ONE PIECE

Yo!

Jumpchain Compliant

Long ago, Gold Roger, King of the Pirates, obtained everything the world had to offer.

His dying words drove countless souls to the seas:

"You want my treasure? You can have it!

I left it all in One Piece, now you just have to find it!"

And thus, a new age began. This is a time known as The Great Pirate Era!

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

You enter the world at the beginning of the series alongside the same storyline the anime portrays. To help you along your way, take these choice points to allocate towards a new life in the grand adventure that lay before you.

Will you follow Gold Roger's will towards the Grand Line and claim his treasure as your own?

Or will your desires draw you towards a different goal?

+1000 CP

Origins

You enter this world as the gender you were previously.

Your age is 1d8 + 16

You can choose to change either your gender OR your age for 50cp each.



Drop-In (Free)

You have been placed at your chosen destination with nothing but the clothes on your back and whatever knowledge of the world you already hold. You have a few days worth of food and water, but you also have no connections to this world. On the plus side, this also means you have no extraneous memories bogging you down - you are truly yourself.



Pirate Crewman (50cp)

You are one of a handfull of crew on board a small pirate ship near your starting location. You know how to scrap and pillage and have reliable crewmates and a good captain, but your formalities and manners are lacking.



Pirate Captain (100cp)

Bugger to just being a crewman, you're the boss of this ship! Your ship is small and your crew amounts to only a handfull, but you have a commanding authority over them. Whether this is good or bad depends on the kind of pirate you are. Good knowledge on how to fight and outwit the marines, but little else.



Marine Crewman (50cp)

Don't want to be a pirate? Join the marines! You are under a tighter leash than you would be as a pirate, but you are paid well and have superior resources at your disposal. You start with disciplinary training and decent knowledge of how to fight pirates, but you are mostly stuck manning guns during fights.



Marine Captain (100cp)

You are large and in charge! You command your own ship of a dozen raw recruits fresh out of the academy, and are expected to keep them in line and get shit done when the World Government cracks the whip. Extensive knowledge of marine hierarchy and proficient in land and sea combat.

Starting Locations

Roll 1d8, or choose your own destination for 100cp



1) Loguetown

A city in East Blue, covering nearly the entirety of the island it is on. A popular hub for those seeking to challenge the Grand Line due to its proximity to Reverse Mountain, you can likely find anything you'd need for your adventure here if you look hard enough. Birthplace and execution spot of Gold Roger.



2) Torino Kingdom

An island in South Blue that is home to a primitive-looking caveman culture ruled by gigantic birds that live in the islands one gigantic tree, but with a surprisingly vast and refined knowledge of medicine with a massive library of knowledge.



3) Drum Island

A winter island located at the beginning of the Grand Line. Cold weather year-round, but as far as the Grand Line goes, it is a relatively peaceful place. Led by the Sakura Kingdom.

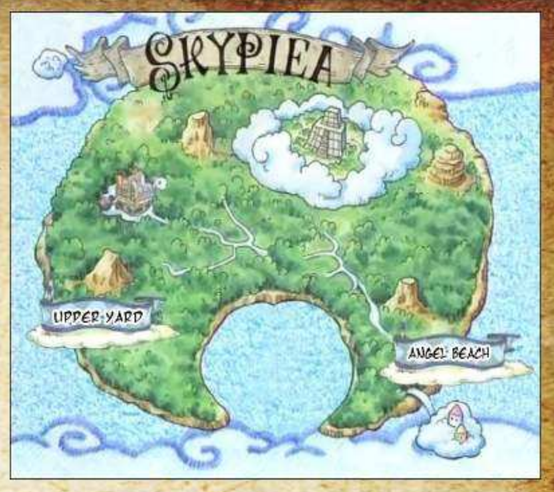


4) Marie jois

The capital of the World government and the only 'official' entrance into the Grand Line. This route is usually reserved only for Marines or World Government agents who traverse on official business. Being here as a pirate would be a VERY bad idea.

5) Skypiea

An island situated high in the sky, inhabited by people with wings on their backs and ruled by a harsh god. Dry land is at a premium, and is seen as sacred in comparison to the abundant clouds that surround them.



6) Abandoned Island

A nondescript island thats...wait, where is this place again? Given that the weather doesn't shift too chaotically, you guess you're not in the Grand Line, but where you could be otherwise is a mystery. Hope you have a boat of your own or can wait patiently until a stray ship passes by. Thankfully, the island seems survivable... at least, at a glance.



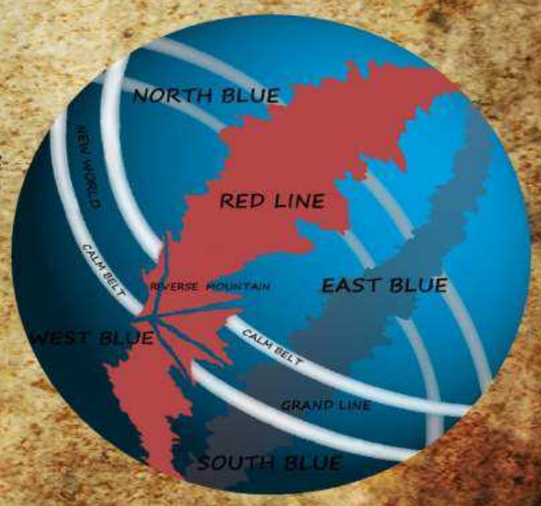
7) Impel Down

The World Government's maximum security prison smack-dab in the middle of the Calm Belt. Depending on your background, you may be a prisoner (pirate), a guard (marine), or merely someone in a government-sponsored tour group (drop-in). Regardless of your circumstances, this isn't a place you would wish to stay for too long. Good luck escaping!



8) Free Choice!

Fate has deemed you worthy of choosing your own starting point in this world. You may choose any location listed here, as well as any location in the Red Line, any of the Blue oceans, or the first half of the Grand Line. Be forewarned though, choosing to go into the Grand Line is a decision you had best not make unprepared.



Skills & Abilities

Discounts are applied depending on identity and are 50% off. Free means free, obviously.

Nakama (Free)

Fate has conspired to have someone you meet early in your adventure (or someone who is already part of your past) turn into a great friend. There is an immediate connection, and your friendship immediately runs deep. This friend will be with you through thick and thin, will never even consider betrayal, and will likely be willing to take a cannonball to the face if it means saving you. Fate gives you one friend now, but fate in this world works in mysterious ways - they may be your first true friend, but they likely won't be your last or only.

Swimming (50cp)

You know how to keep your head above water and keep your cool if you get thrown overboard into the ocean. Quite the handy skill to have in a world covered by water. Of course, this skill is useless if you have a Devil Fruit...

Navigator (100cp)

(Free: Pirate Crewman/Navy Crewman)

You know how to navigate the oceans as easily as you breathe. The Blue Oceans hold no secrets from you, and even the Grand Line becomes a manageable ordeal if you have a Log Pose.

Combat Training (100cp)

(Free: Pirate Captain/Navy Captain)

You know how to hold your own in a fight, on land or at sea, with gun or sword. Includes proper combat knowledge on how to handle a cutlass, flintlock pistol, and musket.

Survivalist (100cp)

(Free: Drop-In)

You know where to fish, where to find fresh water, what animals are safe to eat (and which ones will try to eat YOU), and what plants will and won't kill you if you try to consume them.

Shipwright (300cp)

(Discount: Pirate Crewman/Marine Crewman)

You have extensive knowledge on how to repair and even build ships. Your knowledge is relatively limited to repairs and small ship building, but can easily be expanded upon to repair or construct entire galleons.

Commanding Presence (300cp)

(Discount: Pirate Captain/Marine Captain)

Words carry weight, yours even moreso. Those within earshot of you are highly likely to drop what they are doing and listen to what you have to say, and if you can make a compelling enough argument, they may very well follow you to the jaws of hell.

Precision (300cp)

(Discount: Drop-In)

Your kinaesthetic sense and body coordination is exceptional. you can see and reacto to swings coming at you faster, can hit a target further away more accurately, and in general have a superior edge in noticing and reacting to your environment.

Tinkerer (300cp)

(Discount: Pirate Crewman/Marine Crewman)

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

Will of D (800cp)

(Discount: Change your middle name to something beginning with D)

It is said those who carry the Will of D are bound to a great fate, and bear that fate with a smile, even in the face of certain death. Somewhere in your family line, you had a parent or relative who passed this will on to you by blood. Those with the Will of D are said to bear a willpower that never collapses, even when they stare death in the eye, and seem to be intrinsically linked to the fate of the world in some tangiable way. Though YOU personally aren't subject too much to the whims of this world's fate, it does seem to favor you nevertheless. Your willpower is nigh-insurmountable no matter the despair you face, and you always seem to find yourself surviving through even the toughest of fights, albeit by the skin of your teeth, as if fate itself has a plan for you. You are still very much capable of biting off more than you can chew, and fate can quite easily turn that 'near victory' into a crushing defeat, but fate seems to be lenient with the chances it gives you.

Skills & Abilities

Rokushiki - Six Paths (600CP)

Discount: Marine Crewman/Marine Captain

You have recieved training in the Marine martial arts of the Six Paths. Typically reserved for high-ranking Marine officers and Cipher Pol agents, the Six Paths are not easy to master, but allow for a great deal of close-combat prowess. You have just started learning, but already you can use your abilities with enough proficiency that makes you capable of taking on several lesser foes or even one relatively evenly-matched opponent and have good odds of victory. Time and training will strengthen the abilities you have, and perhaps if you master the Six Paths, you can unlock the seventh skill of Rokuogan (The Six King Gun) and become a truly fearsome force to be reckoned with in close combat.

Tekkai - Iron Body



Rankyaku - Tempest Kick



Shigan - Finger Bullet



Soru - Shave Step



Geppo - Moon Walk



Kami-e - Paper Arts



Combat Arts (600CP) Discount: Drop-In

Choose one of the following combat arts to begin practicing. You have the equivalent of a few months worth of training, but your proficiency and capability will get stronger with time - even moreso if you can convince someone to teach you. With enough time and dedication, you may even surpass them.

Fishman Karate



Strong concussive attacks. Amplified while under water.

Black Leg Style



Flurry of kicks and extreme evasive potential.

Three Sword Style



Can use air currents for long-range attacks. Esoteric style.

Skills & Abilities

Fishman (600cp)

(Discount: Pirate Crewman/Pirate Captain)



You are one of the fishmen of the world's oceans, renowned for your unmatched agility underwater and superior strength. From birth, you were already 10 times stronger than any normal human, and that power is only magnified while you are in water. In addition to being able to breath both air and water, being able to communicate with most sea-life short of Sea Kings, and being an unmatched swimmer, your fishman heritage gives you a unique ability depending on the species you are based on. An octopus fishman would typically have extra arms and the ability to spew ink, a wobbegong fishman would be able to camouflage himself to his environment, and a shark fishman would have a ferocious fighting sense and teeth that can regrow almost instantly. As an added bonus, while you haven't yet learned fishman karate, you would take to it like the proverbial fish to water, should you choose to pursue it.

Unfortunately, this power is not without its price, as fishmen in general face wide-scale discrimination, distrust, and outright hatred from humans most places they go, and due to the fact that most fishmen are met with oppression and slavery at the hands of humans, there is a good chance that this feeling flows both ways unless you are the forgiving type. Taking this option lets you choose Fishman Island as your starting location for free.

Skills & Abilities



Haki (600CP)

You have awakened the latent power of your mind, body, and spirit! This power is, simply put, weaponized willpower, giving any who possess it the ability to go toe-to-toe with devil fruit eaters (with enough practice, of course). Your power is still weak and will require training to perfect, but you already have a good enough grasp of Evasion and Armament Haki to be able to go up against a group of weak mooks or an evenly-matched devil fruit eater with good odds of victory. There is a secret third type of Haki that few are said to possess, but you aren't one of these people...

Conqueror's Haki (200CP) Requires Haki



Or are you? You are a one-in-a-million Haki user capable of using your Haki to dominate the wills of others with the sheer, overwhelming power of your own. You can smother the wills of weaker minds, causing people to faint around you and causing even the most ferocious animal to run with its tail between its legs. Of course, you're not too strong yet, able to only knock out small groups or one specific individual, but proper focus and training will allow you to knock out entire crowds, selectively pick out those you wish to affect, and be able to mentally overpower all but the most iron-willed of people (and even those who resist will still be visibly shaken by the experience).

If you want to learn Haki in the world without taking it here, you very well can. However, finding a person willing to teach you is a challenge all its own, and you will find that learning Haki isn't as easy as Luffy makes it look. What took him 2 years to accomplish could easily take you twice that time, and Conqueror's Haki will be out of your reach entirely - you simply aren't the one-in-a-million this time. Purchasing Haki here gives you a head start with your skills equivalent to a month or two of training, and a development speed on par with Luffy.

Cyborg

You have become one with the machine!

How you came about this transformation and what it entails, however, is another matter...

Pacifista Prototype (600CP)

(Discount: Pirate Captain/Marine Captain)



Whether you volunteered for the project or took it as part of a plea bargain to reduce a sentence, you opted to undergo an experimental procedure at one of Vegapunk's top-secret laboratories for the Pacifista Project. You do not remember much about the process itself, but you do know that you were written off as a "Failed Prototype", and once you were released (or perhaps escaped), you were changed.

Power-wise, you are roughly equivalent in terms of strength and capability with Bartholomew Kuma prior to the 2-year timeskip.

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

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

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

+Perpetual Energy Source: You need not worry about your power stores draining. Your power supply perpetually replenishes itself whenever you sleep

+Self-Repair System: Your body comes with a rudimentary self-repair system that allows for repairs roughly on par with natural human healing. Losing a limb will still mean that limb is gone for good, though.

-Huge: All of this equipment takes space, and it shows. You are roughly 2 to 3 times taller than most men, and weigh nearly half a ton.

-Sluggish: While your servos do their best to keep up with you, your size and bulk makes you noticeably slow. You can still run, just not very fast.

-Irreparable: Your construction is very much unique and highly prototypical. Even if you are a tinkerer, you will find extreme difficulty fixing all but the most simplistic or superficial of damages, and upgrading yourself borders on impossible unless you were to voluntarily turn yourself over to Vegapunk. Considering you barely survived your last encounter with him, this is ill-advised.

Self-Forged (300CP)

(Requires: Tinkerer)



You have taken it upon yourself to make the transition between man and machine of your own hand. Granted, this has led to a LOT more blood than sweat or tears, but your hard work and persistence have finally paid off! You now have a body all of your own design, though how much better it is than your old squishy, human form remains to be seen. Your design puts you roughly on par strength and capability-wise to Franky during the Water 7 arc.

+Modular Design: What you lack in power right now, you make up for in potential in the future. Your body is highly modifiable, and as long as you have the time, money, and materials to invest, you can further upgrade yourself to lengths that may even one day surpass the Pacifistas.

+Passably Human: You built your body with form in as much mind as function. At a distance, you look averagely human, though upon very close inspection, you do bear some mechanical traits. These can likely be passed off as unique body modifications, however.

+Hidden Weapons: While rudimentary and debatably useful at best, you have managed to hide some weapons in your limbs for when things get hairy. You can have a maximum two of any of the following weapons, distributed within your limbs as you wish - A bladed or blunt weapon no longer than your full arm length , A rudimentary gattling gun that fires pistol shot, a detachable muscle-driven limb on a chain that can be thrown with the force of your best punch and retracted at will, or a rudimentary flamethrower with a range of 10 meters.

+/-Slightly Stronger: While nowhere near Pacifista-level, you've managed to enhance your strength ever so slightly beyond human norms. There is still much room for improvement, but you can punch through anything a world-class martial artist can with a little effort.

+/-Lightly Armored: You've got a bit of armor, but you are still mostly squishy and fleshy. Your armor will cause pistol shots to either lodge or take off surface skin, but anything of bigger caliber runs the risk of going right through you. However, your lack of armoring also means you are light on your feet as a side effect.

+/-Self-Repair: Your body doesn't have an auto-repair system, but your design is modular enough that you can make easy repairs on the fly, and all but the most serious damage can be repaired with a tool kit and some scrap metal. Losing a limb is not a permanent problem, but making a new arm with just one will be a difficult learning experience.

-Power Source: Your construction requires the use of a semi-common material for fuel (soda, beer, gasoline, etc). While you can still survive without a fuel source, your hidden weapons, strength, and armor will suffer if you are below 25% fuel capacity. You can upgrade yourself with other power sources that require less refueling, but getting a perpetual power source on par with a Pacifista will take some effort to either find or build.

Devil Fruits

You have come into possession of one of the fabled Devil Fruits of this world. You haven't eaten it yet, but it seems only a matter of time before you do. Only one Devil Fruit can be eaten per person, as any attempt to eat more than one results in instant death. Devil Fruit also carries with it a terrible curse - if your body is submerged in a body of water any bigger than a bathtub, your muscles go limp, whatever abilities you have deactivate, and you sink like a stone to drown in the deep. Devil Fruits are divided into 3 types:

Zoan-type
Imparts the features of a certain animal upon you, allowing you to assume both the animal form and a hybrid form between the animal and your human self.

Logia-type
Imparts your body with a certain element or quality, such as fire or electricity, allowing you to conjure and transform your body into your given element at will.

Paramecia-type
Highly varied. Can create substances, manipulate the environment, or impart your body with the quality of a material. Can essentially do most of what logia and zoan-types can't.

Fruits are divided into tables by tiers of their overall usefulness. You may roll 2d8 on a table to determine which fruit you get, or may choose your own on the table for an additional 100cp on top of the tier cost. You can purchase multiple fruits, but they must all be unique, as two of the same fruits cannot exist in the world at the same time. Some fruit users in this world may already have some Devil Fruits listed here, but your benefactor of these fruits assures you that they are JUST different enough so as not to conflict with this rule.

As an added bonus, if you chose a fruit that already has a user in this world, your benefactor offers you the choice to differentiate yourself from them by making a cosmetic alteration to the way your fruit's ability manifests. This can be anything from blue fire on a Flare-Flare Fruit, black smoke for a Smoke Smoke fruit, or red fracture marks for a Quake-Quake fruit. So long as it doesn't affect the strength of your abilities and is purely cosmetic, the alteration is yours to make as you see fit.

Tier 1 - Weak (100CP)

Seen by many as either being cosmetic, low-power, or a hinderance at worst, this tier is mostly populated by Zoan-types with a handfull of Paramecia fruits. Creative use of given powers is practically a must, seeing as on their own, they don't seem to be too useful.

2) Revive-Revive Fruit

User can come back to life after dying once.
Of course, this means that you have to actually die, which means that your journey is over.
Don't let that get under your skin, though...
If you still have any.

3) Snake-Snake Fruit (Model: Garden)

User can transform into a generic garden snake. No fangs or poison, but very compact form that is deceptively agile. Hybrid form looks like a Lamia.

4) Nemu-Nemu Fruit

User can induce sleepiness in others. Doesn't allow you to actually force others to sleep, but makes them heavily drowsy and more suceptable to napping.

5) Cat-Cat Fruit (Model: Calico)

User can transform into a calico housecat. Grants increased night vision, claws, teeth, and agility, though shedding may be a problem.

6) Mutt-Mutt Fruit (Model: Corgi)

User can transform into a corgi. Limbs become noticeably stumpy, but gain blunt claws and an enhanced sense of smell.

7) Whisper-Whisper Fruit

User can communicate with animals by listening to their thoughts.

8) Rat-Rat Fruit (Model: Albino)

User can transform into a white rat. Can survive on scraps and has a high resistance to disease, but red eyes and pale skin/fur unnerve people.

9) Ox-Ox Fruit (Model: Dairy)

User can transform into a dairy cow. Can trample with cloven hoofs and gore with horns.
Also, free milk for life.

10) Wheel-Wheel Fruit

User's arms and legs can be transformed into wheels. Rotational velocity is fast enough to allow the user to drive himself on flat ground at a maximum of 100 km/h.

11) Sala-Sala Fruit (Model: Bearded Dragon)

User can transform into a bearded dragon. Combat potential is limited, but spiky hide is good at deflecting sword blows and low-calibre gunfire.

12) Horse-Horse Fruit (Model: Shetland Pony)

User can transform into a pony. Short with stumpy limbs, but strong and intelligent with a coat of fur that resists cold.

13) Bug-Bug Fruit (Model: Stinkbug)

User can transform into a stinkbug. Hard shell carapace makes for good defense against blade and bullet alike, but you constantly smell bad.

14) Rust-Rust Fruit

User can rust and corrode objects on physical contact. Good for disarming enemies.
Can also rust certain non-metallic materials.

15) Bird-Bird Fruit (Model: Ostrich)

User can transform into an ostrich. Cannot fly, but leg strength and design allows for extremely fast running. Strong urge to bury your head in the sand when afraid.

16) Cat-Cat Fruit (Model: Lion)

User can transform into a lion. Sharp teeth, claws, and hunting sense. Facial hair resembles a mane and refuses vehemently to be styled into anything else.

Tier 2 - Decent (300CP)

Now we're getting into fruits that are more than situationally useful. Typically sought after by pirates, as their powers and variation tend to be well worth the loss of swimming. Mostly Paramecia and Zoan-type, with a few weak Logia-type present as well.

2) Toro-Toro Fruit

User can transform into an undetermined liquid. Shares many properties with water and can be used to drown opponents, but does not trigger devil fruit weaknesses.

7) Bug-Bug Fruit (Model: Hornet)

User can transform into a hornet. Gives a second pair of arms, wings, and a razor-sharp stinger with a paralysis-inducing poison.

12) Slip-Slip Fruit

User can make their body slippery and nearly frictionless. Any attacks that aren't a direct hit simply 'slide' off the user.

3) Spike-Spike Fruit

User can grow and extend pointed spikes from their body. Good puncture damage. Capable of punching through armor with enough practice.

8) Bubble-Bubble Fruit

User can create and control soap bubbles. Can be used to 'clean' anything from physical grime to abstract concepts like strength and pain.

13) Dice-Dice Fruit

User can create blades and gains the hardness of metal. Can still be cut by a sharper blade, and heat conducts REALLY well.

4) Boing-Boing Fruit

User can turn their limbs into springs. Allows for high jumps, strong punches and kicks, and easier landings from high places.

9) Stick-Stick Fruit

User can transform into a strange sticky substance at will. Adhesive enough to cling to walls and hold a ship together. Highly flammable.

14) Calm-Calm Fruit

User can project a soundproof field around themselves. Sounds from the outside cannot be percieved from the inside, and vice-versa. Can also be used to cancel out the noise of one's own actions.

5) Snip-Snip Fruit

User can transform parts of their body into scissors. Anything cut with these blades briefly gains the properties of paper.

10) Mutt-Mutt Fruit (Model: Wolf)

User can transform into a wolf. Enhanced senses, good hunting sense, and sharp teeth and claws.

15) Tweet-Tweet Fruit (Model: Falcon)

User can transform into a falcon. Grants flight, talons, and extremely good eyesight.

6) Human-Human Fruit

If eaten by a non-human, gives said non-human a human form and intelligence. If eaten by a human, effectively doubles that persons IQ.

11) Rubber-Rubber Fruit

User's body takes on the properties of rubber. Can stretch, contort, and inflate oneself to comical extremes. Highly resistant to any blunt force trauma that isn't reinforced with Haki.

16) Swamp-Swamp Fruit

User can transform into a swampy bog at will. People caught in it wil be held and sink as if in quicksand. Can store items inside user's body.

Tier 3 - Great (500CP)

Fruits in this tier are highly sought after, and are coveted by the World Government for use by their agents. Logia and strong Paramecia-type fruits are by far the most sought after in the world, and their price reflects the power you can wield with one.

2) Copy-Copy Fruit

User can copy other devil fruit abilities via touch. Need to take damage from attacks in order to copy them, so intense concentration is necessary. Can only copy up to 3 abilities at a time.

3) Peto-Peto Fruit

User can generate a green, glowy gel that allows control over living creatures when placed on their necks like a collar. Does not confer mind control, but your victims body will have no choice but to obey your commands.

4) Clear-Clear Fruit

User can turn invisible at will. This invisibility can be extended to whatever the user is touching, including objects and people.

5) Barrier-Barrier Fruit

User can create impenetrable barriers at will and use them for attack or defense. Can only create flat-surface barriers, but can be made any size and block any damage.

6) Op-Op Fruit

User can create a spherical room around them in which they control everything. Can be used to safely manipulate, remove, combine, or switch items and aspects between things, even living creatures.

7) Paw-Paw Fruit

Gives the user a set of paws on their hands. These paws can be used to repel anything the user touches, from gunshots and cannon blasts to abstract concepts like pain and fatigue.

8) Clone-Clone Fruit

User can transform into any sentient creature they have come in physical contact with. While this duplicates physical features, strength, and some capabilities, it does not impart any memories or Devil Fruit abilities.

9) Dino-Dino Fruit (Model: T-Rex)

User can transform into a T-Rex. Powerful jaws can rend a ship's hull in half, and a tough hide can deflect anything short of sustained cannon fire.

10) Wood-Wood Fruit

User can turn their body into and control wood. Allows for easy repair of hulls on wood ships, control over trees, and ability to constrict or cage people in wood structures. Weak to fire.

11) Smoke-Smoke Fruit

User can turn their body into and control smoke. Allows for manipulation of density of smoke, as well as limited flight capabilities by using density differences to launch parts of oneself.

12) Stone-Stone Fruit

User can transform into and control stone. Can turn skin into rock and meld with stone structures. Gives some limited geokinetic capabilities.

13) Sand-Sand Fruit

User can transform into and control sand. Can dry out people on contact by absorbing body moisture and create sandstorms.

14) Snow-Snow Fruit

User can transform into and control snow. Can cause hypothermia just by body proximity and generate snowstorms.

15) Gas-Gas Fruit

User can transform into and control a flamable, toxic gas at will. This power extends to controlling pre-existing gasses in an area and enhancing one's own power with them.

16) Ice-Ice Fruit

User can transform into and control ice. Can freeze people solid on physical contact and even freeze large tracts of ocean just by touching the surface.

Tier 4 - Legendary (700CP)

These fruits are the cream of the crop. In the right (or wrong) hands, they can make or break the world, and are often held only by the highest ranking officials or strongest pirate captains. Mostly inhabited by extreme-power Logias, legendary creature Zoans and some of the most powerful Paramecias in existence. Beware, for having a fruit of this power is bound to attract attention and make you noticed!

2) String-String Fruit

User can create strings of varying thicknesses, densities, and uses at will. Can puppeteer people, slice nearly anything apart, or use strings to grapple on to clouds for pseudo-flight.

3) Flare-Flare Fruit

User can turn their body into and control fire. Immune to heat and can conjure flames powerful enough to melt boulders or burn entire fleets of ships to the ground.

4) Sketch-Sketch Fruit

User can conjure any drawn object into existence permanently. Applies to any objects, concepts, or places that can be expressed through drawing. The quality of the conjured object directly correlates to the quality of the drawing. Does not confer the skill necessary to draw.

5) Rumble-Rumble Fruit

User can turn their body into and control lightning. Can generate up to 200 million volts, travel through lightning bolts, and merge with certain solid matter.

6) Lizard-Lizard Fruit (Model: Dragon)

User can transform into a dragon the size of a man-of-war class battleship. Elemental breath weapon, flight, razor-sharp teeth and claws, and a hide capable of shrugging off even sustained cannon fire. Terror of the skies capable of going toe-to-toe with armies.

7) Light-Light Fruit

User can transform into and control light. Allows for lightspeed movement and laser attacks. Can traverse the world in less than a second if there is a path to bounce light across. Does not confer light-speed reflexes. Cannot change path mid-flight. Requires some degree of planning for long jumps.

8) Magma-Magma Fruit

User can transform into and control magma. Can generate extreme heat beyond typical lava temperatures. Capable of smothering the intangiability defenses of many Logia fruits.

9) Tweet-Tweet Fruit (Model: Phoenix)

User can transform into the legendary bird of rebirth. Allows flight, strong claw attacks, and instant regeneration from all but the most fatal of wounds. Requires conscious awarenss of a wound to regenerate. Cerebral destruction or severe body shock/trauma is still fatal.

10) Diamond-Diamond Fruit

User can turn their body into and control diamond. Hard enough to block nearly any attack short of other legendary devil fruit blows or extremely strong armament haki. Virtually indestructible by conventional means.

11) Shadow-Shadow Fruit

User can create, control, and meld into shadows. Allows for travel along any shadows melded into. Can attack from shadows for sneak attacks, as well as attack an enemy's shadow to deal damage to their physical body. Almost unstoppable at nighttime. Naturally weak to light.

12) Human-Human Fruit (Model: Daibutsu)

User can transform into a giant golden Buddha statue of incredible size, strength, and destructive capability. Also enlightens the user and gives wisdom great enough to lead a country...or perhaps even the world.

13) Tremor-Tremor Fruit

User can create shock waves by shattering the air, through which the user can create earthquakes and tsunamis.

14) Dakka-Dakka Fruit

User can create and manifest any type of gun on their body. Can be anything from rifles and cannons to future-tech, theoretical, or downright physics-breaking guns with ammo that defies logic. Use of a weapon stronger than a cannon induces fatigue proportional to the strength of the weapon.

15) Age-Age Fruit

User can control age on touch. Can reverse or accelerate a person or objects age to revert to youth, age to dust, repair broken objects, or reverse wounds. Can only age living targets by a maximum of 1 year per second in either direction.

16) Dark-Dark Fruit

User can turn their body into and control darkness and gravity. Allows for creation of gravity vortexes and nullification of other devil fruit powers on contact. Legend has it that this fruit is also capable of permanently absorbing other devil fruit powers, but how this is accomplished is unknown...

Items & Equipment

Come into my shop and see what I have for sale! Some of this stuff can be found in the world, but I can assure you that some of these are one-of-a-kind that you won't find anywhere else! Discounts are 50% off.

Swimming Gear (50CP)

(Free: Swimming)

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

Reinforced Clothing (50CP)

(Free: Drop-In)

A set of clothing appropriate to your affiliation that has been woven in such a way that it is resistant to sword cuts and thrusts and can probably even stop the odd pistol bullet.

500,000 Beli (50CP)

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

Medical Kit (100CP)

(Discount: Survivalist)

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

Armored Clothing (150CP)

A set of clothing appropriate to your affiliation that has been further reinforced with leather, woven cloth, and metal plates in between the fabric. Heavier than Reinforced Clothing, but offers superior protection against most traumas, including protection from most non-armor-piercing small-arms fire.

Sea Prism Stone Shackles (200CP)

(Discount: Marine Crewman/Marine Captain)

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

Average Weapons (100CP)

(Free: Pirate Crewman/Marine Crewman)

A decently-made cutlass and flintlock pistol with 100 shots. While they aren't exactly shining examples of craftsmanship, with proper upkeep and care, they will be reliable weapons in any fight.

Quality Weapons (200CP)

(Free: Pirate Captain/Marine Captain)

A high-quality stainless steel cutlass and matching pistol with 100 shots. Superior craftsmanship and materials make these weapons more reliable and easy to care for.

Unique Melee Weapon (300CP)

If you're looking for a sword that never chips, a sea-prism-stone maul, or a dagger imbued with a fatal toxin without an antidote, this is the place to get it. Whatever you seek, if it's within reason, it can be bought here.

Average Musket (100CP)

(Free: Pirate Crewman/Marine Crewman)

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

Quality Musket (200CP)

(Free: Pirate Captain/Marine Captain)

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

Comes with 300 shots.

Unique Ranged Weapon (300CP)

Extreme-long-range musket that can hit a mile away? Shrapnel bomb launcher? High-pressure water cannon? Whatever it is, if its within reason, this is where to get it. Do be mindful of your unique ammunition requirements, though. Some shots are more difficult to procure than others.

Log Pose (100CP)

(Discount: Navigator)

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

Eternal Pose (200CP)

(Discount: Drop-In)

A Log Pose that permanently points to an island of your choosing in the Grand Line. Can be taken multiple times for different locations.

Ship Upgrade (300CP)

(Discount: Shipwright)

Upgrades your ship to a fully-fledged Frigate of almost 200 feet, equipped with cannons, long guns, and enough room for a crew of up to 150. Comes with a free 3-month supply of food for such a large crew as an added bonus!

Devil Fruit Encyclopedia (150CP)

Heavily worn and somewhat illegible, this book holds a good deal of information on all known Devil Fruits recorded by man. The pictures are slightly faded and the writing can sometimes be hard to make out, but it gives you a fairly good idea of which fruit does what.

Faded Map (200CP)

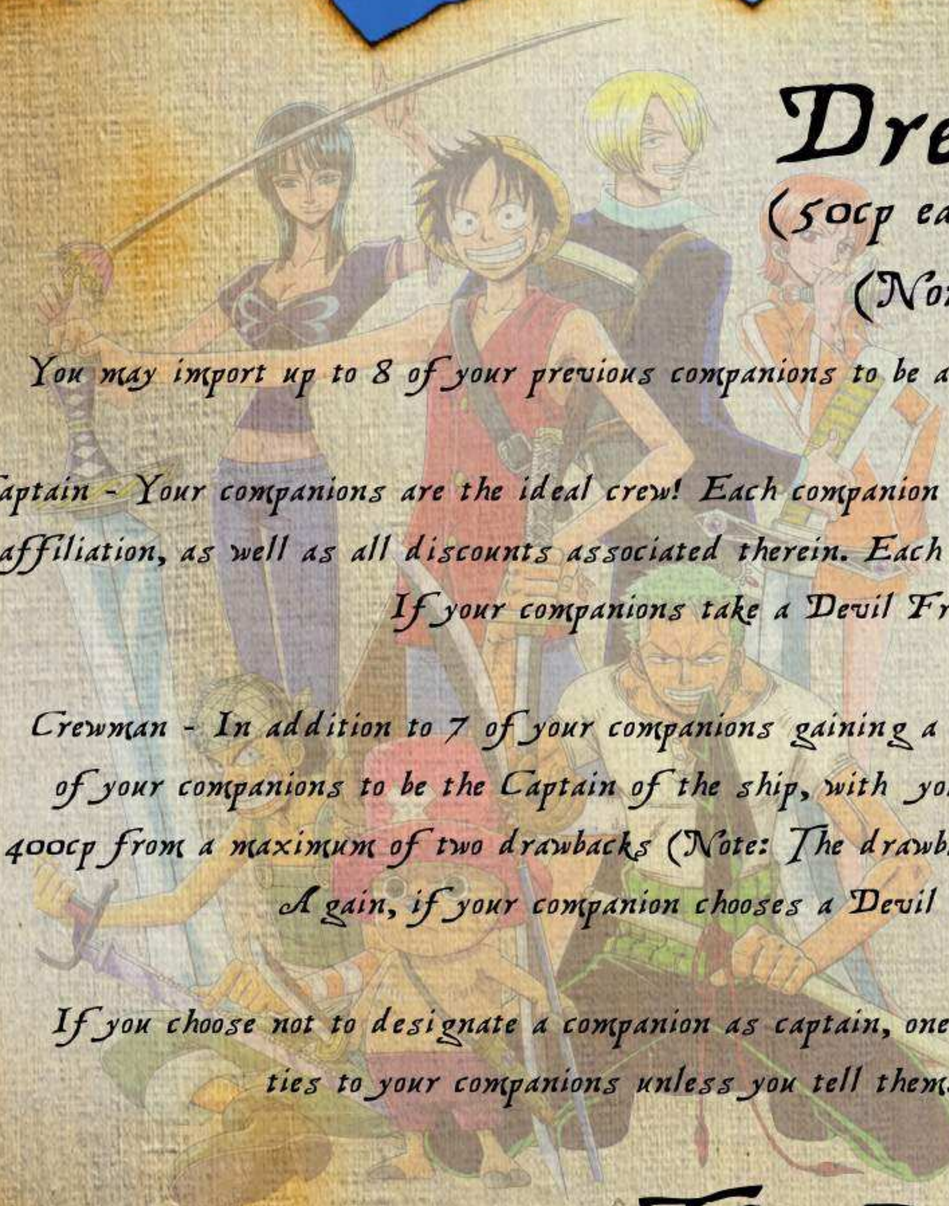
A thin piece of heavily faded parchment with some scribbles and a hastily drawn map on it. You can make out the words "Devil Fruit", "Grand Line" and "Powerful" quite clearly in the scribbles. The map itself looks like a puzzle, but seems to promise great riches to anyone who pursues it. Can buy multiples.

Strange Machine (300CP)

(Discount: Tinkerer)

A heavy contraption the size of a large treasure chest with bells, whistles, knobs, levers, and a printer steadily spewing a stream of paper everywhere. In the middle is a glass recess the size of a bowling ball. Can identify any Devil Fruit placed in it, but breaks after each use.

Companion Import



Dream Crew

(50cp each, or 300cp for all)

(Non-Drop-In Only)

You may import up to 8 of your previous companions to be a part of your crew. What role they play, however, is dependant on your position...

Captain - Your companions are the ideal crew! Each companion gets a human form, a history in this world, and the crewman origin of your chosen affiliation, as well as all discounts associated therein. Each companion gets 600cp to spend on skills and items, but they cannot take drawbacks. If your companions take a Devil Fruit with this CP, they are considered to have already eaten it.

Crewman - In addition to 7 of your companions gaining a crewman origin of your chosen affiliation as stated above, you may designate one of your companions to be the Captain of the ship, with you as the First Mate. This companion has 800cp to spend, and may take up to 400cp from a maximum of two drawbacks (Note: The drawbacks "Plot-Bound" and "One Against The World" cannot be chosen in this way). Again, if your companion chooses a Devil Fruit with this CP, they are considered to have already eaten it.

If you choose not to designate a companion as captain, one will be provided for you as per your background, but they will not know of your ties to your companions unless you tell them. To them, you are simply a tightly-knit and extremely close crew.

The Nine Divines

(100cp each, or 500cp for all)

(Drop-In Only)

Well, just because you don't have a crew of your own doesn't mean you don't have friends to call on. You may import up to 8 companions, but much like you, they are of drop-in origin and, while they do have a new human form and gain the same discounts drop-ins do, have no new memories of this world. However, unlike Dream Crew, your companions play by...slightly different rules.

Each companion begins with 500cp, and may gain up to an additional 500cp from any number of drawbacks, provided the 300-point drawbacks do not overlap (for example, only one companion may take Warlord's Wrath, only one may take Government Crackdown, etc).
The "Plot-Bound" and "One Against The World" drawbacks cannot be taken by companions.

In addition to this, if any companion opts to recieve a Devil Fruit with this CP, they may choose from their respective table without paying the 100cp cost to do so (the fruit will only cost the price of the tier it is from). This still counts as the companion having already eaten the fruit.



Flaws & Drawbacks

You may choose up to 2 flaws. Flaws override skills and abilities.



Directionless (+100CP)

You are the kind of person who would get lost in a straight hallway. Your sense of direction is practically non-existent, and you get lost ludicrously easy. You might be able to find your way around your hometown or ship with enough effort...



Hungry (+100CP)

After long periods of exertion or a good fight, you almost immediately hear your belly growl. While it doesnt affect your performance, you'll become irritable and drop nearly anything if it means running to the kitchen for a quick chunk of meat.



Cowardly (+100CP)

You're a lover, not a fighter! You're one to avoid confrontation at all costs, and run at the first opportunity in one. You still believe its do-or-die in a fight you can't escape, so at least your cowardice hasn't crippled you when your life depended on it...yet.



Limbless (+200CP)

An unfortunate event in your past has left you sans an arm or a leg. You now either have a peg leg or a missing arm. You can opt to have a crude wood and metal hook replacing your arm if you wish. Can be taken twice for both an arm and a leg.



Drowning Hazard (+200CP)

You can't swim to save your life. Being out on the open water drives your anxiety through the roof. If you took a Devil Fruit, this becomes full-on hydrophobia and panic on the open ocean. Hope you like being land-locked to your starting location.



Wanted (+200CP)

If you are a drop-in or pirate-affiliated, the World Government has placed a 100 million beri bounty on your head. If you are marine affiliated, a prominent pirate group has put a similar bounty on you. In either case, watch out - that amount of money is tempting to A LOT of people, bounty-hunter and do-gooder civillian alike.

Flaws & Drawbacks



Warlord's Fury (+300CP)

Oh god, what did you do? Donquixote Doflamingo is severely pissed off with you, and has takent it upon himself to use his considerable resources as a warlord to hunt you down, regardless of your affiliation. Being a marine wont save you, as your superiors seem to turn a blind eye to this action.



Government Crackdown (+300CP) Drop-In or Pirate Affiliated only. You have just supplanted Monkey D. Dragon's position as the World Government's public enemy number 1. They will take a MUCH more active role in pursuing you than they would any regular pirate. Expect any civilized location to have eagle-eyed marines gunning for you, and every day on the water marred by scores of pursing marine ships.



Whitebeard's Rage (+300CP) Drop-In or Marine Affiliated only. You have crossed Whitebeard and his pirates to such an extent that the only answer he has to meet your transgression is to hunt you down and destroy you. The entire Whitebeard Pirate fleet will be out looking for you and will mercilessly pursue you to the ends of the Grand Line until nothing is left of you but dust.



Plot-Bound (+300CP)

No matter what you try to do or how far you try to run, fate is determined to make you one of the main characters, minus the plot armor that typically accompanies the position. If you are a pirate, you will always find yourself either aiding or conflicting with the straw hats at every plot point from Alabasta to the New World. If you are a marine, you will find yourself tasked with tracking down the straw hats with much the same frequency. If you are a drop-in...god help you. Yes, you WILL be present for events such as Impel Down and the Marineford War, your presence will be noted, and you will have to pick a side soon or risk making everyone your enemy. Even if you completely derail the plot, a new one will take its place, but this time, you do not have the convenience of knowing the path it takes.

Flaws & Drawbacks

Still not pleased? Do you truly seek your own destruction? Very well...
This drawback is only for the most suicidal, and takes up BOTH drawback slots.



One Against The World
+800CP

The entire world has gone mad. Everyone is out for your blood, and only your crew and companions seem to be on your side. The World Government has standing orders to shoot to kill. Every pirate group strong enough to fight you is out for your head (yes, this includes the straw hats). Every corner of civilization from the Blue Oceans to the New World, no matter how backwards or remote, knows of you and hates you with a burning fury. Every sea creature you come across is hostile and attempts to sink your ship. Your bounty is in the untold billions and people attempt to cash in on it with disturbing regularity. Expect attacks on you, your ship, your companions, and your crew practically all day every day. Your journey will know no peace, no rest, and no respite, for so long as you roam the waves. Only a madman would tempt fate to this degree...

Low-Power Supplement

Ho-h? What's this now? You wan't a bigger challenge? Silly, thats what drawbacks are for!

...

Oh, wait a minute...you mean THAT kind of challenge?

You are aware what you are asking, correct? The world is still going to be as deadly as it always is, and you don't get any bonus CP from any of this. Are you sure you really want this?

...

You must be either supremely confident or supremely suicidal. Lucky for you, both options are quite amusing to me. Very well! By your request, I will make things more of a challenge for you. You are now subject to all of the following restrictions and adjustments...

Haki now costs 700CP

Conqueror's Haki now costs 300CP

Tier 4 Devil Fruits cannot be purchased by any means.

All remaining Devil Fruit tables are roll-only. No more paying to choose your fruit.

Tier 3 has been reduced to the following 8 fruits. Roll 1d8 to find what you recieve.

1) Peto-Peto Fruit
2) Clear-Clear Fruit
3) Paw-Paw Fruit
4) Clone Clone Fruit
5) Smoke-Smoke Fruit
6) Stone-Stone Fruit
7) Snow-Snow Fruit
8) Gas-Gas Fruit

For details on what each fruit does, refer to their descriptions on the Tier 3 page.

And thats it. If you truly wish for a greater challenge than this,
One Against the World is always an option.

Good Luck, lad. You're going to need as much of it as you can get.

After 10 years...

Congratulations! You survived your journey through the world of One Piece. From here on out, all of your drawbacks are hereby revoked. If you ate a Devil Fruit in your time here, then I have some good news! The curse of the fruit seems to have subsided...at least mostly. You no longer get sapped of your strength while in water and will no longer sink like a stone, but your Devil Fruit powers still refuse to activate while you are submerged.

I hope you enjoyed your time and adventured to your hearts content, because now you are faced with a choice...

Wake Up Sunshine...



You've had your fun. Its time to go home. You wake up in your bed as if you never left. All your gear, powers, and knowledge of your adventures comes back with you. If you ate a Devil Fruit, congratulations! You are the only human on earth with one.

Sail On Shoreward



Perhaps the allure of adventure in this world just strikes a chord with you. Perhaps you still haven't found One Piece and don't want to let anyone else hog the glory. Maybe the friends you made in this world are too painful to leave. Whatever your reason, you've chosen to stay permanently. Don't worry though, your affairs back on earth will be taken care of.

...Here We Go!



Another world, another adventure. Time to pack up and see what the next world holds! You keep all your skills and gear and continue along on your never-ending journey.