strong enough to last such as a black blade or Road Poneglyph. Perhaps you can replicate these creations since you can infuse a portion of your perks and supernatural abilities into your creations. This is a unique process that will take time to master, but can result in all sorts of strange artifacts

Punk Rock Science (-600cp):
You can invent technology decades ahead of Wano and even the World Government—cybertech, weird power armor, ballistic weapons, mechanical creatures, or even Frankie-tier inventions—using Wano local materials.



Pirate

nSailor Sun (-100cp):
Sailing, know how to use boats,perfect sense of direction

nBackstabbing Swashbucker(-100cp):
People are strangely trusting of you. You will need to do something good for them.

nTreasure Radar(-200cp):
Like any good pirate, you always keep an eye out for booty. You have a seventh sense for treasure,

nCrew Member (-200cp):
Skill at one; Cooking, Navigation, Shipwrighting, Musician, Doctor

nThe Strongest Power (-400cp):
Charisma, make allies, some say the strongest power

Emotional Intelligence(-400cp):
A power known to certain observation haki users lets them gleam the feelings and emotions of people around them. You can do this too, both directly, through your haki, and simply through mundane observation. You also have a knack for saying the words someone needs to hear, motivating them to reach their potential despite any situational issues like a civil war starting at their home.

nC@#% Coating(-600cp):
Can coat the body with the powers of any other perk.



Samurai

nSamurai Bearing (-100cp):
Poise, calmness, intimidation, noble presence, can fit in with high society more based on strength

nIron Resolve (-100cp):
Pressure and violence aren't a problem, clear head. Fear, intimidation, killing intent, or overwhelming aura never shake you. You remain calm even against a Yonkō's killing intent.

nIronclad Bonds (-200cp):
Loyalty from allies

nWano Smithing Arts (-200cp):
Forging, create Grade/Supreme Grade blades with rare materials.

nKenjutsu Flow (-400cp):
Sword skills. Can learn Quickdraws, flowing style, ability to cut “concepts” like sound, shockwaves, fire.

Sharpened Soul (-400cp):
Your sword has become part of your body, and therefore your body has become a sword, reforged through battle. You possess a strange quirk or biology not uncommon around here. When you suffer a serious injury, your body and Willpower become stronger, honed by the brutality you endure. Even in a battle where you are left bloodied and beaten, you attacks will cut deeper than when you were healthy. That power will only be greater once you return to full capacity.

nBreath of All Things(-600cp):
Attacks can damage and not damage whatever, project physical attacks



Items

Items for each origin are discounted by 50% and 100cp are free. 300cp Stipend

General

nFlag (Free):
Custom Jolly Roger or Clan Banner that instinctively inspires your followers and unsettles your enemies."

nFreedom (-50cp): A small Dinghy like lufffy started with

nBread (-50cp): 500M Berries equivalent

nVivre Cards(-50cp):
Comes with a small stack of blank universally-compatible Vivre Paper that automatically updates directions, even across dimensions.

nSeastone Collars (-50/200cp):
Can generate ordinary seastone shackles, bullets, or nails once per day. For 200cp you get a large block of the material

nTransponder Snails (-50cp):
A customizable family of snails: video, radio, long-distance, emergency SOS.

nWeapon Zoan (-200cp):
infuse a weapon with a zoan spirit—gains hybrid forms, self-repair, battle instincts. Works whether the weapon eats an artificial zoan or a special native spirit.

Drop in

Special Weapon (-100cp):
Swords and guns are nice enough, but your fighting style makes use of something much more bizarre. Be it a Slingshot, Mace, Axes or even a rocket launcher, you have a simple weapon that isn't commonly seen in these lands. If needed, you will find you possess more than enough ammunition, and if lost you will find your weapons again in a week.

Jumper Fruit Encyclopedia (-100cp):
Knowledge is power, especially in a place with as many secrets as the land of Wano. One thing you can be sure about is yourself. This book contains information on different abilities you have come across in your travels, explaining their details, potential upgrades, and how the user developed the ability. This includes information on your own abilities.

Ninja Scroll (-200cp):
Is this from a different manga? This roll of special paper allows you to store all sorts of things within it, just by placing the object on the scroll. (or vice versa.) From weapons, to people, to large amounts of water. This scroll can change size for ease of use, growing smaller for storage or larger to be used to nuke a place with its payload. Can hold as much as you can store, and can even seal people if they're knocked out.

Special Vehicle (-200cp):
A giant motorcycle, Waverider or something more extreme? Whatever it is, this vehicle is not from around here. You receive a high tech land or sky based vehicle based on something from elsewhere in this world.This can be anything as simple as an Octopus Balloon or as complex as a high tech tank. Multiple purchases of this item can be combined into a mech of some sort.

nGerma Suit (-400cp): Tokusatsu in a Can.

Personal Lab (-400): Lab n

-600:Shinobi Network: n

Pirates

nYour Swash and buckler (-100cp):
Pistol and Cutlass

nNew Worlds Abound (-100cp):
New World Pose. At will, it can attune to a new objective of your choose, pointing the way

nUnique Hat (-200cp):
A common staple for notable pirate captains. Acts as a leadership symbol, and people are more willing to join your cause

nExtreme Ammunition (-200cp):
Seastone bullets or buggy balls

nBootleg Smile Factory (-400cp):
Produces shitty devil fruits, one a week, make janky zoans

nSUPER Ship (-400cp):
Special ship, might have a jet boost, or be a submarine

nDemon Island (-600cp):
Island like Onigashima,




Samurai

Samurai Garb(-100cp):
Many things are expected of the elite samurai of Wano. Two of those things are looking the part, and fighting the right way. To help you fit in, you are now in possession of a strong katana, along with an outfit commonly found in this country. The sword will never break to normal use, but enemy special abilities are different.

nInstrument(-100cp):
Musical Instrument, always have income and a position in society

nThe Crucible(-200cp):
Forge with all the tools needed

Ryou Training Blade(-200cp):
Isn’t this weapon special? Yes, but not in a good way. This weapon absorbs energy from the user violently, sucking it up. Unfortunately, unlike Enma, this doesn't increase the sword's output, only acting like a normal sword. However this process acts as extreme training for your haki, strengthening anyone who uses it for a while. You receive nine of these swords, enough to train a group of retainers.

nPalace(-400cp):
Big house, guards, special

nCursed Blade(-400cp):
Cursed special sword

nWano District(-600cp):
District under your control





Devil Fruit

-0cp: For a power that's useless or an active detriment like the jacket fruit n

-100cp: Basic: Most Zoans, weak paramecias n

-200cp: Zoans: Birds, Dinosaurs, Most Paramecias n

-300cp: Soul, Brook, Gum gum(up to G4), String, Pads, Weak Logias n

-400cp: For top tier fruits like the Nika, Magma, Seiryu, Op Op, Gura, strongest n

Companions

The 200cp Stipend

nNew Nakama and Old Allies (-50cp):
+800cp for new or imports. Can take people with you

nCrew Import (Free):
Import followers with background and basic knowledge

nJoint Sword (-100cp):
can meet any swordsman from the world of one piece, dead or alive, Toki, Ryuma, Canon Shiki, etc

nYour loyal Scabbards (-300cp):
Nine Samurai that swore loyalty to you over the course of your life. They have varying levels of ability, with the strongest three around the level of a Yonko's third commander

nKoyanskaya (-100cp):
Fox mink with a knack for guns and explosives. She gets stronger if you pray to her, but her teasing

nMisbegotten Blacksmith (-100cp):
Hewg Elden ring Expy, Old smith who seems to have eaten a bad devil fruit

nCold Noble (-100cp):
Rukia Kuchki expy, samurai, sword contains freezing abilities

nBlossoming Kunoichi (-100cp):
Shinobi from a nearby island, she specializes in medicine and poisons, good enough to give her regeneration and has a natural strength. Sakura Haruno Expy

nFresh Vengeance (-100cp):
Chihiro kagurabchi expy

Drawbacks

Time Displacement (Free):
Do you want to start at some other time? With this, you may begin your journey at a different point, such during Rock's Era, during the great age of pirates, or even during the era of the ancient kingdom. At earlier point, the state of the greater world is unknown

Cock Coating(-100cp):
Who came up with this garbage? It seems like the names for your powers were made by a rushing community or some edgy fantranslator. It kind of sucks when your growth is rewarded with the title of strongest Cock Hardener. It is commonplace for fighters to call out their attack names around here, so have fun.

nAura Piece (-100cp):
Glowing aura displays all your attacks, no stealth

nHeavy Drinker (-200cp):
Alcoholic with mood swings like kaido

nSide character(-200cp):
No fights, your allies get really cool fights

Commoners Haki (-200cp):
No matter how powerful your presence should be, you won't scare anyone. Your allies, enemies, and everyone you meet will be sure you aren't powerful or impressive. They won't ignore capabilities you blatantly show, but even then, at most they let you go while making snarky comments. You simply cannot induce fear in anyone.

nCaptain Midd (-300cp):
Like a certain Useless Captain, you don't use your abilities very effectively at all with most of your attacks simply resulting in a big strike. The mystical properties of your abilities are limited to raw offense for the most part. At the cost of a heavy stamina drain, you can awaken your abilities, giving you access to the full breadth of your creative applications.

nSMILE for the Camera (-400cp):
You have the effects of a smile fruit

nJobber (-400cp):
You lose fights

nItem Lockout* (-400cp):
No outside items

nOut of context (-400cp):
No outside powers

nStrongest (-500cp):
People come to challenge you, even at inopportune times
Suicidal (-500cp):

nStagnant Character(-600cp):
Your growth is severely limited and you need immense personal growth to keep your powers from regressing

Notes

Thanks to the other one piece jumpchain creators, inspired by ‘s Heian Era jjk jump

Scenario ideas:

Take D. Photo

The Dawn