### One Piece RPG

# **Fishman**

Fishmen are one of two species that dominate the seas (the other being the Merfolk). As slaves they sell for 1000000 beli, In terms of leadership, none are mentioned, however Fisher Tiger, Jinbei and Arlong were said to have the highest respect amongst their people.



## Biology

Arlong, a member of the Fishman race.

Appearance-wise, they are more "fish-like" than merfolk, looking like a cross between a man and a fish of the ocean such as an octopus, manta ray, or sawfish; however, they still have legs. They have their gills near their necks which only work when they are in water. On land they can breathe with their lungs like humans do. They are ten times as strong as normal humans from birth, and this difference is magnified underwater, where a human's power is cut in half (while Fishmen are completely unhindered, and perhaps even strengthened).

Even though Fishmen are part fish, they are still mammals and give birth to live young.

As was revealed during the Davy Back Fight arc with Big Pan Fishmen can also breed with Giants, producing a hybrid who has biological abilities of a Fishmen and a huge body of a Giant (but still smaller than a full one, as related by Robin), they are known as Wotan. Although never shown it's clear that Fishmen and humans can also breed the same way Merfolk and humans can breed.

### Inter-species Relationships

Their view of life under the sea is dominated by their views that they should rule over all other fish in the sea. Despite this view, usually they get along well with the Merfolk who share the opposite view on life, however it is not

unknown for Fishmen to take advantage of the Merfolk's nature. Because of their strength, they appear in One Piece on a regular basis.

A stereotypical Fishman considers humans an inferior, weaker species. However, this does not apply to all Fishmen: for example, the puffer fish shipwright Tom cared and looked after two human children (Iceburg and Franky) and even protected them from the actions of Spandam and CP5, and even the Shichibukai, Jinbei, considers the Whitebeard Pirate, Portgas D. Ace an equal and holds the Whitebeard Pirates as a group in high regard because of Whitebeard protecting Fishman Island.

On the opposite end of the spectrum, human relationship to the Fishmen was defined with their definition of both them and merpeople as "fish" instead of "men". This lead to centuries of discrimination as the Fishmen fought to prove their worth to the world. Only two hundred years ago did the World Government began to bridge the gap, making an alliance with Fishman Island to remove the problems between the two sides. While attempting to fix the problem, centuries of bad relations remained: many humans continued to see Fishmen as freaks or, in the case around Sabaody Archipelago, slaves for the Tenryuubito. On the opposite end, certain sects of Fishmen attempted to create their own societies where they dominated over the humans, such as Arlong Park in East Blue.

### **Overall Strength**

Fishmen are claimed to be one of the strongest races in the world. Their strength is equal only by the giants of the world. They also have the ability to fight as well on land as well as in the sea. Making them one of the most dangerous races out there.

Level Adjustment +1 (Higher level Adjustment for Fishmen Variants listed Below)

• PS Score – 6

• ADS Score – 2

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Races: Fishmen

- Stat Bonus +2 STR, +2 END, 4 COM
- Skill +10 Swim

• *Water Breathing* – Fishmen can breathe both air and water, they only can drown if they have eaten a devil fruit.

- Swim Speed 30ft Good
- Defect Hunted Defect The slave trade on Fishmen is that they make good labor workers
- Defect Hated Race Due to the actions of Arlong and Fisher Tiger Fishmen are a hated Race
- Level Rating +1(Higher level Adjustment for Fishmen Variants)

#### Favored Class:

Warrior

### <u>Variants</u>

#### Shark

Shark Fishmen have a natural Bite attack and can re-grow their teeth instantly They also have an addition Strength boost and are often looked on as the strongest of the fishmen.

#### Level Rating +4

#### **Racial Traits:**

- Water Breathing
- +10 Swim, Swim Speed 60 ft Good
- +6 STR, +2 END, -2 COM, -2 SPI
- Natural Attack (Bite: 2d6 x2 Piercing)
- Regeneration [Teeth only] Instant

### Octopus / Squid

Octopus and Squid Fish men are great warriors for their multiple arms allowing them to have multiple attacks at hand. They also can make a cloud of Ink appear in water to creating a blinding fog of 60ft radius.

### Level Rating: +3

### **Racial Traits:**

- Water Breathing
- +10 Swim, Swim Speed 30 ft Good
- +2 STR, +2 END, -4 COM
- Multiple Arms allows extra attacks a round at -2
- Ink Cloud Create blind area 60ft radius underwater





Races: Fishmen

#### Ray

Quick and Agile Fishmen they only pale in Mermaids with their great speed in the water. Their Arm blades can also be used as a natural Weapon in Battles

Level Rating +2

#### Racial Traits:

- Water Breathing
- +15 Swim, Swim Speed 60 ft Good
- +2 STR, +2 END, +2 DEX, -2 COM, -2 SPI
- Natural Weapon (Arm Blade 1d10 x3 Slashing)

#### Blowfish

The Ability to inflate their bodies enlarging their size category, they also have a collection of spine on their back allowing them to make a piercing slam attack

Level Rating +3

#### **Racial Traits:**

- Water Breathing
- +10 Swim, Swim Speed 60 ft Good
- +2 STR, +2 END, -2 COM, -2 INT
- Natural Weapon (Back Spines 1d6 x2 Piercing)
- Enlarge Self 3/day (counts as 2 size categories larger, lasts Level +END +6 rounds)

There also are two additional variants that can be placed on any of the other templates above.

#### Poisonous

Natural Attacks Spew a Poison from their body, The stronger the Poison the Higher the level Adjustment.



#### Level Adjustment:

DC 15 Poison +1 Does 2d6 a round for 1d12 rounds DC 20 Poison +2 Does 2d10 a round for 1d20 rounds DC 25 Poison +3 Does 3d10 a round for 2d12 rounds

Natural Camouflage

Natural ability to blend in with ones surroundings, this ability is available to be used 3/day

#### Level Adjustment

+1 50% concealment when activated
+2 75% concealment when activated

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Races: Fishmen