

Mink / Beastmen

The Mink Tribe is a race of anthropomorphic animals in the world. They were first mentioned in the list of slave prices that Duval showed to Sanji. The vast majority of them live in the Mokomo Dukedom on top of Zou, and has largely remained isolated from other human civilizations for 1000 years.

The world has a diverse number of creatures about it, strangest of them all is those that are not beast or man. A category almost as diverse as its source, these begins tend to be a creation of magic, science or evolution gone mad. They have intelligence unlike their bestial counterparts but their twisted and distorted forms take on a form unlike that of humans. These are the highly praised yet hidden race of beast men, known as Minks.

(Note this section does not include Aqua based races for space reasons, for those choices of Minks look for the)



Mink Types

The types are broken into the following groupings with descriptions of each. The types grant them unique bonuses on top of the Basic Mink bonuses and level requirement.

Mink Types	
Badger	Fox
Bears / Pandas	Leopard
Beaver / Otter	Lion
Boar / Pig	Mole
Bunny / Rabbit	Monkey
Cat	Mouse / Rat
Cow	Platypus
Deer / Reindeer / Elk / Moose	Raccoon / Red Panda
Dog / Wolf	Sheep / Alpaca
Flying Squirrel	Squirrel
Giraffe	Tiger / Jaguar
Goat / Llama	Weasel / Mink
Gorilla	
Horse / Zebra	

Other mink types could be made but they must have two properties. One is being a mammal, and two have fur.

Other One Piece Beastmen (Non Mink Races)

Spotted- Billed Duck – A large Flightless duck often used as mounts
Hiking Bear – A giant Bear very polite in nature and compelled to walk
Lapahn – Bear like Rabbits, that are very short tempered
Kung-fu Dugong – Small Shell covered Dugongs that are skilled in Martial Arts
Honey Badger – A clever yet vicious race of Weasel
Humandrill – A race of large monkeys that have studied humans for so long they can mimic them.

Overall Strength

The advantage of strength that each of these races hold over all outside of their individual bonuses are a keen heightened form of senses, and danger awareness about them.

Both Mink and Beastman Base Racial Traits:

- **Scale Size** – Based on choice
- **Notice** – +10 to Notice Checks
- **Danger Sense** – +2 To PS score to avoid danger
- **Natures Resilience** – +5 vs effects of environment when in areas similar to their home.

Mink Racial Bonuses:

- **Static Buildup** - Minks daily activities cause them to build up a collection of electrical (1+level of electric charges a day)
- **Electrical Strike** - 3/day The Mink can discharge the buildup of electricity and add 1d6 per charge into a single attack.
- **Sulong Form** - Limited to higher level or trained Minks. Under the light of a full moon, a Mink can unleash a boosted form multiplying their stats by x5. This stays in effect as long as they are in the Moons light. After they lose the form, they become exhausted.
- **Defect** – Desired slaves – Minks are Sought to be slaves due to their rarity. they go for a higher price based on looks and / or if they have learned Sulong form.
- **Defect** – Overly Friendly – Minks have little to no sense of subtlety when around those they are friends/ like. Due to this they tend to, rub, hug, nuzzle, or nibble the ones close to their happiness.
- **Melee Fighters** – Minks are trained and prefer Melee over ranged attacks, due to this they gain a +1 with melee attacks and a -1 with ranged.
- **Level rating** - +2 (+4 if they start with Sulong Form)

Badger – Tough and Fast these temperamental minks tend to be loners but if a fight comes to them, they make sure they are on the winning side... no matter what.

- **PS Score** – 10
- **ADS Score** – 0
- **Stat Bonus** – +2 STR, +2 DEX, +4 INT -2 END, -4 CHA
- **Skills** – +10 Climb, +10 Escape Artist, +10 Intimidation
- **Rage** – Badgers gain the ability Rage like the Barbarian Class, taking the class grants them one extra use of rage per day
- **Claws** – 1d6 Slashing x2
- **Volatile** - Character is known for going overkill on things, Will save DC 20 vs. to add more or do more to things (aka kicking a man when he's down)
- **Level Rating** – 3 this includes Minks general cost of 2

Favored Class:

Punk

Bears / Pandas – Strong and tough, based on the bear type determines the bonus one gets.

- **PS Score** – 10 due to their size
- **ADS Score** – +2
- **Stat Bonus** – +4 STR, +4 END
- **Skills** – +10 Climb, +10 Survival, +10 Swim (Polar only)
- **Rage** – Bear gain the ability Rage like the Barbarian Class, taking the class grants them one extra use of rage per day (excludes Panda)
- **At Peace** – (Panda only) Pandas don't rage like other bear minks instead they are calm and gain a daily ability to tap into peace granting bonus +2 ADS to them and allies within 30 ft plus the panda gains temporary HP equal to level.
- **Loner** – (panda only) Panda Minks tend to not be Social and take a -5 on all social skills
- **Claws** – 1d8 Natural Claw attacks Slashing x2 (Excluding Panda) Slashing (Panda) 1d6 Bashing x2
- **Tool User** – (Pandas only) Pandas gain a +2 with Melee weapons (this includes the mink bonus)
- **Level Rating** – 3 / +1 Cost to the Minks general cost of 2

Favored Class:

Martial Artist

Beaver / Otter – The strongest of swimmers in the Mink tribe. These Minks are adept at fighting from water as well as land.

- **PS Score** – 10 due to their smaller size
- **ADS Score** – 0
- **Stat Bonus** – +2 END, +2 WIS, -2 STR
- **Skills** – +10 to craft skills, +10 Swim
- **Bite** – 1d6 natural Bite Piercing x4
- **Level Rating** – No added cost outside the Minks general cost of 2

Favored Class:

Mechanic

Boar / Pig – Tough and Defensive these Minks are some of the hardest to take down from attacks.

- **PS Score** – 8 Due to their general human like form and size
- **ADS Score** – +3 Their tough hide and skin grants them strength to ignore many hits
- **Stat Bonus** – +2 END, +2 STR, -2 CHA
- **Skills** – +10 Search, +10 Knowledge Nature
- **Gore** – 1d6 slam attack with the head, bashing x2, +2 on Boar Minks with Tusks
- **Level Rating** – No added Cost outside the Minks general cost of 2

Favored Class:

Ranger

Bunny / Rabbit – Quick and Nimble a good lower cost start for the Mink race, they also gain a Com bonus.

- **PS Score** – +10 due to their natural Speed
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 CHA, -2 WIS
- **Skills** – +10 Jump, +10 Movement
- **Level Rating** – no added cost beyond the +2 for Mink race

Favored Class:

Student

Cat – Agile but easily the lazy and temperamental of the Mink Types.

- **PS Score** – 8 While they can grow larger, they tend to be around the same size as humans
- **ADS Score** – 1 Cat Minks gain 1 to their ADS due to their quick reflexes
- **Stat Bonus** – +2 STR, +4 DEX, - 4 WIS
- **Skills** – +10 Climb, +5 Jump
- **Weakness** – Easily Distracted – Cat minks can be distracted by things that cats love, Cat Nip, toys and such
- **Claws** – 1d6 natural claw attack, Slashing x2
- **Level Rating** – No added cost to Minks general cost of 2

Favored Class:

Warrior

Cow – Tough and strong these Minks are adept at holding their ground making them good at defenses.

- **PS Score** – 6 due to their size these minks are easier to hit.
- **ADS Score** – +4 due to Cows tough hide and Muscle mass.
- **Stat Bonus** – +2 STR, +2 END, -2 INT
- **Weakness** – Sluggish – Cow Minks Tend to move Slower in taking action thus take a -5 to Initiative
- **Trample** – 1d8 damage from natural hoof attacks, Bashing x2
- **Level Rating** – No Added Cost to Minks general cost of 2

Favored Class:

Punk

Deer / Reindeer / Elk / Moose – Tough and quick Minks these ones move fast and take hits.

- **PS Score** – 10 due to their speed
- **ADS Score** – +2 due to their tough hides
- **Stat Bonus** – +2 DEX, +2 END
- **Speed Boost** - +10 Speed
- **Horns** – 1d8 ram attack, Piercing x4
- **Level Rating** - +3 this includes the +2 for Minks

Favored Class:

Ranger

Dog / Wolf – Loyal and strong Trackers, this type of Mink has the bonus feat Track at their disposal.

- **PS Score** – 8 this mink's range around the same size as humans
- **ADS Score** – 0
- **Stat Bonus** – +2 STR, +2 WIS
- **Skills** – +10 Search, (Bonus Feat) Track – Dogs/ Wolves gain the Feat Track for free
- **Weakness** – Throw the Ball Dog/ Wolf Minks love to play fetch must make a DC10 Will save vs chasing thrown objects once they resist that battle, they won't chase another
- **Bite** – 1d8 Bite attack, Piercing x2
- **Level Rating** – Just the standard +2 of Minks Race

Favored Class:

Bounty Hunter

Flying Squirrel – The only Minks with the ability to actually fly (glide actually) this grants them a huge advantage in movement.

- **PS Score** – 10 due to the smaller size
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX
- **Skills** – +10 Climb
- **Bonus Ability** – Glide – A Flying squirrel can slow fall and move at a rate of 40' for every 10' decent
- **Bite** – 1d8 bite, Piercing x2
- **Level Rating** – 3 this includes the +2 for Minks

Favored Class:

Wanderer

Giraffe – The tallest of all Minks, these ones adapt their forms to be keen on spotting threats.

- **PS Score** – 6 due to larger than human size
- **ADS Score** – 0
- **Stat Bonus** – +2 INT, +2 WIS
- **Skills** – +10 Spot
- **Bash Head** – 1d8 15 ft reach, Bashing x2
- **Level Rating** – 2 standard Mink level

Favored Class:

Mechanic

Goat / llama – Stubborn but wise, this type of mink grants bonuses to Wisdom skills and abilities.

- **PS Score** – 8 Same as Human size
- **ADS Score** – 0
- **Stat Bonus** – +4 STR +2 WIS
- **Skills** – +10 in one Knowledge Skill
- **Horns** – 1d10, Bashing x4
- **Level Rating** – 3 this includes the +2 mink levels

Favored Class:

Nurse

Gorilla – Strongest of the Minks in physical strength. These Apes lead the pack as great fighters.

- **PS Score** – 8 Same as Humans... maybe a bit larger in form then humans
- **ADS Score** – 0
- **Stat Bonus** – +6 STR
- **Skills** – +10 Climb
- **Weakness** – Short Fuse – Gorilla Minks tend to get angered easily
- **Tool User** – Unlike most Minks Types Gorilla have a +1 to all attacks with weapons to hit due to their natural use of tools
- **Level Rating** – 3 this includes the 2 for the mink race

Favored Class:

Barbarian

Horse /Zebra – Strong and Speedy these Minks have a good sense about them and pack a strong punch.

- **PS Score** – 10 large category sizing
- **ADS Score** – +2 due to Speed
- **Stat Bonus** – +4 DEX, +2 STR
- **Skills** –
- **Bonus** – +10 movement speed
- **Hooves** – 1d6 Bashing X4
- **Level Rating** – 3 this includes Mink Levels

Favored Class:

Warrior

Fox – Cunning and Quick, while smaller of the Canine types Fox Minks are adept at Stealth.

- **PS Score** – 10 Fox Minks are small size category
- **ADS Score** – +2 for Speed
- **Stat Bonus** – +4 DEX, +2 INT
- **Skills** – +10 Stealth, +10 movement
- **Bite** – 1d6 Piercing x2
- **Level Rating** – 3 including Mink Levels

Favored Class:

Rogue

Leopard – The speediest of the Minks Types, they go with speed over strength to hit their targets fast.

- **PS Score** – 8 Medium Size Category
- **ADS Score** – +2 for Speed
- **Stat Bonus** – +4 STR, +2 DEX
- **Skills** – +10 Stealth, +10 Movement
- **Claws and Bite** – Claws 1d8, Slashing X4, Bite 1d6 Piercing x4
- **Level Rating** – 4 this includes the 2 for Mink race

Favored Class:

Ninja

Lion – Strong and Proudest of the Cat Types. They have great strength in their attacks along with their claws.

- **PS Score** – 8 Medium Size Category
- **ADS Score** – 0
- **Stat Bonus** – +4 STR, +2 CHA
- **Ability** – Lions Roar - Grants Allies a +2 to attacks (hit and damage) and Will save DC12 in 60 ft radius Fear on Enemies
- **Weakness** – Pride – 1/day Lion Minks refuse that they are wrong and can be stubborn in their ways DC 12 Will save for the Lion verse Depression to go against his ways. For 1d4 rounds
- **Claws** – 1d8 Slashing x4, 1d6 Bite x4 Piercing
- **Level Rating** – 4 this includes the 2 for Mink race

Favored Class:

Noble

Mole – Skilled digging Minks that gain a secondary form of travel through the earth.

- **PS Score** – 10 Small size Category
- **ADS Score** – 0
- **Stat Bonus** – +2 INT
- **Ability** – Digger – Mole Minks can make ½ their movement under ground
- **Weakness** – Light Blindness – Mole Minks is sensitive to light DC 12 Fort vs Blind when light bursts hit them, It will fade in 1d4 rounds
- **Claws** – 1d8 Slashing x 4
- **Level Rating** – Just the standard 2 for Mink race

Favored Class:

Psychic

Monkey – Agile with the ability to swing and leap about trees easily.

- **PS Score** – 10 due to Small Category
- **ADS Score** – 0
- **Stat Bonus** – +2 STR, +2 INT
- **Skills** – +10 Climb, +10 Jump
- **Ability** – Tool User – Monkey Minks have an advantage with using weapons and tools granting them a +1 to all to hit attacks
- **Level Rating** – 2 This includes the Mink Levels

Favored Class:

Mechanic

Mouse / Rat – Smallest of the Mink Race but vastly intelligent, so They tend to make up with their size with tactics.

- **PS Score** – 12 due to Tiny Category
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +4 INT, -2 END
- **Skills** – +10 Stealth, +10 to 1 Knowledge Skill
- **Bite** – 1d4 Piercing x2
- **Level Rating** - 2 this includes the Mink Levels

Favored Class:

Lore Master

Platypus – The mysterious of all minks they are the only ones to possess a secondary attack with poison-based attacks.

- **PS Score** – 10 Small Size Category
- **ADS Score** – 0
- **Stat Bonus** – +2 END, +2 WIS
- **Skills** – +10 Swim, Double Movement in Water
- **Ability** – Poison Barb – In Combat a Platypus Mink while doing melee on a crit can Poison a target doing 1d10 damage at first, the target then must make a Fort save vs Poison DC 15 or take another 1d4 rounds of 1d4 damage
- **Tail Slap** – 1d6 Bashing x2
- **Level Rating** – 3 this includes the Mink level of 2

Favored Class:

Pirate

Racoon / Red Panda – masters of stealth and smarts, these minks make up a great choice for Rogues.

- **PS Score** – 8 Medium Size category
- **ADS Score** – 0
- **Stat Bonus** – +2 END +4 INT
- **Skills** – +10 Stealth, +10 Disable Device
- **Weakness** – Furry Fury – In battle if the Racoon / Red Panda is below half their Hp they must make a Will save DC 15 vs going Berserk where they will attack anyone for 1d4 rounds
- **Bite** – 1d6 Piercing x2
- **Level Rating** – 2 This includes the Mink Levels

Favored Class:

Rogue

Sheep / Alpaca – Calm and fluffy, these minks hold a deceptive advantage at having a greater buildup of electricity then the others.

- **PS Score** – 8 Medium Size Category
- **ADS Score** – 0
- **Stat Bonus** – +2 INT, +2 CHA
- **Skills** – +10 to 1 Knowledge Skill
- **Head Butt** – 1d6 Bashing x2
- **Level Rating** – 2 This includes the Mink Race levels

Favored Class:

Any

Squirrel / Chipmunk – Quick and nimble. Not the strongest of the race but one of the more diverse ones with skills.

- **PS Score** – 10 Small Size Category
- **ADS Score** – 0
- **Stat Bonus** – +4 DEX +2 INT – 2 END
- **Skills** – +10 Climb, +10 Jump
- **Stuff Cheeks** – Squirrel Minks can Stuff their face with items and food granting them +10 to hide a item and 20 extra carrying capacity
- **Bite** – 1d6 Piercing x2
- **Level Rating** – 2 This Includes the Mink Race levels

Favored Class:

Pilot

Tiger / Jaguar – a combination of Stealth and Strength these cat minks are a great choice for more deadly missions.

- **PS Score** – 8 medium Size Category
- **ADS Score** – 0
- **Stat Bonus** – +4 STR +4 DEX
- **Skills** – +10 Stealth, +10 Climb
- **Claws and Bite** – 1d8 Slashing x4, 1d8 Piercing x2
- **Level Rating** – 4 This includes the 2 for Mink Race

Favored Class:
Rogue

Weasel / Mink – Fierce and Quick these minks strike fast and hard, but when not fighting often look cute and innocent.

- **PS Score** – 8 medium Size Category
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 CHA
- **Skills** – +10 Climb, +10 Pick Pocket
- **Shiny** – Weasel Minks must make a DC 10 Will vs a compulsion to steal any thing they see as Shiny
- **Bite** – 1d8 Piercing x4
- **Level Rating** – 2 This Includes the Mink race levels

Favored Class:
Bard

NON- Mink Races

Spotted-Billed Duck - A race of large birds that move across land and waters at a high rate. Despite their link to ducks, they are a flightless creature. They possess a high amount of intelligence for animal species, yet do not possess the ability to speak vocally

- **PS Score** – 8 Despite their large size the Spotted Ducks speed and reflexes let them avoid attacks
- **ADS Score** – 0
- **Stat Bonus** – +2 DEX, +2 END, +2 WIS, -4 STR, -2 INT
- **Saves** – +2 Reflex
- **Skills** – +10 Swim, +10 Notice, + 10 Survival
- **Weakness** – Can't speak – while spotted-billed duck are highly intelligent, they don't have the means to speak vocally
- **Run** – Spotted-Billed Ducks gain the Run feat for free
- **Mount** – Spotted-Billed Ducks are able to be used by others as a Mount
- **Land Speed** – A Spotted-Billed Duck moves normally at a rate of 60ft
- **Swim Speed** – A Spotted Billed Duck moves normal swimming at a speed of 40ft
- **Level Rating** – 0

Favored Class:
Warrior

Hiking Bear – The Hiking bear is a human acting bear that is dedicated to the polite nature of others to the point that they are very obsessed that such actions always occur. Adept travelers and survivors of the world Hiking Bear are skilled tool users and have skills in the means of living off the land.

- **PS Score** – 6 due to their large size
- **ADS Score** – 2 Hiking Bear have a tough hide that grants them a bonus to ADS
- **Stat Bonus** – +4 STR, +2 END, -2 INT, -2 DEX, -2 COM
- **Saves** – +4 Resistance
- **Skills** – +10 Survival, +10 Profession Lumberjack, +10 Herbalist
- **Weakness** – Politeness Matters – Hiking Bears are compelled to be polite and bow to everyone they great (with the exception of hostile targets) they feel also its important that those they bow at return by bowing in turn, if a target fails to bow then the Hiking bear will attack them for the insult
- **Tool User** – unlike their bear cousins Hiking bear are adept at using tools granting them Martial Weapons for free
- **Level Rating** – 0

Favored Class:
Ranger

Lapahn – Giant rabbits that look more like a cross between bears the humanoids, though they can use weapons, they tend to be ferocious loners to other races.

- **PS Score** – 6
- **ADS Score** – 2 due to their thick hides Lapahn's are more resistant to damage
- **Stat Bonus** – +2 STR, +4 DEX, -2 CHA, -4 WIS
- **Skills** – +20 Jump
- **Weakness** – Can't speak – while Lapahn's are highly intelligent, they don't have the means to speak vocally
- **Claws** – 1d6 x2
- **Avalanche Detection** – Lapahn's can detect the lands weakness to set or avoid avalanches, they can tell the weak points which offer the best location for explosives or weak spots in walls.
- **Level Rating** – 1

Favored Class:
Barbarian

Kung-fu Dugong – Loyal warriors of the sea, Kung-fu dugong's are tough fighters with a strong sense of kung fu as their name promotes, and a hard armor like shell that protects their softer bodies.

- **PS Score** – 10
- **ADS Score** – 4 due to their shell armor the dugongs have a strong defense
- **Stat Bonus** – +2 STR, +2 END, - 2 DEX -2 WIS
- **Skills** – +20 Martial Arts
- **Weakness** – Can't speak – while Kung-fu Dugong duck are highly intelligent, they don't have the means to speak vocally
- **Loyal Warriors** – Dugongs get the feat Loyalty for free
- **Level Rating** – 1

Favored Class:
Martial Artist

