

One Piece: Pirate Crew

By Pokebrat_J

"You want my treasure? You can have it! Search for it! I left it all in one place! Now you just have to find it!"

These are the infamous last words that kicked off a new era, spoken by the Pirate King Gold Roger as he was being executed. Untold thousands have set off into the great seas of this world in order to find his treasure, the mythical One Piece, in the hopes of becoming the next Pirate King!

Such a fire has also been lit in your heart, the desire to search for freedom and explore this incredible world! You will not do so underneath the flag of any nation, the Marines or even the World Government, but as a pirate! Living life how you want to and damn the consequences! That is the only way you believe a person should live, and flying the black flag is all you need to show how serious you are. Whether that is searching for Gold Roger's mythical treasure, carving out a small empire of your own, or just sailing around and seeing what you can find, there is no one to chart your path but yourself. It can be a dangerous life, being labeled as a criminal and competing with other pirates, but that's a price you're willing to pay.

You will arrive in this world moments after the Pirate King's death was broadcasted to the whole world, and will receive **1000 cp** to help start your adventure. Your adventure can end at the end of the usual ten years, or nearly twelve years later when Monkey D. Luffy's journey is complete.

Position:

What is your role on the ship?

Deckhand: Not everyone on a ship can have a dedicated role, either due to lack of skill or the position already being filled by another, as you are no doubt aware. It could be that you haven't found your place on the crew yet, or you're content to just be another hand on deck when things get hairy, but either way you have yet to stand out. Take heart, though, as even the smallest of people can have the biggest of impacts.

Captain: There are many pirates that think themselves capable of leading, of being able to captain their own ship, but you're one of the few who could actually pull it off successfully. Be it as a domineering dictator, a cunning manipulator, a parental figure, the first among equals, or even just everybody's best friend and pillar of support, there are as many ways a captain could lead his crew as there are flags.

Cook: A wise man would never underestimate the power the stomach holds over a man, especially while out at sea for days or weeks on end. As such, having a good cook who can keep the whole crew fed is an invaluable resource, a niche which you provide. Whatever your past, whether that be the sous chef of a successful restaurant or a kindly old grandma, it's your job to make sure nobody on the ship ever goes hungry.

Doctor: Out at sea, there are any number of deadly ailments that could befall the crew, and it is up to you to make sure that such things are taken care of. As the crew's medical professional, you're the one they go to when they get the sniffles or are bleeding out from a devastating wound from combat. It is a difficult position, but such is the burden of those who hold power over life and death.

Fighter: Any member of a proper pirate crew should be willing to get their hands dirty when it comes to combat, but there are those whose primary roles on the ship is strictly for combat. Be it as a swordsman, a sniper, or anything in between, your sole focus is going to be how effectively you can take out the enemy combatants, and to ensure your weaker crewmates are out of the line of fire.

Helmsman: While it is the captain who decides the ship's destination and the navigator who plots the route, it falls to the helmsmen to actually get them there. It may seem like a simple role that anyone can fulfil, but it takes a certain kind of person to direct the ship in such a way that not even the dangers of the sea or the Marines could touch neither ship nor crew.

Musician: What is the point of being free and enjoying life if you don't have music to liven things up? That is why the humble musician is always welcome aboard many pirate crews, because no one else can liven up a party like those who dictate the beat of the event with catchy tunes and fun shanties. As the crew's musician, it falls to you to keep spirits high even in the darkest of moments.

Navigator: The captain can point at a map and declare they are going there all day long, but it falls to the navigator to set the proper course to actually arrive there. Especially in the treacherous waters of the Grand Line, where the weather can change at a moment's notice, having a good navigator is essential for any crew, and you have taken it upon yourself to fill such a role.

Scholar: This world is filled with plenty of conspiracies and mysteries to uncover, and there are plenty who wish to get to the bottom of them. Be it the secrets behind some long dead civilization, the meaning behind the Will of D, or the true events behind the Void Century, any crew that's even remotely interested in these things should have a dedicated scholar on board, a role which you are eager to fill.

Shipwright: No matter how well designed a ship is or what materials it is made of, it is inevitable that it will experience some wear and tear. It need not be from enemy action or the intense weather of the Grand Line that does it, as simple time could rot the boards and rust its nails. That is why the crew has you, someone whose job it is to keep the ship in the best state it can, fixing what's broken and adding what can make it better.



Race:

Age and gender may be chosen freely.

Human: All across the seas, humanity can be found in every nook and cranny. They come in all sorts of shapes and sizes, from the normal to the outright bizarre, with heights ranging from three feet to thirty, some having arms with multiple elbows or freakishly long legs, some having horns or a third eye. There are even some who could be mistaken as another race entirely! Honestly, it would be easier to name all the body types that don't exist.

Sky Islander: High in the sky are islands that many would dismiss as mere fantasy, yet any seasoned explorer would tell you that there can be entire civilizations living amongst the clouds. You are someone who hails from one of these sky islands, as the small wings on your back indicate. Whether you descend from the Birkan, Skypeian, or Shandorian tribes, all require far less air to survive than other races.

Merfolk: Is there any greater beauty than that of the mermaid? Seen as some of the most desirable of the races, this has unfortunately led to them being targeted by all manner of unsavory characters, from slavers to pirates. While they can easily breathe underwater and are easily the fastest swimmers in the world, on land they are far more constrained due to their fish tail until their thirties, where they can split into approximations of legs and fuse back together should the need arise.

Dwarf [100]: A race that many believe don’t exist, and which they would prefer it that way, dwarves are a people who are only a few inches tall. Despite their small size, they possess great strength and are blisteringly fast, enough for them to disappear in a blink of an eye. Their fluffy tails aren’t for show either, as they contain hard cores of bone and muscle. They are also great cultivators of any kind of plant, though they struggle with those artificial in nature.

Fishman [100]: One of the two races that inhabit and rule the seas, fishmen appear as hybrids of humans and aquatic creatures, their forms as varied as the creatures who live beneath the waves. All fishmen can breathe underwater, are naturally ten times stronger than the average human, and will find their power doubled while underwater. They can even modulate the sounds they make, allowing them to speak with sealife.

Mink [100]: Living on the back of the giant elephant Zunesha, the Mink Tribe are a race of humanoids with furry mammalian features, their forms as varied as the animal kingdom. In addition to the natural abilities given by their specific species, each of them are able to channel electricity through their hands. Their greatest asset is known as the Sulong, in which they undergo a transformation upon looking at the full moon. In this form, their physical capabilities skyrocket, enough for a decently trained combatant to take out a fleet of ships on their lonesome.

Giant [200]: Before the Great Pirate Era, it was understood that the Giants of Elbaf were the greatest power in the New World, and for good reason. At a minimum of forty feet in height, any individual giant is inherently strong in combat due to their size, capable of lifting entire ships and often brushing off cannonfire and explosion with minor injuries. They are also the longest lived race, capable of living up to four hundred years, though they do develop at a slower rate than humans.

Lunarian [200]: Once having lived at the peaks of the Red Line, this winged species has been rendered almost extinct, with yourself being one of the few to survive to the modern day. Easily identified by their black-feathered wings allowing for flight, silver hair and brown skin, they possess a power known as Ignition, generating and manipulating flames. Possessing incredible vitality and resilience that borders on invulnerability, this durability is lost when the burning flame at their back goes out, replaced instead with a drastic increase to speed.

Animal [Free/100/200]: Of course, if you want to be more in touch with the wild side of life, then you can quite literally be a beast. For **[Free]**, you can be any mundane animal found within our world, ranging anywhere from a small bird to a massive elephant, though some of the smaller creatures living in the Grand Line, such as the Super Spotbill or Sumo Frog. For **[100]**, you are a far more impressive specimen, on par with such creatures as the Sandora Dragon or Komainu. This could be due to your natural species, or you were enhanced through artificial means such as those found in Merville who were affected by the IQ plants. And for the price of **[200]**, you are a mighty creature indeed, one that could easily prove a threat to entire crews and their ships. It is at this level where you would find things like Sea Kings, Krakens, Island Whales and the giant beasts of Elbaf.

General Perks:

Epithet [Free]: As one's reputation grows, a title may be placed upon them by the World Government, typically some well known attribute or easily identifiable trait. From "Whitebeard" Edward Newgate to "Big Mom" Charlotte Linlin to "King of the Beasts" Kaido, these monikers are unique to each person. You can now choose what your epithet will be, a name that will follow you into future worlds, enduring that your legend will never truly be forgotten.

Beauty of the Seas [50]: It is said that the queens of Amazon Lily are the most beautiful women of their generations, but now it seems their good looks has some competition. You are easily one of the most attractive people in the world, to the point where many would be willing to throw themselves at you without hesitation. And if your lovely visage were ever to be marred by unsightly wounds, they would fade away entirely or leave very aesthetically pleasing scars.

Sounds of the Blue [50]: The beautiful blue seas have captivated the hearts and minds of countless men and women, and have inspired many works of art. For you, this comes in the form of a mental playlist of all music from the One Piece series, from the anime to movies to games, and over time you may find new songs or remixes added to this list.

Inherited Will [100]: It is a sad fact of life that not everyone is capable of accomplishing their dreams, forced to either abandon them entirely or pass them on. But while you may be incapable of accomplishing your dreams, there will always be those who wish to carry the torch into the future. When you cannot complete something, you can cultivate your dreams and goals amongst others who will continue where you left off, eventually accomplishing or surpassing your goal long after you have passed on.

Quirky Character [100]: A proper pirate crew is supposed to be something akin to a family, where anyone is accepted underneath the captain's flag. The thing with family is that they are far more accepting of any quirks that its members may have, especially in this world. Now this doesn't extend to just your crew, as people in general are far more willing to put up with any strange behaviors you may exhibit.

Power of Will [200]: A mysterious power that allows individuals to harness their own willpower to perform superhuman feats, Haki is an essential skill for any that wish to go to the new world, and you are now a master of the basics. Armament Haki allows the user to use their own aura as armor to defend against attacks, as well as make their own attacks more potent and bypass Devil Fruit defenses, such as the intangibility of a Logia user. Observation Haki, meanwhile, gives the user a sixth sense of the world around them, allowing them to sense the presence, strength, and emotions of other people, even if they are out of sight or far away. It also grants limited precognitive abilities, allowing the user to sense their opponents' intentions and predict their actions and attacks before they happen.

Warlord of the Seas [200]: Amongst the most powerful pirates in the Grand Line are the Seven Warlords, each of them authorized by the World Government in exchange for certain duties. Whether you hold the position of Warlord or not, you seem to get more slack from governmental bodies, as they are far more willing to turn a blind eye to your activities so long as you don't make yourself an active threat to their rule. Oh, they will certainly keep their eyes on you, but they won't go out of their way to deal with you unless you actually make yourself a problem.

Super Rookie [400]: Theoretically, anyone with drive and dedication could reach the same level of strength as the Emperors of the Seas, but some are more easily able to reach such heights than others. Your potential for growth is truly something to behold, such that after a handful of years you could go from an average person to contending with the likes of Admirals and Yonko Commanders on equal grounds through serious effort. Yet it is not just personal power and skill that will see such a meteoric rise, but your fame and reputation will spread just as quickly, almost in an effort to match your might. In time, there will be no one in the world who won't know your name.



Will of D [600]: Ah, you are no mere pirate, but a member of the infamous D clan! Those natural enemies of the gods, the D's, are all said to possess the luck of the devil. That is seen nowhere better than in you, for so long as you work towards a goal, no matter how difficult or seemingly impossible it is, fate will conspire for you to succeed. Even when things are at their worst, when all hope is lost, your perseverance to continue forward will allow for miracles to occur, events that will heavily tip the scales in your favor. Nothing in this world is truly impossible, as even death can be avoided by the thinnest of margins so long as you have the will to continue living.

Deckhand Perks:

Discounts for Deckhand are 50% off, with the [100] perk being free.

Cabin Boy [100]: It may be an unglorious job, but keeping the ship nice and clean is an essential job, especially for those with larger crews. Luckily for them, though perhaps less so for yourself, you are nearly supernatural when it comes to keeping things clean and tidy. You could easily polish the deck of a galleon, rid the hull of any barnacles, and straighten up the crew's quarters within the hour.

Lookout [200]: The distance between islands can be vast indeed, and it requires those with sharp eyes to let the rest of the crew know when land can be seen on the horizon. Your vision is superhuman, letting you see tiny details even from miles away. Additionally, your eyes are naturally drawn to important objects or locations in the distance, be they a new island, an enemy ship, or a random sea monster trying to hide just beneath the waves. Nothing can escape your sight.

Quartermaster [400]: Someone needs to make sure that the ship's supplies will actually last the trip to the next island, and that just so happens to be your speciality. Your mind for logistics is something else, easily able to keep track of all equipment and supplies on the ship, when and how they were used, and when it would be best to acquire more. All the while calculating the costs of everything, and figuring out all the ways to get them at the cheapest price possible.



Davy Back Fight [600]: Originating from Pirate Island, the Davy Back Fight is a traditional pirate game held in homage to the mythical Davy Jones, meant to challenge and conscript members of opposing crews. There are undoubtedly those who would much rather ignore such a thing, but with you issuing the challenge that is near impossible. No matter where you go, you can issue a Davy Back Fight against any non-governmential organization. Should you come out the victor, then anyone you choose of the opposing team will become one of your Followers, though you could easily make them Companions instead. Regardless of how they actually feel about all this, they will grow increasingly loyal to you over the course of a year, at which point not even the threat of death would turn them against you.

Captain Perks:

Discounts for Captain are 50% off, with the [100] perk being free.

Commanding Presence [100]: The idea of a captain is one that rules over their ship, and while you may not necessarily agree with that stance, there is some truth to the matter. When you speak, others tend to listen, your words having more weight and earning earnest consideration when you mean to be serious. Even with your crew bickering and fighting amongst one another, a single word from you is enough to cut through all the noise and make them focus on you.

A Good Heart [200]: Some captains will accept any random amongst their ranks, but you are far more selective when it comes to who you let board your ship. Possessing a good talent for reading people, you can easily figure out a person's true character. Whether it's a kind man trying to scare off others with a demonic demeanor or a treacherous weasel playing the trusted friend, you look into their hearts to see the person they truly are.

Part Of The Crew [400]: Anyone can say that they will pledge themselves to a person or cause, but it takes a certain kind of person to really make them believe in it. When it comes to inspiring loyalty in others, you are a natural, the act of making others believe in you as naturally as breathing. Such is their loyalty that they will even feel the need to push themselves to be better, to rise to further heights all in the effort to support you and your dreams. Some people will obviously be harder to win over than others, but your magnetic personality will eventually win them over.



Disposition of a King [600]: To be a king, one must stand tall against any opposition thrown their way and refuse to back down, regardless of what may happen to them. Whether that be striving for an impossible dream or sticking to a personal code that would actively put you in danger, you possess the willpower necessary to face such challenges without hesitation. Your will is incredibly difficult to break, your mind resistant to any form of control that would attempt to command you, and the drive to push forward no matter what trauma you endure. All of this has culminated in the latent potential for you to utilize Conqueror's Haki, a form of Haki that allows one to assert their will upon others.

Cook Perks:

Discounts for Cook are 50% off, with the [100] perk being free.

Five Stars [100]: It's one thing to eat food just because it's all there is to eat, and it's another to actually want seconds or thirds. To the relief of your crew, all food that you prepare is exceptionally delicious and full of vital nutrients that anyone living at sea would require. To make things easier for you, you are also specifically trained to feed a large number of people at once, so you won't be overwhelmed trying to fill nearly a dozen stomachs every single day, just content at a job well done.

Waste Not [200]: When it comes to feeding a crew during long voyages, weeks on the open ocean without seeing another island, a good chef knows not to only use what appears edible. You know how to use everything your ingredients have to offer when it comes to preparing food, as even fat and bones offer something when placed on your counter. This has the additional benefit of allowing your food supplies to last longer, so long as no one decides to steal a midnight snack.

Kitchen Brigade [400]: There is a saying that too many cooks spoil the broth, but when you're trying to feed nearly a hundred hungry pirates, you can never have enough helping hands. You excel when it comes to directing group efforts and teamwork, easily figuring out who would work best at which station and who should stay away entirely. With you barking orders, everyone will be working at their best, with the end product being greater than what any one person could accomplish in a fraction of the time.



Attack Cuisine [600]: A special kind of cooking found only in the Kamabakka Kingdom, you have mastered the secret culinary arts known as Attack Cuisine. Emanating a powerful aura and flavor, this collection of ninety-nine recipes build up the physical side of the human body, pushing those who regularly eat such meals into the realm of superhuman. In addition to that, each recipe has its own unique effect on the body when consumed, like how the Hormone Soup with Sea Pork is able to rejuvenate the consumer's energy and strength. In time, you may even learn to develop more recipes as you find new and rarer ingredients, pushing your culinary abilities to new heights.

Doctor Perks:

Discounts for Doctor are 50% off, with the [100] perk being free.

Medical Checkup [100]: The first step to healing someone is first finding out what is wrong with them in the first place. With your expertise, it takes only a light investigation to figure out what illnesses or other medical issues your patient may possess, and how you would go about treating them. As an added benefit, your steady hands would allow you to perform surgery on a bobbing ship without any loss in effectiveness.

Doctor's Orders [200]: As any doctor will tell you, there will be countless patients that think they know best, and completely ignore anything that the trained medical professional actually says. Well, no musclebound idiot will dare reopen his wounds after your treatments, as you can get your patients to actually listen to you when giving medical advice. Those with stitched wounds won't move around as much, and the ill won't be tossing aside their medicine.

Modern Pharmaceuticals [400]: Just as the swordsman must sharpen his blades and the cook prepares his ingredients, a proper doctor makes sure to prepare their remedies for when disease rears its ugly head. You possess the knowledge and expertise to craft potent drugs and medicines for all manner of ailments, with a certain focus on using herbs. With quality tools, fine ingredients and the right understanding, you may even be able to create substances that interact with certain Devil Fruits or activate a Mink's Sulong form even without a full moon.



Germa Genetics [600]: The Germa Kingdom is infamous for many things, the most prominent being the genetically engineered clone soldiers it fields in battle. You must have been one of their top scientists, or at least stole many of their secrets, because you are a veritable master when it comes to the biological sciences. Manipulating one's lineage factor to grant them superhuman abilities, cloning others, developing biological weapons, and so much more is possible for you to accomplish given the right resources and proper tools. Should you be given enough time to study them, you may even be able to create your own artificial Zoan Devil Fruits.

Fighter Perks:

Discounts for Fighter are 50% off, with the [100] perk being free.

Fighting Style [100]: When the time comes, all members of the crew should be expected to participate in combat, but you specifically were chosen because of your fighting capabilities. You are highly proficient in a fighting style of your choice. It could be using three swords at the same time, shooting others from a far distance with a slingshot, a style of martial arts that can produce powerful shockwaves, or something entirely unique to you.

Heat of the Moment [200]: It is only in the crucible of combat that one can truly put everything on the line, to show what they are really capable of. It is in the middle of a fight that you are most comfortable, your skill and capability seeming to grow faster while in combat. In particularly difficult battles, you can momentarily push yourself beyond your current limits, with any training done afterwards being more effective, as if your body is trying to make that level of power its new baseline.

Never Back Down [400]: Life at sea can be perilous at the best of times, and that's without the threat of enemy pirates or the Marines trying to go after your head. It takes a certain kind of person to withstand all of that, but if there is one thing you know how to do it's endure. You possess a truly inhuman level of durability and resistance to pain, taking blows that would outright kill a normal person and brushing it off like it were nothing. Due in part to this, you will never be brought down due to pain or injuries unless you are literally on death's door or you have nothing left to give.



Sword and Shield [600]: Your blade is heavy indeed, burdened by the weight of conviction and duty. After all, it is the duty of the strong to protect what they treasure, and your crew are the most valuable treasures of all. When acting in the defence of others, you will feel everything become sharper, your instincts, reactions, senses, everything comes into painful relief, and with that you can envision the path to victory, a way to bring down the mightiest of foes. Yet without the strength to see this path to its end, you can trust your allies to do what you cannot, and give them just the right words to help push them towards that dream of victory.

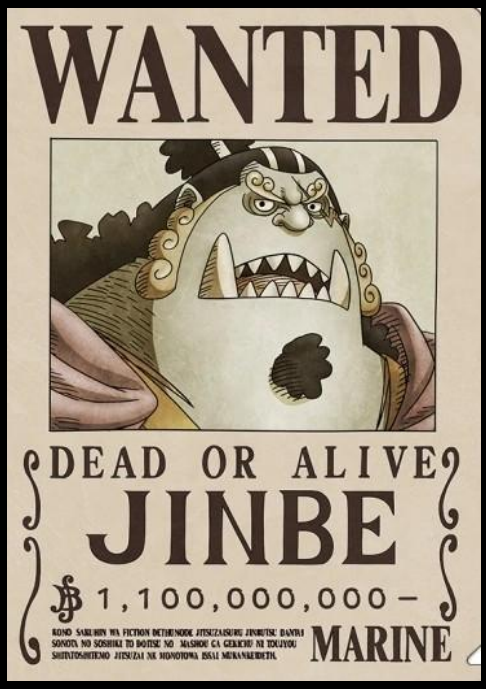
Helmsman Perks:

Discounts for Helmsman are 50% off, with the [100] perk being free.

Rolling Waves [100]: Any chump can sit at the wheel of a ship, but that belief only exists because of people like you making it look easy. You are a seasoned expert when it comes to piloting almost any kind of vehicle, though it is the sea faring ones that you have a notable preference for. No matter how bizarre they may be designed or the principles it was built upon, so long as you can direct it in any way, you can operate it.

Smooth Sailing [200]: The vast majority of ships are more limited in how they can operate, reliant on the wind to actually move. With you at the helm, the wind will always be at your back, pushing your ship in just the way you need it to. A tense battle would see your sails full of wind as you go at full speed, while a lazy day would have you moving at a leisurely pace. This also applies to any other vehicles you may pilot, comfortably reaching their maximum speed without any loss of control when needed.

Treacherous Waters [400]: In order to travel from the first half of the Grand Line to the New World, one needs to coat their ship in a special bubble substance and travel underneath the Red Line, nearly 10,000 meters under the surface. While you know how to apply this coating to ships to allow underwater travel without losing air, you also find that any vessels or vehicles you pilot are far more resistant to environmental hazards than ever before. Lightning won't catch your ship on fire, whirlpools will have less of a hold, and not even the pressure of the sea floor will be able to flatten your ship.



Endless Horizons [600]: The sea is a cruel and beautiful mistress, offering sights that would beggar belief before swiftly crushing those who refuse to respect her. That is why helmsmen like you are beyond valuable, one who has an almost supernatural awareness of their surroundings and positioning. You can feel when the waves rise up, when they attempt to lap at your hull, and the shapes of what is lurking just beneath the surface. Your mind for positioning is just as keen, as with a glance you can tell what another vehicle's course will be, as though invisible lines are guiding their path. This will only make it easier to board an enemy ship, or to make a daring getaway.

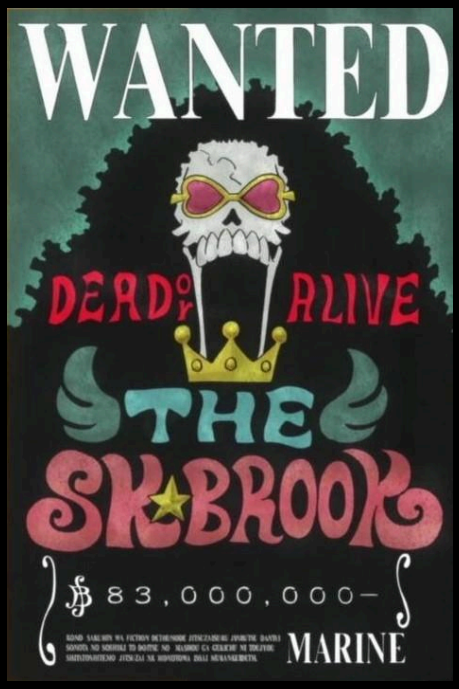
Musician Perks:

Discounts for Musician are 50% off, with the [100] perk being free.

Musical Savant [100]: It would make a poor musician if you were not even capable of singing a single shanty, wouldn't it? Well, you needn't worry about such a thing, because you are a prodigy when it comes to all things musical, rapidly gaining mastery over any instrument you can get your hands on. It could be the first time you touched a guitar, but after a day you'll be playing like a pro.

Vocal Cadence [200]: Who doesn't feel better after singing alongside your friends as you feast over a well earned victory? And who doesn't feel inspired in a fight with musical accompaniment? You'll soon learn that the answer to that is very few, as any allies able to listen to your music will find their spirits lifted, their morale at an all time high as they begin to perform at their very best. For your enemies, your songs will be a dreadful thing, their will to continue being drowned out by music.

Loud Speaker [400]: As much as one may love to perform music, it is difficult for a single voice to be heard over the din of hundreds of fans. Where most would turn towards technological means to amplify their volume, you need no such thing. So powerful are your vocal cords that you can be heard from one end of a battlefield to the other, though you can modulate how far your voice actually carries. But there is a destructive element to this as well, as this same development lets you send out actual shockwaves, your voice capable of harming even wooden structures, to say nothing of what a person would feel.



Hypnotizing Melody [600]: A good song can uplift an entire room's mood, or inspire a fearful dread, a few notes enough to alter the way they feel. But there is more that is possible for those musically gifted, special tunes that you have figured out can directly affect the minds of others. Through your music, you can cause others to almost instantly fall asleep with a soothing tune, sending others into a violent frenzy with some aggressive notes, and so much more. These musical illusions are so thorough that you could make an enemy that they were actually at a festival, that the cannons aimed at their allies were actually fireworks coloring the skies. It is a truly terrifying ability that only those with strong wills could break through or ignore.

Navigator Perks:

Discounts for Navigator are 50% off, with the [100] perk being free.

Out At Sea [100]: An essential skill for any serious sailor, you have mastered the art of navigating at sea. Proper use of compasses and sextants, how to use the stars to guide your way, and how to avoid hazards and obstacles from both climatic and geomatic sources. Be warned, however, as the Grand Line is notoriously difficult even for experienced navigators of the four Blues to get a handle on.

Accurate Cartography [200]: One of the more important things a pirate can take from another ship is not their gold or food, but rather their maps. After all, they detail not only the layout of certain islands or oceanic locations, but also trade routes. When it comes to accurately reading or creating maps, there is no one better than you, and you've also got a good sense for what the most expedient routes to a location would be.

Weather Report [400]: It is not just the sea that a ship and her crew must fight against, but the very skies themselves. One bad storm is often enough to sink many ships, but that's why you're the one actually navigating. You've got a sixth sense for predicting oncoming weather long before it even happens, accurately predicting anything between a squall or typhoon or surprise blizzard. Of course, you've also got the quick wits to make use of these weather patterns to your and your crews' advantage. Either during naval combat or to make a quick getaway, even the worst of storms can be used to your benefit.



Science of Weatheria [600]: The travelling sky island known as Weatheria has long been studying the weather and its effects, and they have made incredible progress in learning how to replicate it. They have no secrets you were not privy to, having learned everything they knew about how to craft items that can affect the weather, both in the immediate area and the actual state of the sky. With this, you could bring rain to a drought-ridden country, create knots that unleash powerful gusts of wind, or even cultivate what are known as Weather Balls, bubbles containing various forms of weather that can be unleashed at a moment's notice.

Scholar Perks:

Discounts for Scholar are 50% off, with the [100] perk being free.

Dedicated Researcher [100]: Your role on the crew is not to throw punches or direct the ship, but to give insight and apply knowledge that others of the crew may not possess. Thankfully, you are one of the best in a field of study of your choosing, more than a match for those who have been in the field their whole lives. It could be archeology, history, psychology, marine biology, or whatever else you could think of. This option may be chosen multiple times, undiscounted after the first.

Dead Tongues [200]: Scattered across the world are a series of indestructible stone monuments known as poneglyphs, written in an almost dead script and detailing the ancient history of the Void Century. Studying the poneglyphs and the Void Century is forbidden by the World Government, but when do pirates do what the government wants? You are one of a handful of people able to read the poneglyphs, and can learn other languages in a fraction of the time necessary.

Quick Study [400]: It may seem strange that someone whose chosen expertise would choose a pirate ship over a quiet library, but how else is one supposed to expand their horizons if not travel the world? You are particularly gifted when it comes to learning new academic subjects, going from a novice to an expert in the field with just a few months of casual effort. All it would take is a book or two before you could start putting the pieces together, making educated leaps that would inevitably bring you towards the correct conclusion.



All Knowing [600]: While military might, Devil Fruits and strength of will are the basis behind the existing powers of the world, knowledge is just as powerful when applied correctly. As one who appreciates the power in knowing, you've taken it upon yourself to stay as informed of current events as one can, rapidly acquiring information and discerning what is true or false. This will also assist in predicting what may come about of these occurrences, barring any wildcards throwing everything off kilter. Should you decide to go the extra mile and create an actual spy network, there will be little going on around the world that you would not be at least aware of.

Shipwright Perks:

Discounts for Shipwright are 50% off, with the [100] perk being free.

Regular Maintenance [100]: If it is the captain that leads the way, the navigator that plots the course, and the helmsman who actually gets the crew there, it falls to the humble shipwright to ensure that the ship does not fail on the way there. As your area of expertise, you are quite the handy one, easily figuring out what could be wrong with a ship, or any vehicle, and figure out the most reliable way to repair it.

Rush Job [200]: When the cannon balls start flying and holes are being blown in the ship, most don't have the time to worry about doing a perfect job, only a good enough one. Well, good enough isn't good enough for you, and strive for both speed and quality in your work. You know dozens of tricks and techniques that massively reduce the time it takes to build or repair things, be it a ship or some new prototype weapon.

Lifetime Warranty [400]: It is good that the role of shipwright is considered one of the more valuable members of a crew, but that doesn't mean you want to be constant;y busy repairing the ship without any breaks. Be thankful that you probably won't have to, as you are among the best when it comes to reinforcing the integrity of a ship, even while you're fixing her up after a good scrap. This reinforcement does not only extend to ships, as any structure or creation of yours will see a dramatic increase in its overall durability, lasting far longer than they have any right to. Even a ship made of normal wood would be able to tough out a volley of cannonfire for a short while, to say nothing of what you could accomplish with stronger materials.



Mad Genius [600]: Almost forty years ago, a lawless scientific research institute known as MADS was made up of some of the brightest minds in all the Blues, led by Vegapunk himself. You would have easily been accepted amongst their ranks, your engineering genius allowing you to bring fantastical machines and vehicles to life, though your speciality lies in weapons. From big guns to gimmicky staves to transforming robots, anything you build has great potential for causing destruction. Given enough time and study, you may even be able to mimic certain capabilities of Devil Fruit users.

Items:

All Origins receive an additional **[300]** *to spend in this section only. You may discount one item from each tier, with discounted* **[50]** *and* **[100]** *items becoming free. You can import items freely.*

Basic Gear [Free]: It takes a certain kind of fool to head out into the world with nothing but the clothes on their back, but you are a bit more prepared than that. Within this bag is a custom outfit tailored to your exact preferences, a finely crafted cutlass, a flintlock pistol with some ammo, and a flag with your own jolly roger.

Binks' Brew [50]: Named after the famous song beloved by pirates everywhere, you have yourself a barrel filled with incredibly fine sake. As a strange quirk, those who drink it become friendlier, far more willing to party and have a great time. It's not all that uncommon for people to suddenly break out into song. Thankfully, it will fully replenish itself once a day, ensuring that you'll never really run out.

Bounty Posters [50]: Well, they certainly got your good side. This is a constantly updating poster with a decent picture of you that indicates how much of a physical and political threat you are to any government you come across. There are even posters for all of your Companions, with more being added as you gain new ones. You will receive new posters as you encounter different governments.

Devil Fruit Encyclopedia [50]: Due to the power offered by Devil Fruits, as well as how each is unique to one another, many people have come together to write an encyclopedia detailing all of the known fruits, ranging from design, powers offered, and even notable past users. This weathered version looks like it was well read, and has various notes on possible uses or tricks one could perform should they have eaten one.

Fashionable Wardrobe [50]: There are so many colorful and memorable outfits worn by those found in this world that it can be a bit hard to choose your favorite. Well now you don't have to, as this wardrobe is filled with a copy of any and all costumes and outfits to be found in this setting, perfectly tailored to fit your frame. It should be noted that the armors are not at all functional, only about the level of a high quality cosplay.

Life Savings [50]: A life of piracy isn't exactly one with a steady and reliable income, often having to resort to theft or receiving tribute from their territories to make ends meet, but you seem to have found another option, if not as immediately profitable. You will receive a weekly stipend of 500,000 beli, more than enough for the average citizen to live a comfortable life.

Newspaper [50]: No matter who you are, the world does not revolve around you. A million events are going on at the same time, and it can be hard to keep up with all of it. Luckily, you've subscribed to a newspaper that lets you know all of the most important events from across the world, all delivered first thing in the morning. The writers do seem a bit biased, though…

Treasure Chest [50]: This small wooden chest isn't much to look at, but everyone knows that pirates love to store treasure in these chests, and you're no different. This relatively small one is a bit different, as when locked, it is impossible to break into without the proper key, which you possess. Anything that is not alive will be held in a kind of stasis while inside, protected from the passage of time until otherwise opened.

Vivre Cards [50]: A strange type of paper made in the New World, using a person's fingernail. Indistinguishable from normal paper, it is waterproof and fireproof, though its main use can be seen when torn. The torn pieces will point and move towards each other, no matter where they might be. You've got a large packet of these papers, twenty in total, and it will replenish if any are lost or destroyed.

Armored Clothing [100]: The life of a pirate can be exceedingly difficult, especially for the ordinary person. If you want a bit more security in your travels, then this set of clothing is just what you're looking for. Coming in a design of your own choosing, it has armored plating hidden all throughout, enough to soften the impact of punches, cuts and bullets alike, though not entirely eradicate their danger.

Custom Weapon [100]: Not every pirate prefers to use swords or flintlocks, and that is where this purchase comes in handy. This weapon could be almost anything you could think of, within reason of course. Some would prefer an iron mace larger than a person, while others find comfort with a particularly large slingshot. Be it an elaborate set of iron gauntlets or a revolver pistol from the south blue, you won't regret it. You may take this option multiple times.

Famous Blade [100]: Scattered throughout the world are numerous weapons that have earned fame due to their high quality and prominent usage by renowned combatants. What you have here is one of the fifty Skillful Grade Blades, a weapon comfortably higher in quality than many others. Over time, you will become familiar with its great strength, sharpness, light weight and resilience. You may take this option multiple times.

Log Pose [100]: Due to the strange weather and islands, it is almost impossible to travel through the Grand Line using ordinary navigation tools. That is where the Log Poses comes in, locking onto an island's unique electromagnetic signature until you reach said island, where it will then wait before resetting, locking onto a new island. The New World variant will lock onto three islands instead of one, but you will receive both.

Quality Instrument [100]: Just like how the navigator has her compass or Log Pose and a swordsman has their sword, so too must a musician have an instrument to perform with. Perfectly in tune and always ready to play, you have quite a lot of freedom in what instrument you actually possess. A violin may be classic, but it could just as easily be an accordion, piano, crwth, kalimba, and so much more. You may take this option multiple times.

Seastone Restraints [100]: An interesting property of seastone is that, not only is it extremely durable, it has similar metaphysical properties as the sea. In practice, this makes it the only solid material that can negate the effects of Devil Fruits, and as such extremely valuable when it comes to locking up those who have eaten one. You have a few handcuffs made of this material, as well as the keys.

Transponder Snails [100]: There are few better ways to communicate with others across vast distances than through these amazing little mollusks. You gain one of these snails for yourself and each companion you have, with all looking like snail versions of them. Simply tap the snail on the head, state the name of someone with another Transponder Snail, and enjoy talking to them from the other side of the world. Otherwise, they act like pet snails with human mouths. New snails will be added for future companions.

Waver [100]: Small vehicles that are used almost exclusively in the sky islands, the typical Waver bears a resemblance to a water scooter, in both appearance and functional design. They are made from a small boat with handle bars and a Breath Dial installed within, granting it some serious self-propulsion. While mastery typically takes a while, this one is exceptionally easy to use, and can be used to ride upon any kind of clouds you may run into in the future.

Box of Dials [200]: Made from the remains of particular shellfish that can be found in the sky islands, Dials are strange, mysterious devices which have the ability to store energy and matter. The range of their possible effects is immense, seeing as some are able to store and release slashes or kinetic impacts, while others can record and play sounds or flashes of light. You will receive a box of these Dials in a wide variety, and will receive a new box once a month.

Eternal Log Pose [200]: While the standard Log Poses are well and good for the traveling crew looking to get to the End Line, sometimes you will want to return to a previous island for any variety of reasons, and where the Eternal Log Pose shines. You may have this Log Pose constantly point to any single island you desire, with the sole exception of Laugh Tale, while Post-Jump you may have this point to any one location you've been to per-Jump. This option may be taken multiple times.

Hypnotic Paint [200]: Possessing hypnotic patterns that take effect after it is absorbed by the skin, these buckets of paint can be used to literally alter another person's emotions, with each color causing a different emotion. Yellow causes the target to laugh uncontrollably, blue causes extreme sadness and sorrow, red causes the target to direct all their attacks towards the painted mark. You can mix these together to create new effects, and will find your paint replenishing once a week.

Krieg Set [200]: This golden set of armor and weapons seems to be that of the future Don Kreig. In addition to being well made, there are numerous weapons hidden within the armor, from guns on the shoulders to a cape that can grow spikes. The shield can become a spear, and acts as a reusable explosive device. It never seems to run out of ammo, so feel free to let loose!

Pop Greens [200]: Native to the forest of Greenstone on the Boin Archipelago, held within this bag are a number of seeds from a variety of hostile plants, capable of growing from seeds to full-grown plants in moments. They possess a wide array of effects, such as one capable of piercing opponents, another being able to explode, while another is shown to release a shock wave. Each type of seed also has a different color scheme, which the user can use to tell what each one is capable of. These seeds can be properly cultivated, or you can wait a week for the sack to refill.

Rare Material [200]: So many unique materials and substances may be found in this world that cannot be obtained anywhere else, and you do not want to risk running out of special crafting materials. Once per month, you will receive one metric ton of a material native to this world of your choice, such as Adam Wood, Seastone, or Wapometal. This option may be taken multiple times.

Seastone Weapon [200]: Due to the wide array of Devil Fruit abilities, there will inevitably be times when you cannot hurt one with your normal attacks, especially Logia users. While some would strive to learn Haki, you decided to go with a relatively easier option, and get a weapon that has seastone integrated into it. Having the same properties as the sea, it will nullify the powers of Devil Fruit users, allowing you to harm them regardless of what

Sorcery Clima-Tact [200]: The perfect tool for a proper navigator, this golden staff has been upgraded with special breeds of Pop Greens and knowledge from Weatheria. Not only can it mimic and induce numerous meteorological effects, like making miniaturized storm clouds and powerful gusts of wind, but it can also grow to incredible lengths, and shrink back to the size of a baton. Should this weapon ever break, you need only feed it water in order to repair it.

Black Flag [400]: There is no greater sight for a pirate than their flag flying high on a ship's mast, their jolly roger dancing in the wind. This flag has been touched by your fierce desire for freedom, and so the mere sight of it will invigorate the wills of your allies, pushing them to further heights as if bolstered by your own sense of liberation, while your enemies will find themselves disheartened and struck by fear at the chaos and destruction you will surely bring. Additionally, flying it on your ship will have a strange effect on your crew, causing them to be slightly luckier and more successful in their endeavors.

General Franky Collection [400]: A series of vehicles that were created using the science of Vegapunk and made of Wapometal. The Shiro-Mokuba I is based on the Waver used in the sky islands, while the Mini-Merry II is a small boat that can carry up to four. Shark-Submerge III is a submarine whose design is based on the aquatic predator. The Kurosai FR-U IV is a rhino-based motorcycle that can combine with the Brachio Tank V to form a mechanized armored suit.

Prototype Raid Suit [400]: Germa is a futuristic, traveling kingdom that has carved itself a slice of the world through military might, with one of the crowning achievements being the Raid Suits. This is a prototype of those suits, held in a canister that automatically covers a person when opened. It interfaces with the body directly, greatly enhances the wearer's fighting capabilities, grants a high resistance to fire, the cape can be used as a powerful shield, and it can momentarily hover in the air.

Rumble Formula EX [400]: Based on the formula created by Doctor Tony Tony Chopper, this specialized formula creates an orb-shaped drug that interacts interestingly with those capable of changing their shape, altering the wavelengths of their abilities. When used by Zoan Devil Fruit users, or other animal shifters, it grants them an additional four forms they can swap between, each with their own unique attributes. When consumed by Minks, however, it grants them access to their Sulong form regardless of what time it is or what phase the moon is in. This is merely the recipe, though time and experimentation may lead to further refinements.

Supreme Grade Blade [400]: Among all the weapons that have been crafted, twelve reign supreme above all others. Much like Dracule Mihawk and Edward Newgate, you now own one of the twelve Supreme Grade Blades, the very pinnacle of what weapons should be. Such is the quality of its craftsmanship that it is virtuably indestructible, not even a giant stepping on it could cause it to bend or break.

Treasure Map [400]: It is a classic tale, the pirate and buried treasure. While there are many instances of these legends of hidden fortunes being fake, this map is the real deal. The ink on this parchment is constant shifting and changing, waiting for input from its owner, that being you. Once per decade, you may decide how valuable a treasure you want to find, in which case the map will finally cease its movements. The actual difficulty of finding your treasure will depend on how valuable it is, as a hidden chest of gold will be the work of a few days of travel at best, while an incredibly rare and powerful Devil Fruit would require a few months of decoding and piecing together clues the map to figure out where it could be located.

Grand Fleet [600]: While there are many pirate captains who prefer to keep their crews small, enough to fit on a single ship, there are others who have dreamt of being at the head of an armada of ships, all sworn to them. You can now live out that dream, as you have acquired fifty ships and the crew necessary to make use of all of them, each with a fighter that starts off on par with the average Marine captain. The specifics of each ship is up to you, whether you want a uniform look or a myriad of differing designs, know that none exceed the size of a brig.

Haki Knot [600]: An innocuous piece of rope that has been tied into a knot, a legendary pirate managed to infuse his Haki into it for future generations to use. Once pulled, it unleashes a powerful wave of Conqueror's Haki that surpasses nearly all others, affecting all living things nearby. It must be reknotted and rest for an entire year before it can be used once again. An interesting property of this Haki is that it sends summoned entities back from whence they came.

Personal Island [600]: It is not uncommon for pirates to take control of an island, claiming territory in a world where land is valuable, and you have found the perfect island to make your home base. The exact type of island, dimensions, geography, flora and fauna are up to your choice, though you cannot have it exceed the size of Alabasta. It could be a bustling city, a jungle paradise inhabited by dinosaurs, a wintery forest where the trees are taller than even giants, or something even stranger than that.

SMILE Factory [600]: Of all of Vegapunk's many accomplishments, one of the more impressive ones was his creation of artificial Devil Fruits. You seem to have stolen some of his notes on the subject, or simply stumbled upon this facility. Either way, you now have a place where you can create your own artificial Devil Fruits. As is, it can only create a lesser variant of Zoan fruits, but if you've got the lineage factor of a particularly potent fruit user, it does have the tools necessary to potentially copy the fruit. However, as these are not natural Devil Fruits, the fruit will not reincarnate after the user dies.

Devil Fruit [200/400/600/800]: Devil Fruits are supernatural fruits that each grant a unique power when eaten. Devil Fruits come in three types; Paramecia Devil Fruits are the most common, which grant a vast array of “superhuman” abilities. Zoan Devil Fruits allow one to transform into animals as well as access a hybrid form. Logia Devil Fruits are the rarest and most powerful, which grant the power to transform into a natural element. Eventually, through pushing your fruit to its absolute limits and an alignment of will, your fruit will undergo what is known as an Awakening, granting incredible powers that you were not capable of before.

However, there are two downsides to consuming one of these fruits. The first one is that you will be unable to swim, rapidly losing energy and muscle control when submerged in water. The second is that with a single exception, no individual may acquire more than one power, as attempting to eat a second one will inevitably result in death.

For **[200]**, you will receive a fairly weak Devil Fruit, though it should be noted that no Devil Fruit is ever truly worthless. The majority of Zoan fruits would fall under this category. Examples of this tier would include the Paramecia Slip-Slip Fruit or Berry-Berry Fruit, as well as the Zoan Bug-Gug Fruit, Model Hornet or Tweet-Tweet Fruit, Model Falcon.

For **[400]**, you will receive what could generously be described as one of the ‘average’ Devil Fruits, if such a thing existed. The majority of Paramecia fruits would fall under this category, as well as the Ancient Zoans. Examples of this tier would include the Paramecia Bomb-Bomb Fruit or Dice-Dice Fruit, the Zoan Dragon Dragon Fruit, Model Allosaurus or Elaph-Elaph Fruit, Model Mammoth, and the Logia Snow-Snow Fruit or Swamp Swamp Fruit.

For a purchase of **[600]**, the Devil Fruit you choose is easily amongst the most powerful to have been documented. The majority of Logias would fall under this category, as do Mythical Zoans. Examples of this tier would include the Paramecia Tremor-Tremor Fruit or Op-Op Fruit, the Zoan Tweet-Tweet Fruit, Model Phoenix or Fish-Fish Fruit, Model Azure Dragon, and the Logia Rumble-Rumble Fruit or Mag-Mag Fruit.

However, there is another level of power. For an undiscounted **[800]**, you may acquire one of the mythical God fruits, such as the Nika or Devil fruits. At the start, they will appear as just another Devil Fruit around the **[400]** price tier in terms of abilities, but once Awakened, most of the limits placed on your power are removed, the power these fruits offer is as supreme as their versatility, possessing near limitless potential in the right hands.

Ship Customization:

If you want to sail these seas, then you're going to need a good ship. Some pirates may steal theirs, some may purchase them, and others build their own from the ground up, but you are one of those who will be gifted a ship to your exact specifications. As such, you will receive **1000 Ship Points** *to customize your ship, and can freely import a ship you already own to have all these upgrades apply to it. You can convert CP into SP at a conversion rate of 1:2.*

Basics:

Aesthetics [Free]: The design of a ship can be just as important as the crew it houses or the flag it flies. Whether it's a beautifully crafted work of art, something to fit a general theme you're going after, or even a glorified raft, you can choose how your ship looks and the general design of it.

Size [Free/100/200/400]: The size of your ship is a very important factor to consider, as the larger a ship is, the more supplies and crewmen can be kept aboard. For **[Free]**, your ship is around the size of your standard Caravel, like the Going Merry. For **[100]**, it would instead be a Brigantine like the Thousand Sunny. For **[200]**, your ship would be a galleon, up to the size of the Dreadnaught Sabre. But for the steep cost of **[400]**, then your ship is so massive that it's less a ship and more of a floating island on par with Thriller Bark or the Noah!

Comfortable Temperature [50]: With all the differing climates on the Grand Line, going from a frozen Winter Island directly to a desert Summer Island within the week, you had best be prepared for any and all temperatures. So thank your lucky stars that your ship's internal at a comfortable temperature, no matter what it actually is outside. This won't help those who are out on the deck, but you'll take what you can get.

Heavy Anchor [50]: The anchor is an extremely important part of a ship, ensuring that it doesn't just float away when the crew is taking some shore leave. However, there is only so much length of chain that any one ship can have, and how heavy an anchor she can hold before it becomes an issue. Well, an issue for anyone else, as your anchor will keep your ship in place even if it doesn't reach the bottom of the ocean.

Quality Sails [50]: The sails are by far one of the most important parts of a ship, so wouldn't you want the best around? By incorporating the fibers from some unique specimens from a Sky Island into the sails of your ship, they can now catch much more air than before, and improve her speed. It certainly helps that these sails are now far more durable than they were previously.

Water Filtration [50]: A serious danger to consider while out at sea is running out of fresh water, free of the salt and other things that make seawater so deadly. That danger will never really threaten your crew, however, as you have mechanisms in place to automatically filter any and all water for future use, be it for drinking or bathing. Not even toxic or polluted waters can make it through your filters unclean.

Adam Wood [100]: Hailing from an island ravaged by war, the wood obtained from this legendary tree is the best that any shipwright could ever ask for. It is infamously durable, capable of withstanding cannonballs and gunfire with ease, and showing very little wear over time. The only real dangers to this wood are fire and lightning. Your ship is now made from this durable wood, and benefits greatly from its properties.

Dial Integration [100]: The dials found up on the sky islands are works of wonder, their abilities as varied as their looks. That is why you went ahead and decided to upgrade your ship with these dials, greatly improving the quality of life and general effectiveness of your ship. Impact dials on the keel to protect it from great falls, breath dials to increase its speed, flavor dials to improve the smell, lamp dials to illuminate the ship at night, and so much more.

Eventual Upgrades [100]: Of course, you may not be happy with just what you've purchased here for your ship, maybe finding some cool new materials to upgrade it with or a big renovation if you end up regretting your design for it. With this option, any integration or upgrade you do to the ship will be fiat backed, ensuring that none of the hard work you've accomplished will be undone if the ship is ever destroyed.

Ferry Paddles [100]: One of the most dangerous places to be is the Calm Belts, large stretches of sea where no wind blows and Sea Kings reign supreme. If you're ever in a similar area, then you'll be thankful for this option. Your ship now possesses large paddles that can propel your ship forward, no matter what kind of sea you're in. It may be slower than most sail-based ships, but it is better than being stuck in place.

Ice Breaker [100]: Of all the different island types, Winter Islands are some of the more hazardous to approach, due to the icebergs or frozen stretches of ocean. That is where this attachment makes its use, as attaching it to the front of your ship makes it safer to navigate these ice-covered waters. It does have alternative uses for those more combat driven, as it does make a highly effective ram.

Skeleton Crew [100]: Depending on the size of the ship and how complicated its mechanisms, the number of crewmates required to properly man it can reach the hundreds. If you don't want to have that many people on your ship, this will greatly reduce the number of people required to actually run the ship. As you might expect, this will be more effective on larger ships.

Coup de Burst [200]: Some fights are just not worth it, and running away can be the best thing one can do. In such events, you'll be happy to have this attachment to your ship. This powerful jet of energy should be used sparingly, but it's capable of propelling your ship into the air at great speeds, going a distance of around one kilometer before it hits the ocean surface once more.

Land Treaders [200]: Most ships may be only limited to the water, but not yours. Your ship now boasts treads that allow it to move through all kinds of terrain, from lush fields to swampy bogs to sandy deserts, with the same mobility as it does at sea. The best part is that you'll never have to clean it, the treads and gears never get any gunk or trash stuck in them.

Seastone Coating [200]: Often used by the Marines for travel through the Calm Belts, this coating will not only improve the durability of your ship, but will mask your presence to any nasty sealife below the waves. Most fish won't even be aware you're there, and Sea Kings will more than likely ignore you, unless you do something to get their attention.

Submarine [200]: Do you know how much beauty the sea hides just below its waves, and how few of it will ever be seen? Well, you should consider yourself fortunate, as your ship is now capable of submerging beneath the waves. It can handle the pressure of being ten thousand meters under the sea with no problem, and has an air filtration system, allowing you to explore the seabed indefinitely.

Airship [300]: The vast majority of ships sail along the seas, while some are capable of traversing dry land, but it is every child's dream to one day ride a flying ship. You have made this dream a reality, as your ship can now sail through the skies with the same ease as on the seas. This is an undeniably potent advantage for anyone to possess, and one that you will most certainly make the most of.

Klabautermann [300]: An old legend among sailors, the spirit of a ship manifesting if it's been well cared for and well loved by its crew. A ship much like yours. This spirit will occasionally manifest to help repair the ship in question, or to warn its crew of incoming danger. It won't often speak to the crew, but it will ensure that all of the ship upgrades purchased here and integrated in the future are much more effective than they have any right being.

Rooms:

Crew Quarters [50]: Now this is definitely something your crew will thank you for. The living quarters of most ships are cramped things with barely just enough room to sleep in and hold their most prized possessions. The living quarters on your ship are actually quite spacious, and are extremely comfortable to be in. It'll be rare for any of your crew to suffer from a bad night of sleep.

Entertainment Area [50]: There is nothing more dangerous to others than a bored pirate, scoundrels looking for any kind of break to the monotony of travel. In a wise move, you've dedicated an entire portion of your ship to keeping your crew entertained, filled with games, toys, records of music and a whole lot more to make the time go by faster.

Full Pantry [50]: So many heads living under the same shipdeck, so many mouths to feed. It can be a bit straining on most crews' budgets to keep their entire crew fed, but this is a good way to avoid that issue entirely. This pantry is filled to the brim with many kinds of foods and ingredients, and will fully restock once emptied. It should be noted that only the essentials and basic ingredients will replenish, and you will need to manually restock any luxury or rare foods yourself.

Green Garden [50]: Stored food is fine and all, but don't you want something a bit more fresh? This garden ensures that you've always got some fresh fruits and veggies on hand, with anything planted here fully growing overnight. Even fruit trees will be affected by this, their harvest of fruit replenishing the next day. Of course, this can be used for more than just fruits and vegetables, from small flowers to the frankly bizarre Pop Greens and other flora found in the Grand Line.

Liquor Stores [50]: If there is one thing that pirates like, it's getting black out drunk at parties, and you are no different. You now have a whole room dedicated towards keeping alcoholic beverages for when they are needed, each barrel and bottle labeled with what exactly it holds. Never fear running out, as they will be refilled at the end of the day, always at the perfect temperature to enjoy.

Quiet Library [50]: It may surprise you, but there are actually many pirates out there who enjoy a good book or two, getting lost in the pages of fantasy or enraptured by events in the past. On your ship is a sizable library, holding numerous books that can be found in this world. This will also ensure that any books you do have on deck are perfectly preserved, no matter how long at sea you are.

Aquarium [100]: The ocean is filled with all kinds of wondrous things, many of which a Devil Fruit user will never be able to experience. That no longer needs to be the case, as you have an area to keep all kinds of fish and other aquatic life for your viewing pleasure. It has systems in place for automatic feeding and cleaning, so you need only enjoy the view. This could also be used to keep some of your more aquatic crewmates comfortable while inside the ship, such as fishmen or mermaids.

Industrial Workshop [100]: Everybody needs something to do, something to keep them busy while on long stretches of open sea, and this is especially true for those who like to tinker. This workshop then is the perfect place for such people, filled with all manner of tools and space to create wonders. Of course, anything created here will be of higher quality and slightly more durable than it should be.

Luxurious Bathhouse [100]: After weeks at sea, some people would be willing to kill for a hot shower, but that will never be an issue for you and yours. In your ship is a fully functioning bathhouse, complete with showers and sinks that have adjustable temperatures. And of course it has toilets, for when you need to go while on the go. Any soaps, shampoos and toothpastes will be automatically replenished once emptied

Professional Kitchen [100]: It may take a great leader to inspire the hearts of men, but it is the stomach that keeps them moving forward. This fully equipped kitchen has all the tools needed to make practically any kind of food, outside of those requiring highly specific tools. Of course, any food prepared here will be more delicious and filling than before, ensuring that your crew has full stomachs and a good attitude.

Storage Area [100]: There are so many cool things out there to loot, pillage, and plunder, don’t you just wish you had a place to store them all? Well, now you do, as this specialized room seems to be bigger on the inside, and automatically organizes anything you may store inside. It also keeps whatever is stored perfectly preserved, no matter how long it may be down there.

Training Room [100]: In order to make it to the top of the pirate world, a crew must be strong enough to support its captain, and the captain should be able to overcome any obstacle in their way. This room is for exactly that, dedicated strictly for training, filled with all kinds of workout equipment. In this room, one’s physical capabilities and combat skills will increase at notably faster rates than anywhere else.

Docking Bay [200]: For when you’ve got other vehicles you want to store in your ship, but can't get them out the door. This is a special system built within the ship and represented externally by two numbered plates, one on either side of her. It is a turntable composed of numerous compartments that each contains a special device or vehicle. The number of compartments depends on the size of the ship.

Energy Room [200]: If your ship has a number of more technological properties applied to it, you may need to ask yourself how you're powering it all. That question is easily answered with the introduction of this room, capable of powering any appliance, tool or feature of your ship without fear of running out of energy. It generates more than is strictly necessary, but be careful about placing too many attachments onto your ship, as infinite energy does not mean infinite output.

Medical Infirmary [200]: Eventually, someone is going to get hurt or injured, maybe even sick, so wouldn't it be best to have a place to take care of such issues? Your ship now boasts an impressive infirmary, filled with all manner of medical supplies and medicines. There are also numerous books on the various ailments and treatments, all of them quite up to date. Curiously, anyone who gets treated here seems to recover faster than they have any right to.

Prisoner Holdings [200]: It is not all that uncommon for pirates to take in prisoners or, in far darker instances, slaves. If you mean to engage in similar activities, then you'll need a place to hold them until it's time to let them go. Your ship houses an area specifically to hold prisoners, the bars being made up of seastone just in case you get your hands on a Devil Fruit user, the chains and manacles being made up of the same.



Weapons:

Cannons [Free]: What is a ship without a cannon to defend herself with? You won't be finding out any time soon, as your ship comes complete with her own. The actual amount you will receive depends on the size of your ship. This also comes with a weekly replenishing stock of all ammunition and gunpower for both this and any other weapon you decide to purchase.

Battering Ram [50]: A risky maneuver, but there are some perks for those who just want to literally run into every other ship they come across. The front end of your ship has been heavily reinforced and redesigned specifically to make ramming into another ship as devastating for them as possible, while leaving little to no damage to your own. Depending on the size difference, you may even be able to split them in half!

Chain Shot [50]: The most reliable way to make sure an enemy ship can't run away is by ruining their sails, and you'll find one of the best ways for that would be with these cannon balls linked together with chains. When fired, they can be used to take down the masts of enemy ships or utterly ruin their sails directly.

Fire Barrels [50]: Unless your ship is faster than whatever is chasing you, running away may not be possible. That is, unless you're able to deploy these, red barrels filled with a powerful explosive. They will be deployed behind you, and whatever doesn't get blown up by running into them will be at serious risk of catching fire if they're too close when they automatically go off after a minute.

Heated Shot [50]: One cannot underestimate the dangers of fire while out at sea, especially when they consider that almost all ships are made of wood. As such, some have had the idea of heating up their cannon balls or coating them in an incendiary substance before firing them, making sure that whatever they hit has a decent chance of being set aflame.

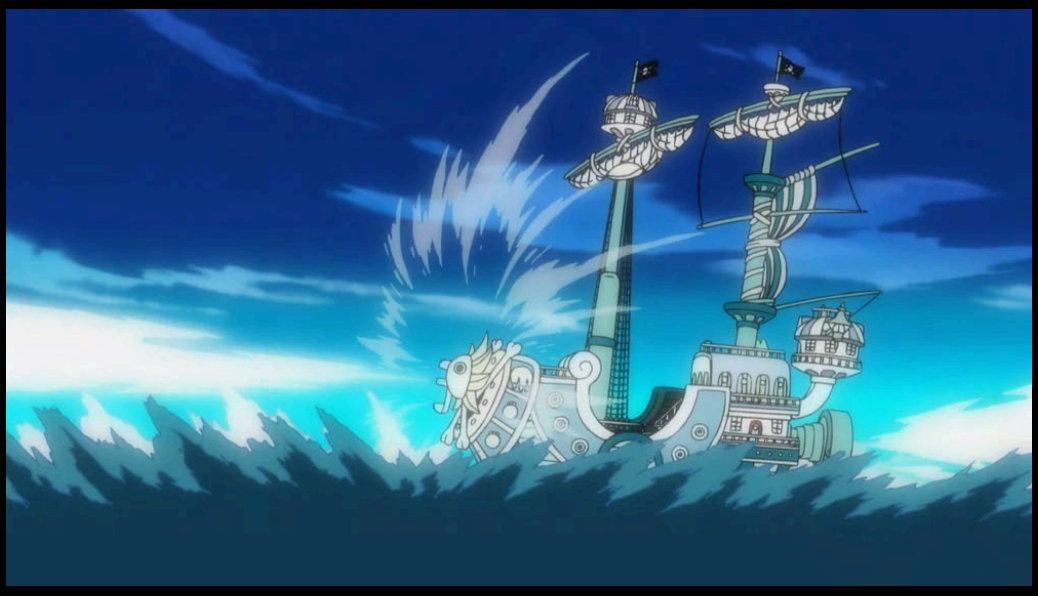
Buggy Balls [100]: The personal invention of the Genius Jester, the Buggy Ball resembles an ordinary cannon ball, differentiating itself with its red coloration and a jolly roger painted on its face. What makes these so special is that they are in fact highly explosive in nature, with a single ball capable of wiping out an entire row of buildings. Don't be nervous, as it takes a certain amount of force to actually cause them to explode, which your average crewmate just dropping them onto the deck won't manage.

Chemical Launcher [100]: Cannon balls are a tried and true method of striking at an enemy ship, but you are in the mood for something far more exotic. When these weapons go off, they will launch various chemical weapons at an enemy ship. It already has a poison gas variant, but you can surely upgrade them over time in order to unleash some real devastation upon your enemies. Alternatively, you could instead load them with something more benevolent if you were so inclined.

Naval Mortar [100]: All proper sailors know that a ship's cannons are on the broadsides, and are wary of those, but they never think to look up. These weapons are used for long-distance combat, useful against ships and fortified locations alike. You can decide if these are filled with standard cannon balls, or one of the more specialized variants you have also purchased.

Swivel Cannons [100]: Cannons are ordinarily difficult for the average person to aim, which is why you had the brilliant idea of installing one of these. Built on specialized platforms, these are far easier for the average crewmate to maneuver and aim with, allowing for higher accuracy with each shot. You can decide if you want to replace all the cannons you have with these, as well as if they fire standard cannon balls or one of the more unique variants you have also purchased.

Gaon Cannon [200]: There's firepower, and then there's this weapon of awesome destruction. Built into the figurehead of your ship is a highly sophisticated weapon known as the Gaon Cannon, unleashing a blast of air that resembles an energy beam. Capable of punching through most ships with ease, it does have systems set in place to make sure your ship doesn't accidentally push itself backwards due to the force of the weapon going off.



Companions:

Nakama [Free/200]: It would be a tragedy to explore these seas by yourself, without anyone to share the experience with. Thankfully, you don't have to, as you can now create or import ten companions for free, each coming with 800 cp to spend on perks and items while choosing any single race for free. However, by paying **[200]**, there is no limit to the number of companions you can import, allowing all of your friends to join in on the adventure.

Pirate Crew [Free]: Some pirates don't care for befriending their crewmates, only wanting them as loyal subjects who follow their every command. Whether or not you have a similar relationship with your crew is irrelevant, seeing as they have already pledged to follow you. With this option, you can import any number of your followers into this world, giving them a history and relevant skillset, as well as the potential to utilize Haki. Additionally, anyone you recruit during your time here will become a follower.

Divine Archer [50, Free Deckhand]: A loyal devotee to a goddess worshipped on a specific sky island, this young man was once the head guard to one of her temples before finding himself in the Blue Sea. He wishes to return to his island, made all the more difficult that his was one of the migratory ones. A notable talent with a bow as well as what his people call Mantra, he will make a powerful ally and fine friend.

Sage of Water [50, Free Captain]: It is difficult to not get caught up in this shark fishman's wake, his sharp smile and charisma winning over many hearts. Once a prince of a small fishman colony, he now does what he can to support you in your endeavors, his only dream being to find out the fate of his deceased sister's lover. Using a seastone trident and Fishman Karate in tandem, he makes for a reliable friend.

Muscular Chef [50, Free Cook]: Once the right hand of a powerful adventurer, this cat mink has since ceased going out into the field, and has instead taken up the role of a chef for your crew. Believing in the power of rich meals and heaping portions, he makes sure your crew will never go hungry, and those who disrespect his food will face his spatula-sword. All he dreams of is a fantastic adventure filled with unique food to make.

Childish Professional [50, Free Doctor]: A child prodigy when it comes to medicine, this young girl may not be what one first imagines when picturing the doctor on a pirate ship. Don't let that fool you, as her skills are some of the best around, and the Devil Fruit letting her control and enhance toys is no joke. She dreams of one day opening a world famous hospital, but only after she's learned a lot more.

Sin of Envy [50, Free Fighter]: If you need someone who can fight by your side, there are few better than a giant. This towering woman is confident in her own strength, as one would expect from someone who uses a warhammer larger than some ships, and extremely protective of those she considers friends, which would be you. All she wants in life is to never again be alone.

Stargazing Dragoon [50, Free Helmsman]: A chain smoking and foul mouthed man he may be, you won't find a better helmsman this side of the Grand Line. Having once been a member of the Marines, certain events have caused him to be disillusioned with their methods. With partial knowledge of the Six Powers and skill with a spear, he still holds onto a childish dream to reach the stars and travel through space.

Dazzling Siren [50, Free Musician]: Many would find themselves jealous that a mermaid would decide to join you, and that number would increase if they heard her sing. Sure, she can be a bit ditzy at times, but that just makes her song-based hypnosis all the more terrifying when one gets caught in it. Knowing that the surface is dangerous for her kind, and hopes that by travelling with you, she may reunite with her sisters.

Infamous Hero [50, Free Navigator]: Once a small-time courier, an accident that occurred when he first got his Devil Fruit led to him eventually joining up with you. With the ability to generate and toss around electricity, and his skills at navigation, he makes for a highly useful crewmate, and a solid guy to hang around with. He dreams of one day returning to his girlfriend, and finally settling down with her.

Beast Champion [50, Free Scholar]: The grandson of a famous professor, this young man has always been fascinated by animals, especially the various beasts found in the Grand Line. He's studied the habits and physiologies of what he can, and even has a talent for training animals, though he only keeps six at a time. He swears that he will one day make an encyclopedia detailing all the creatures of the world.

Royal Alchemist [50, Free Shipwright]: An intelligent scientist, inventor and alchemist, this young man often gets ahead of himself in the pursuit of his goals. This led him into hot water, and forced him to flee his island. While he swears to one day redeem himself in the eyes of his people and father, for now he's content to offer his alchemical expertise to your endeavors.

Scenarios:

A Dream of Eternal Nightmares:

Any would look to the skies of Krichat Island and rightly decide that the near-constant storms would make it difficult for anyone to actually live here, but as one would expect, people have found a way. Instead of staying underneath the constant thunder and rain, centuries ago the people of this Winter Island have managed to hollow out an entire mountain and create a bustling city within. This has led to it being one of the most profitable mining sites in the area, regularly pulling up precious metals and gemstones on top of more mundane materials that it trades for foodstuffs and other essential imports.

This very wealth and status has its downsides, though, as a greedy devil fruit user has trapped all of the inhabitants within a deadly slumber, where should they die in their dream, they die for real. The only way for them to escape is for someone to travel to the ‘center’ of the dream and defeat the manifestation of the creator of this dream, an effort that is made exceedingly difficult due to the many nightmare monsters and winding terrain that block the path. Should you feel up to the task, you may embrace this slumber, and do what others could not and end this nightmare once and for all.

Reward:

It was a tough slog, even for the likes of you, but you managed to defeat the devil fruit user in his own domain, and have freed the island from his grasp. The locals have named you as the **Warrior of Dreams**, a true hero to their people. Whenever forced into a dream, you will be able to bring your powers and abilities into the dream with you, giving you a fighting edge against whatever horrors attempt to plague your slumbering psyche. This also has the added benefit of removing your need for sleep entirely.

It is only natural that the people of **Krichat Island** are grateful to the person who freed them from this nightmare. In return, they have agreed to become a part of your territory, following you into the future. As you might expect, they will regularly send you a tribute of what they mine up, refined and ready for whatever purpose you have for them. Additionally, the miners would be willing to expand their operations, ensuring that whatever other mines you have control over are more efficient and safe to work in.

Blossoming Love on Tangled Ties:

There aren't very many places for Fishmen and Merfolk to call their home, but this beautiful Spring island at the border of the Calm Belt is one of them. With its many lakes, rivers, and underwater caverns that crisscross and connect to every corner of the island, it's an aquatic paradise to be sure. Their most common and profitable export is their unique jewelry, created from the rare sea life and gemstones found in the area that can usually only be accessed by the aquatic people. That isn't to say that they cannot defend themselves, as the island is home to a legendary dojo that focuses on teaching the people there Fishman Karate, in addition to the sea monster that inhabits the western coast.

But it is not violence that you must contend with on the Isle of Atargis, rather the opposite. See, the princess of the island, a beautiful mermaid with crimson hair, is pining over one of the human sailors that is currently on the island. Though her father won't let her near the docks, in fear of what some of the greedier pirates would do, that didn't stop her from recruiting you to help her finally get together with this handsome sailor before he has to depart. There are many ways to go about this, from spiriting away the princess to meet her true love, or by convincing the king to allow this human an audience with her, or however you'd like to handle it, so long as you can accomplish it within the week. Be wary, though, as there are those who would love to see this chance at love ruined or to take advantage of it.

Reward:

So many things could have gone wrong, but you did it, and the happy couple are ever so grateful to you for this. There couldn't possibly be a better **Matchmaker of the Seas** than you. With just a bit of nudging and some choice words, not only could you bring together romantic couples, but you can ensure that their relationships evolve to be healthy and supportive, where all parties involved are happy and content with their lives until the day they die. Sure, there will inevitably be some rough patches, but with the right people by your side, what is there to fear?

The soon to be queen of the **Isle of Atargis** is ever so grateful for your actions, and has pledged the support of her and the people of the island to support you in all future endeavors, allowing you to take them with you on your journeys. You will also receive an heirloom of the royal family, a necklace crafted from coral, gold, and the bone of a Sea King. Wearing it will allow you to breathe underwater like a merfolk, and vastly increase your speed while underwater. After all, it's the least she could give you in return for the love she now has.

Environmental Sabotage:

When one thinks of dangerous and inhospitable islands, the first one on most people's minds is probably the Summer island known as Berapi, which houses four active volcanoes, spewing ash into the air for miles upon miles. You might wonder how people can live on this volcanic wasteland, and that is all thanks to the obsidian trees that grow, as durable as steel and seemingly immune to the intense temperatures of the lava. The people that work this sturdy wood into houses, ships, and other structures are among the most valued individuals, seeing as it's their craftsmanship that keeps the Black Wall standing strong.

Those very same walls are coming under threat, as every morning many sections of them are found broken and shattered, requiring the people there to use up more and more of their obsidian wood in order to fix the damage. They may run out of their current stock soon, which is not helped by the fact that the closest volcano has been rumbling a bit too much recently, marking it as close to eruption. Your goal is to figure out who is destroying the Black Wall, and put a stop to their actions before the volcano can erupt. It won't be easy, especially considering the amount of tunnels and caverns dotted all across the island for others to hide in, places that even the locals don't venture to very often. End their attempts to wipe out the people of the island, and you will have your rewards.

Reward:

Your time on this volcanic land has changed you, perhaps for the better, as the heart in your chest has become the manifestation of a local legend, the **Heart of the Mountain**. The blood it pumps throughout your body possesses a connection to the land itself, protecting you from all of its dangers. No matter what kind of environment you enter, you can quickly adapt to it, becoming immune to all of the natural hazards placed there. You could walk atop lava, go streaking in a blizzard, breath in toxic gasses and be completely fine.

The people of **Berapi Island** will be immeasurably grateful for your actions, and name you as the protector of the island. Not only will you be able to take the island with you, but the various craftsmen have agreed to become your followers. Additionally, you will receive your own orchard of these obsidian trees, to be used as you see fit. Any that are chopped down will grow back in full within the year, marking it as a valuable resource for anyone.

Great Treasure Race:

Once there was a legendary pirate who, throughout the course of his long travels across the world, amassed a treasure so grand that it was said that his own first mate murdered him in the dead of the night, just to have it all to himself. This was over a hundred years ago, but tales still circulate about the mountain of gold that was left behind on his homebase, Trapper's Island. A fairly generic Summer island, if there was such a thing, covered in a lush jungle with a wide variety of wildlife and dominated by the active volcano resting in the center. With the coast covered in shallow reefs and jutting spikes, only a single cove was deemed fit for a serviceable dock, as well as an easily defensible one.

The location of this island was lost, but there are six map fragments circulating throughout the Grand Line that, when combined, will show you the way. You'll soon find yourself in possession of one of these map fragments, marking you as a competitor in this race. You will find yourself hunted by those who desire your map fragment, both those that have one of their own and those without. You may even have to take a proactive stance in this treasure hunt, only ending until you have all six pieces, and travel to the hidden island in order to collect your prize…

Reward:

Turns out that in the end, the treasure was never real, as it was simply meant to be the place where all of the legendary pirate's friends and family could meet for festivities and special events. Sure, you may feel cheated out of your reward, but the realization that the **Real Treasure** to this man was those closest to him seems to have sparked something within you. The longer you spend with someone, the deeper your trust and understanding of them becomes, to the point where you could have lengthy conversations with just a look after only a few weeks, and instantly recognise if something was wrong with them, such as an illness or being mind controlled.

Well, there is still **Trapper's Island** itself as a reward, especially after all you've done to reach the area. It may be a relatively barren island, but it's easy to defend for any competent force. Additionally, being here seems to bring people closer together, tensions and grudges dying out only for friendship and camaraderie to bloom in their place. This also has the added benefit that any celebrations or parties you hold here are sure to go well, with everyone having the time of their lives.

Isle of the Dead:

The Autumn island of Curien is constantly covered in storm clouds, making it a dark and dreary place that hasn't seen the sun in centuries. Of course, the plants have adapted to this eternal downpour, with nearly everything looking slightly fungoid and being bioluminescent, with all manner of strange properties when mixed with tonics, salves, and even regular meals. It's not just the plants who have adapted, but the people as well, designing their cities to funnel the water away as efficiently as possible. It isn't a very popular place to port, only seeing the occasional band of pirates trying to make their way through the Grand Line. Due to this nature, it has made this island the perfect location for the crisis currently plaguing it.

An insane scientist looked upon the work of the Warlord, Gekko Moria, and yearned to make his own version of an undead kingdom. Though, because he does not possess the Shadow-Shadow Fruit, he had to get creative. The island is now overrun by zombies and ghouls with strange mushrooms growing out of their heads, hunting down anyone they encounter and bringing their carcasses back to their mad master, all in order to further swell the ranks of his undead horde. Six of these monsters stand out among the others, as they are the nexuses of controlling and animating the majority of the undead, crafted from the corpses of six legendary figures from history. Defeat these Six Arcanas, deactivating the majority of the undead forces, before making your way to the scientist himself, and end this nightmare once and for all.

Reward:

No matter how sick and twisted this scientist was, one cannot deny his brilliance, nor the thoroughness of his research notes. Reading them has turned you into a veritable **Master of the Undead**, allowing you to create and gain control of powerful undead through the means of dark science this man has pioneered. In time, you may refine his methods, moving on from reanimating the dead to crafting the perfect monster from the flesh of the deceased. Of course, you could just as easily turn this knowledge towards taking them down and destroying them far more efficiently.

The people of **Curien Island** are entirely grateful for your dealing with this problem, one that has been left unchecked for far too long. In order to show their appreciation, they and their island will follow you from here on out. They are renowned for their talents at botany and cultivating even the strangest of plants, almost on par with the dwarves. You are even given a rare seed, one that will someday grow to become a massive fungoid-tree that produces fruit rumored to greatly and permanently increase the vitality, vigor, and lifespan of any who partake in them.

Murder in the Brass Tower:

The Autumn island of Prydain is an island of brass and cogs, split in two halves by a massive river, yet connected by a bridge large enough for multiple ships to pass under. With towering spires and gothic structures, everything seems to revolve around the Clockwork Masters, a guild of engineers, and their creations. From advanced weapons, self-propelled vehicles, and prosthetics on par with natural limbs, these Clockwork Masters teach their methods within their Brass Tower, a massive structure within the city of Benjen, built around a clock that can be heard from all across the island. They often need to import the materials needed to perfect their crafts, after they emptied all of the natural resources found within Prydain. As such, there's a grand party thrown once a year within the Brass Tower in order to show their appreciation towards these merchants and their friendship. And it is at one of these parties that tragedy strikes.

You and your companions were invited to join this year's party, filled with the highest authorities of the island, as well as people of great renown. The food is great, the music is swell, and the entertainment is amazing. I mean, a clockwork bear riding a unicycle? Amazing. But that all changes when a scream interrupts the festivities, for the Grand Tinker, leader of the Clockwork Masters, has been found murdered, his wife cradling his dead body. No one is allowed to leave, the doors and windows sealed shut, until the murderer is found. It is up to you to find this killer and bring them to justice. But such a powerful man as the Grand Tinker has many enemies, and as such there must be no shadow of a doubt when you expose the murderer, lest you imprison the wrong man and fail this scenario.

Reward:

It was a tricky case, one that only the greatest of investigators could solve. And as such, there's no doubt that you've got a true **Detective Mind**. When it comes to collecting clues and solving mysteries, there's no one better than you. Even if it's been years, or even decades since the crime took place, and little evidence, you'll be able to solve it with just a bit of effort.

For your part in uncovering the mystery behind the murder, and bringing justice to the people of the island, you will be allowed to take **Prydain Island** with you on your journeys. As previously mentioned, it's a split island where clockwork is king, housing all manner of mechanical wonder. You'll be given first access to whatever it is that the Brass Tower produces, allowing you to take the best for yourself. Hell, the Clockwork Masters would probably be happy to teach you what they know, and would be more than willing to become your followers.

Path to Heaven:

Thought to be a mere fantasy by most in the Four Blues and even the Grand Line, the stories of lands in the sky are true. But you have arrived in no mere sky island, but a sky archipelago! The Sefirot Archipelago consists of eleven smaller sky islands, each one possessing its own distinct architecture, layout, and culture, though all are united through great bridges, all having the story of a legendary hero carved onto the structure. Ten of these islands surround the largest one, creating a ring around it. The people pray to their sun god within their synagogues, with the largest one on the center island housing the one made in the shape of a tree.

Many worshippers undergo religious trials on each of these islands, going around the outer islands before making their way to the center in order to take the final trial. Unfortunately, none have managed to complete all ten of the outer trials in centuries, and as such the knowledge of what the eleventh trial entails is unknown, or even what the reward for completing it is. That sounds like a challenge to you, and so you decided to try your hand at these trials, starting on the sky island of Malkhut, and working your way up until Kether, and entering the Temple of the Dawn on the center island of Sefirot. Complete these, and you will have completed this scenario.

Reward:

At the end of the final trial, you will have come to realize the meaning behind a phrase you've seen engraved upon all of the synagogues, "**Ohr Ein Sof**." This revelation will fill you with a sense of inner peace, bolstering your spirit to greater heights. Abilities that rely upon your spirit, like Haki, will have their potency doubled, as well as improving the rate in which you improve them.

Of course, the **Sefirot Archipelago** would be happy to travel alongside the first person to complete all of the trials in centuries, seeing you as a sort of chosen saint or messiah-like figure. Not only is it notoriously difficult to reach sky islands through mundane means, but the host of warrior-rabbis, each of which has been trained to some degree in the usage of Haki, would certainly prove to be a valuable force to have following you on your journeys.

Riches of the Earth:

By far one of the stranger islands to behold, this Spring island is completely covered in pink crystals that can only be found here. A majority of the people living here prefer to live underground, as when the sun hits the crystals at the right angle, it can illuminate the area in a blinding flash of pink light. They are incredibly valuable due to their rarity, as well as their strange conductivity. It isn't unheard of for some of the crystal formations to trap lightning within them, only to fire them back out onto some unfortunate soul weeks later.

As with many places around the world, Melecie Island has its own share of troubles, predominantly with a mining company attempting to sabotage all current operations, and purchase the rights to mine the crystals here with impunity. Their dishonorable methods are not only wrecking environmental damage, but also endangering the lives of the natives here. One disgruntled worker has had enough, and hired you to get these greedy bastards off their island, once and for all. Perhaps if you were to convince them how unprofitable this whole venture really is, or maybe by the good old fashioned method of beating the shit out of them until they get the message. Regardless, the course of action is ultimately up for you to decide.

Reward:

You've finally driven those greedy bastards off, those who would have abused the **Wealth of the Earth** had it not been for you. Now, though, your actions have marked you as one deserving of wealth, and so it is that you will receive it. Wealth in all its forms is drawn to you, from ancient treasure to finding a $20 bill on the ground, and everything in between. This is especially potent when you actually go out and adventure, as you'd more than likely end up with more than enough to make your retirement a very comfortable one.

As should be expected, **Melecie Island** and its people have agreed to join you on all of your future adventures. The miners are masters of underground combat, and know just how to reinforce any underground structure to make it damn near unbreakable. Not even an earthquake could damage many of the tunnels and caverns they've reinforced. Of course, you will also receive monthly shipments of the rare crystals found here to do with as you see fit.

Those Who Hunt Monsters:

There are many Winter islands found on the Grand Line, and yet none can match this eternally frozen land, a place where the sea itself is frozen for miles upon miles. Because of this chill, the people of Hrothgar are a hardy folk, whose special mead is infamous for getting even the most enduring of livers drunk with just a few glasses. But such a place also has its own share of troubles, besides just the frigid weather. Monsters of all kinds roam the island, beasts just as strange as they are well suited for the cold. The locals often hunt them for their valuable pelts, meat and other materials, forging crude but effective equipment. Some have even attempted to tame a few of the less hostile breeds, to varying success. It was during the week-long Hearth Festival when one such monster attacked.

A beast like no other devastated a village along the southern coast, leaving no survivors. Some claim that it was a mutant version of the beasts native to the island, some claim it was a dragon, some believe it was an enraged giant, and there are many other, even stranger claims besides. And then it attacked another village. Then another. Your job is to get to the bottom of this mystery, and put an end to whatever it is wiping out these villages. This will only end if you either die, or you bring this monster down.

Reward:

The hardy people of this island now know you as a **Monster Slayer** without peer, for well deserved reasons. Facing off against the creature was no easy task, but it did grant you an educational experience. Whenever facing off against an animalistic foe, you gain a sense for where best to strike at it and when, no matter if you even have a visual on it or not. This is also effective against those who’ve eaten Zoan devil fruits or have similar shapeshifting abilities, tearing through their defenses like a wild animal.

Let it never be said that the people of **Hrothgar Island** are ungrateful, especially to a warrior such as yourself. In defeating the monster, they have honor-sworn themselves to you and your cause, forever binding the land and people of this Winter Island to you. They bring with them their monstrous gear, many having unique effects that echo the creature they were harvested from, such as bone axes that spark with electricity or scale armor that poisons those who touch it. With their natural hardiness and eagerness for battle, you'd be hard pressed to find better warriors to bring glory to your name.

Tournament of the Virtuous Iron Fist:

A mountainous Spring Island, the Island of the Virtuous Iron Fist has been known as a martially inclined civilization since its earliest recorded mentions in history. Long before even the Void Century, they have been well known for their domestication of a very rare and very large breed of silkworms, with fully grown adults being larger than most houses. From these creatures they harvest a highly durable and beautiful silk, as well as using them as a source of milk and food. But that is not to say that the people grow lazy and fat off their local harvest, instead preferring to spend their time honing their martial combat. Every man, woman, and child on this island has been instructed since they could first walk how to throw a punch or split wood with their kicks, some saying there are as many styles as there are people on the island.

Their king is known as the strongest on the island, but has recently passed away, meaning it is time for a new ruler to be crowned. The method they do so is through a mighty tournament, with whoever wins becoming king. There are no rules for who can participate or not, resulting in members of almost every major faction or organization sending in their own chosen fighter in order to claim this island for themselves. If you want to complete this scenario, then you too must participate in this ancient and storied tournament, and be crowned as the newest ruler.

Reward:

None can deny your right to rule, the blood, sweat, and tears you've shed in front of the people here are proof of your claiming of the title **King of Fighters**. Your eye for combat is more perceptive than the ordinary man, capable of learning any combat style you perceive with just a few moments to watch it, as well as picking out all of the strengths and flaws of the style in question. Face enough foes from all types of different lands, and soon none would possess a more thorough understanding of martial arts than you.

As was the whole point behind the tournament in the first place, you may take the **Island of the Virtuous Iron Fist** with you wherever you go, the people rejoicing at the power of their newest king. Not only do you gain access to their many resources, such as their heavenly silk, but they can rapidly teach others any combat style they know and bring them up to mastery in record time, no matter what their origins. Even teaching a mundane human the secrets to mastering Haki or other spiritual arts is not out of the question.

Drawbacks:

Continuity [+0]: Have you been to this world before? If so, then you would undoubtedly want your previous actions to hold some meaning. If so, then take this option, and make your past in the world of One Piece carry over in some form during your time here. There will inevitably be ripples from your past actions, but that will only make the adventure all the more interesting.

Supplement Mode [+0]: Should you desire something more from your time here, then you can instead use this as a supplement for another One Piece jump. Alternatively, you could use this to travel to a completely different world, one separate from the Blue Seas and Grand Line entirely. What would happen, I wonder, if you were to throw a crew of pirates into a world of ninjas?

Active Bounty [+100]: Well, you're certainly starting off your pirate career with a bang. You now have a bounty placed on your head, starting at around 10,000,000 beli, dead or alive. As you might imagine, you will often be recognized as a criminal by others, and bounty hunters will be after your head. And any Marine is obligated to go after you. Granted, this is only natural for a pirate, but now you don't have the benefit of anonymity. This option may be taken up to five times to increase the price on your head.

Can't-Deal-With-This Disease [+100]: Not everyone is able to look death in the face and smile, to laugh at impossible odds. In fact, most people aren't, but you take it a step further. You are, to put it simply, a huge coward, trying your damndest to avoid any kind of conflict or situations that puts yourself in danger. You'll still go along with what your orders are, but with great reluctance and trepidation. When you are in a fight, you are not as heavily impaired by your cowardice, but it will always be there.

I Believe You [+100]: A rare quirk of the dwarf race is that they are, by and large, extremely gullible. They accept what others say to their face as the truth, and never even consider that they may have been lied to. The same could be said about you, ignoring any warning signs that a person may have. You can ignore this if they seriously betray you in some fashion or see them committing a horrible act, but until then you'll continue thinking that they are very trustworthy people.

Tragic History [+100]: Not everyone is lucky enough to have grown up in a stable environment, their past too filled with pain and suffering. It is unfortunate that you carry such a burden, the scars still fresh and leaving you shackled to the past. It may take a while to heal, for the scars to fade, but it will never leave you, most certainly influencing some of your choices.

Unflattering Pictures [+100]: Among pirates, the bounty poster is something that they can look on with pride, knowing how much of a thorn in the side of the World Government they are. Yet all it is for you is a source of shame and anger, because they simply refuse to take you seriously! The epithet and picture used on your bounty posters will be incredibly embarrassing for you, and expect others to bring it up way too often.

Chaos Magnet [+200]: How is it that all these crazy things keep happening to you? Getting roped into political plots, being stranded on a crazy island, massive monsters that have rarely been seen, there is no end to your string of horrid situations. It just seems like all the craziest stuff and the worst kind of trouble is attracted to you, and nothing you do will let you escape this neverending insanity.

Deserted Island [+200]: It is every sailor's nightmare for their ship to be ruined, leaving them stranded on a lone island where help is far away. This is a nightmare that you now must experience, as you are stuck on this island until someone manages to come and rescue you, as not even fishmen or mermaids can leave. It will be just yourself on this island for who knows how long, and resources are scarce.

Technological Inferiority [+200]: During your travels, you have undoubtedly collected an impressive amount of technology, some of which could give even Vegapunk wet dreams for weeks. But not anymore. Any technology more advanced than what is shown in the series is banned, with no possible way of bringing it into the setting. All technology perks are reduced to Vegapunk level or otherwise removed entirely.

Voided History [+200]: Just as there was an entire century of history that was lost, covered up by those in power, so too is a bit of your own knowledge lost. You have effectively lost all knowledge you have about the series, leaving only what the average person would reasonably know. No leads on the Ancient Weapons, how important someone will be to history, or secret techniques unless you've actually experienced them for yourself.

Warlord's Attention [+200]: To be a Warlord of the Sea is to be powerful. To gain their attention, or animosity in this case, is never a good sign. One of the seven Shichibukai is after you, and they are not afraid of using every connection they have, twisting or even outright breaking governmental constraints to get to you. You can take this drawback up to seven times.

Demonic Lily [+300]: Huh? Why do you have a flower on your shoulder? Well, it looks as though you are the newest host for the Lily Carnation, a parasitic plant that is now connected directly to your life force. If you don't feed it people regularly, it will quite literally eat away at you until nothing is left. The worst part is that you can't remove it, and it won't use its abilities to help you out in any way, only to eat.

Fall From Grace [+300]: As a Jumper, you are endowed with powers that spit in the face of this land's logic, and are almost comparable to a God, if not one outright. Now, all that has been stripped from you, leaving you mortal once more. Having been stripped of your Warehouse and otherworldly powers, you will be reduced to your Body Mod, any mundane skills, and anything native to the setting.

Impel Down [+300]: You have been caught by the World Government, and have been tried and sentenced to spend the rest of your life in Impel Down, a hellish prison where the worst of the worst are held. Depending on how strong you are, it changes which level of the compound you are. If you are a baseline human, you are stuck in the 1st Floor. If you are capable of going toe-to-toe with the strongest in the world, you are trapped in the rumored 6th Floor, with seastone handcuffs and chains cutting you off from the vast majority of your powers. You must escape within the next ten years, or your chain is over.

Wrath of an Emperor [+300]: An Emperor of the Seas is much like a force of nature. They play by no one's rules but their own, and when they desire something it is not a matter of 'if' so much as 'when' they have it. And one of them wants your head on a golden platter. They will use whatever resource they can to get to you, including sending various crews under their command after you. The only way for this to end is to completely and utterly destroy the Emperor in question. This is much harder than it sounds, as these are the undisputed rulers of the seas for a very good reason. You can take this drawback up to four times.



Ending:

At the end of your time here, you will be given a choice.

Stay: You have finally found a place where you belong, and chose to remain here.

Go Home: Few pirates manage to make it to retirement, but you managed it.

Continue: The adventure is never ending, and this is far from the only place to visit.

Notes:

-**[Will of D]** acts as both a luck booster and as plot armor tied to your will to live and how hard you're willing to fight for it.

-If you take **[Germa Genetics]** and **[Mad Genius]**, then you would be able to create things like the Pacifistas or Seraphim given enough time and resources.

-All the perks of the **[Helmsman]** line can be applied to any vehicle you pilot, be it a bicycle, a car, an airplane, or even a spaceship that can transform into a giant robot.

-Seastone can be used to negate a person's supernatural abilities in the future.

-The **[Black Flag]** item was heavily inspired by the one in **u/FancyFireDrake**'s own jump for **[Assassin's Creed: Black Flag]**. Be sure to go check that one out, too.

-I stole the idea for many of the weapons for the **[Ship Customization]** from ones you can acquire in the AC: Black Flag game.

-Companions are based on Pit (Kid Icarus), Sidon (Zelda), Meowscular Chef (Monster Hunter), Dottie McStuffins (Doc McStuffins), Diane (7DS), Cid Highwind (FF7), Sonata Dusk (MLP), Cole McGrath (Infamous), Blue (Pokemon), Varian (Tangled)

-When in doubt, fanwank.

-Have the day that you deserve~