

## Sky Islanders

Skypieans are the people who come from Skypiea and live on Angel Island and other islands in the sky. The skypieans are mostly a non-aggressive race who live peacefully on the Sky Islands. They use dials for everyday use such as cooking. They have wings similar to the ones found on the backs of the Shandians. They greet each other by saying 'Heso' (which is Japanese for bellybutton) often while putting their hand against their head and sticking two fingers up.

First Appearance: Chapter 238; Episode 153

They follow the Leadership of their ruling governor (which they call 'God'). They rarely question the actions of their ruling cast, even when faced with the fearsome Eneru. To the Skypieans, the ground from the Blue Seas below (which they refer to as 'Vearth') is sacred as plants do not grow without it in Skypiea. Because of their devotion towards their ruling cast and their value of Vearth, long ago their ancestors entered a war with the Shandian over their homeland, one which lasted 400 years.



### Appearance

They train their hair to grow like the antenna of an insect from a young age, using sticks in their hair to support the end. Their wing style is very different from Bilkans, styled closer to the Shandians wings. Their wings tend to have shorter feathers that are slightly less in number than a Shandians, often these feathers are thicker and more rounded. They are so close that at times the wings appear to be identical.

### History

The Immigration to the Blue Star

An ancient drawing of the three former races of the moon: Birkan, Shandorian and Skypiean. Skypieans originate from the moon, along with the Birkans and Shandorians leaving behind their friends the Spaceys. When resources on the moon were used up they, along with the Shandorians and Bilkan, moved to the Blue Seas. At some point the three races separated and became what they are today.

### Song of the Holy Land

Skypiea was "blessed" when the homeland of the Shandians, descendants of the Shandorians, was blasted up into the sky. Their God immediately claimed the land as his home and a bloody war began between the two races.

### Inter-species Relationships

Do to their isolation from the rest of the world they don't have a relationship just a long lost and forgotten history, with the world below.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 COM, +2 INT, -2 STR, - 2 END
- **Skills** – +10 Knowledge Machines, +10 Repair, + 10 Craft Machines, +10 Craft Vehicles
- **Dail In** – Sky Islanders start with 1d4 dails, and +1 dail for every 2 levels about level 1
- **Not from around Here** – Sky Islanders take a -6 to all Knowledge skills (with the Exception of Knowledge Machines) on any place that is not a sky island
- **Level Rating** – 0

**Favored Class:**  
Priest

## Sky Island Variants

### Birkan

An island race similar in Skypieans, but adept at using Haki or as they call it Matra. Enel destroyed their home island, latterly sending it crashing to the sea, Now many of its survivors are scattered across the seas and are the sky islander most likely to be seen publicly in travels. They have the identifying quality of having elongated ear lobes or goat like faces. But not all carry this trait.

- **PS Score** – 8
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 STR, +2 CON, +2 INT
- **Skills** – +10 Knowledge Machines, +10 Repair, + 10 Craft Machines, +10 Craft Vehicles
- **Dail In** – Sky Islanders start with 1d4 dails, and +1 dail for every 2 levels about level 1
- **Haki Users** – as a people Birkan have the ability to use at least one of the Haki forms Observance or Armament, Conqueror can only be achieved through the random character creation roll.
- **Adapt Jumper** – Birkan's gain the ability for free at creation
- **Refugee** – Birkan's home island was destroyed and set crashing to the sea below. Because of this they have no real home to go to and must seek a new one out in the real world.
- **Not from around Here** – Sky Islanders take a -6 to all Knowledge skills (with the Exception of Knowledge Machines) on any place that is not a sky island
- **Level Rating** – 5



**Favored Class:**  
**Monk**



### Shandorian

A lost tribe of Islanders that was displaced from their home by a jet of water thrusting their homeland to the sky, over years they too adapted to acquire wings on their backs. Unlike Skypieans they have some lore of the world below but are a more closed minded group protecting their home land from invaders. And they stand as guardians of a Golden Bell.

- **PS Score** – 8
- **ADS Score** – 2 Shandorians are a warrior race trained in how to fight and withstand damage
- **Stat Bonus** – +2 DEX, +2 CHA – 2 END, +2 SPI
- **Skills** – +10 Survival, +10 Knowledge Nature
- **Dail In** – Sky Islanders start with 1d4 dails, and +1 dail for every 2 levels about level 1
- **Children of Calgara** – A warrior of Legend that was known for his great strength in a pinch 1/per day a Shandorian can release a strength boost granting them a +4 to their strength for their level +1d4 rounds
- **Sense of Honor** – Shandorians is not ones to back down easily they have to make a will save vs. the trill of battle. DC 15
- **Lost to Time (Medicine)** – Shandorians greatest week point is their lack of medical knowledge, It wasn't till the Arrival of Noland till the concept came

to them the sacrificing people to gods wouldn't solve their medical problems. Because of this the skills Medicine and Knowledge Biology are always considered a cross class skill to them.

- **Level Rating** – 1

#### **Favored Class:**

Warrior