

Imbria Arts Presents:



## The Role Playing Game

Based off the hit Manga Series Published in Shonen Jump  
By Eiichiro Oda

Game Compiled By Brittany Dodson

# WANTED

DEAD OR ALIVE  
THE STRAW HAT PIRATES

USOPP	CHOPPER	SANJI	ZORO	LUFFY	ROBIN	NAMI	FRANKY	BROOKE
SNIPER	DOCTOR	COOK	SWORDSMEN	CAPTAIN	ARCHAEOLOGIST	NAVIGATOR	SHIPWRIGHT	MUSICAN
30,000,000 Bell	50 Bell	77,000,000 Bell	120,000,000 Bell	300,000,000 Bell	80,000,000 Bell	16,000,000 Bell	44,000,000 Bell	33,000,000 Bell
*SOGEKING**COTTON CANDY**BLACK LEG**PIRATE HUNTER**STRAW HAT**DEMON CHILD**CAT BURGLAR**THE CYBORG**HUMMING BROOKE* LOVER								

Live For Fun, Live for the Adventure

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Welcome to the One Piece RPG players Guide rules book. The following is all the info needed by players to make their characters to play the game. Like in our earlier release of the Naruto RPG we have used the D20 system combined with others to blend a well built and playable system for play. Unlike Naruto this one is more solid to the d20 roots yet at the same time has far more freedom with build points and tier abilities that grant the players new ways of helping out. Also unlike Naruto half the game of One piece is survival. It requires to keep food charts and survive the harsh seas and the incredibly dangerous waters of the Grand line. Also unlike Naruto you have a choice in the game do you become Pirates, Bounty Hunters or Marines based on your decision will effect who you fight for and against in the great world of the sea.

So why play this game. Well this game is all about the Anime/manga series One Piece a massive fantasy adventure on the open sea. The point is to play for fame, power and glory. Its to go out and seek your own personal adventure and seek what treasure lies on that path.

In the last moment of his life, he turned his fading "flame of life" into a huge fire that enveloped the world. I've never laughed more than on that day...!! I've never cried more than on that day... I've never drank more either..!! He was our captain... and he was a magnificent man...!!!

-Rayleigh talking about Roger's death

For the GM it's large game of Survival along with ship battles and huge battles with massive numbers. There are rules for everything from ship making, to food gathering and storing to Random plants that may help or hurt the players to the all important Devils Fruit chart. Where real power comes into the hands of the players but at a drastic cost of loosing the ability to swim forever.

The benefit of this story is that even though it's a fantasy adventure with a lot of weird worldly things its holds it self strongly in actual Naval history thus a simple small amount of time reading about the true pirates of the world would help give you a great understanding of what goes on in the world. At the same time this is anime and thus is wildly action based.



## Character Build Points

All players start the game with 30 Build points at the start of the game and automatically gain another 5 points after every level these points can be spent on any of the following

HP Boost Attack Bonus Special Ability Additional Use Extra Skill points New Feat Special Attacks  
Battle rewards / Character Rewards

In this system each battle can grant character bonuses depending on the difficulty of the battle the reward is decided by the gm. These rewards can also be granted by character play and such. The numbers after each listed reward is the buy number that players can use build points or class points for. The list below has the cost or chance to gain as a reward in red.

**Reputation** - this reward grants to ones reputation which in turn grants discounts at places of shopping - **reward prize only**

**Special attacks** - Grant a new attack based of ether powers, chi, or physical abilities of that character - **5 or reward prize**

**HP Boost** - Gains a Bonus maxed hit die to their max hp - **1**

**Attack Bonus** - this can be granted to a play via a certain weapon or facing a certain class, race or sex - **4**

**Tier Ability** - Grants an ability like First aid (1d8 Healing per person per day), navigation, treasure find and such Each tier ability can be leveled and grant a bonus to skills/or aid in other ways. the abilities are in tiers of which the player can buy a tier at 5 points or can be granted one as a battle reward - **5 or reward prize**

**Additional Use** - grants a bonus use per day of special ability or attack - **2**

**Extra Skill Points** - Grants more 5 skill points - **1**

**New Feat** - Grants an extra Feat - **3 or reward prize**

**New Item** - Granted a new Item / Vehicle could be Normal or magical - **reward prize only**



Level	EXP need	Level	EXP need
1	0	11	135
2	10	12	155
3	20	13	175
4	30	14	195
5	40	15	215
6	55	16	240
7	70	17	265
8	85	18	290
9	100	19	315
10	115	20	340

Experience Chart The following is a complete listing of how much experience is needed for leveling your character

### Injury Rules

One Piece is actually more sever than other games on injury to characters than your standard RPG's down time for medical visits are important and urged as the constant fighting can make or break a character. The Injury taken is seen in the chart below. This is based on damage taken in one attack. Players also will have to spend time in medical facilities if they are brought back in the

Added to One piece is the rules for people playing medical doctors who can cut down these damage times and even heal the injuries in a matter of time given the proper tools.

**Injury:** When a character takes massive damage they are injured with something that is much more to their problems. If a character takes 50% or more of their max hp in one hit they must roll a d20 if the result is 20-16 they sustain a minor injury, 15 - 6 they sustain a moderate injury if it is 5 - 2 it is a severe injury. Lastly a 1 or over means death. For every 10% over the 50% one takes from one hit they add an additional +5 to this roll. For instance if your character has 100 hp and takes a hit doing 60 damage he must roll on the injury chart. He rolls a 8 which normally would mean he would have a moderate injury like a broken bone but as he has taken 60% of his HP in damage he adds a -5 to his roll making it a 3 and he instead has a broken back but survives.

*Minor Injuries:* Gashes that may leave a scar or sprains.

*Moderate Injuries:* Broken bones or internal bleeding. Things that would take medical treatment and will hinder for a time when they heal. There are usually no permanent effects.

*Severe Injuries:* Things that need immediate attention such as multiple broken bones, severed limbs or other injuries that will result in death if not treated immediately. If healed through regular medical care there will be lasting effects.

\*In order to prevent severe injury at lower levels the injury rule only counts if the character loses all of his/her life in one blow until they gain at 50 hp. If a character takes their full hp damage in one blow they must roll before this point they must do a straight roll on the injury chart.

**System Shock:** When injured one has a risk of going into shock and then of dying. Only those who are hardened enough or are given treatment have an easier shot at doing so. When hit for any single attack that does over 10 damage a player must roll in order to prevent going into shock. The character must then make a Body Check = to the damage amount of the hit and if the individual fails they will go into shock leaving them helpless for 2d6 turns. Shock can be treated with a simple Medical check but if left untreated for the duration the character must roll another body check of DC: 20 vs. Death.

**Healing Time on Injuries:** Healing the injuries takes medical attention. Battle field Medicine or treatments can not heal the injuries given in a battle unless the subject and one treating them has no disturbances in the treatment. Other wise other treatments cant be done till they get off the battle field. The only exception to this rule is saving the life this act places the injured target into an unconscious state.

In healing wounds and injuries the player can heal over time or with the help of medical professionals. The more help and medical attention one can receive the shorter ones stay. Some chemicals can speed things up or heal HP (But not the injuries) Some Injuries can leave lasting defects such as Marked, One hand, One Foot, One Eye, or even a temporary verision of a defect till the injury is healed.

Untreated - Ignoring the problem and letting it heal over time

Medical Help - Have someone treat it but carry on with injury in place till healed

Hospital - Have someone treat it and remain in a resting state till healed

Injury type	Treatment over time		
	Untreated	Medical Help	Hospital
Minor	1 day to 1 Month	2 hours to 2 weeks	1 hour to 1 week
Moderate	1 Month to 3 Months	2 weeks to 2 Months	1 week to 1 Month
Severe	3 Months to Risk of Death	2 Months to 4 Months	1 Month to 2 Months
System Shock	Risk of Death	+2 weeks	+1 week
Normal HP Healing	2 per day	4+ Con Bonus per day	4+ Con bonus per day x2



## Classes for One Piece RPG

### Ninja

Level	BAB	FORT	REF	WILL	DEF	Class Ability
1	1	0	0	0	1	Chi =10, Replacement, Technique
2	2	1	1	1	1	Chi = 30
3	3	1	1	1	2	Chi = 60 , Technique
4	4	2	2	2	2	Chi = 90
5	5	2	2	2	3	Chi = 120, Ninja Vanish
6	6/1	3	3	3	3	Chi = 150, Technique
7	7/2	3	3	3	3	Chi = 180
8	8/3	4	4	4	4	Chi = 210
9	9/4	4	4	4	4	Chi = 240, Technique
10	10/5	5	5	5	5	Chi = 270, Ninja Leap
11	11/6/1	5	5	5	5	Chi = 300
12	12/7/2	6	6	6	5	Chi = 330, Technique
13	13/8/3	6	6	6	6	Chi = 360
14	14/9/4	7	7	7	6	Chi = 390
15	15/10/5	7	7	7	7	Chi = 420, Technique, Ninja Teleport
16	16/11/6/1	8	8	8	7	Chi = 450
17	17/12/7/2	8	8	8	7	Chi = 480
18	18/13/8/3	9	9	9	8	Chi = 510, Technique
19	19/14/9/4	9	9	9	8	Chi = 540
20	20/15/10/ 5	10	10	10	9	Chi = 570, Cheater of Death



A Ninja is rarely seen and often joked about in One piece but does exist throughout the series. Often they are skilled Fighter and can do many amazing things without having fruit powers. This is done through their skilled arts honed to help in gathering information and assassinations. The ninja is able to channel chi and use it to do mystical attacks that they have at their disposal.

**Chi** - power from within that is used to perform techniques and ninja abilities

**Techniques** - powerful attacks that tap into the natural world (see techniques section for list of choices)

**Replacement** - Grants the ninja the ability to avoid 1 attack for 2 chi

**Ninja Vanish** - Grants the Ninja Invisibility for one round per 4 chi

**Ninja Leap** - Grants the Ninja a Glide movement for one round per 10 chi

**Ninja Teleport** - Grants the Ninja a Teleport for 15 chi per use

**Cheater of Death** - Grants the Ninja a chance to survive death 200 chi

**Weapon Proficiencies:** Simple, Shuriken, Sai, Tonfa, Chain and Sickle, Boomerang, Nunchaku

**Armor Proficiencies :** Light

**Hit Die:** 1d8

**Skills:** (4+INT Mod)x4/ (4+INT Mod) Acrobatics, Balance, Bluff, Climb, Concentration, Craft, Demolitions, Disable Device, Disguise, Escape Artist, Hide, Gather Info, Intimidate, Jump, knowledge poisons, knowledge ninjustu, Listen, Move Silently, Open Lock, Profession, Perform, Read Lips, Search, Sense Motive, Spot, Streetwise, Swim, Tumbling, Taunt, Use Rope

**One Piece Examples of Ninja:** Blueno, Kalifa, Kaku

## Pirate

Level	BAB	FORT	REF	WILL	DEF	Class Ability
1	0	2	0	0	1	Navigator Feat
2	1	3	0	0	1	
3	1	3	1	1	2	+5 HP, +1 Damage Reduction
4	2	4	1	1	2	
5	2	4	1	1	3	Bonus Feat
6	3	5	2	2	3	+5 HP, +1 Damage Reduction
7	3	5	2	2	3	
8	4	6	2	2	4	
9	4	6	3	3	4	+5 HP, +1 Damage Reduction
10	5	7	3	3	5	Bonus Feat
11	5	7	3	3	5	
12	6/1	8	4	4	5	+5 HP, +1 Damage Reduction
13	6/1	8	4	4	6	
14	7/2	9	4	4	6	
15	7/2	9	5	5	7	+5 HP, +1 Damage Reduction, Bonus
16	8/3	10	5	5	7	
17	8/3	10	5	5	7	
18	9/4	11	6	6	8	+5 HP, +1 Damage Reduction
19	9/4	11	6	6	8	
20	10/	12	6	6	9	Bonus Feat

A **Pirate** in the world of One Piece is anyone, who raises a Jolly Roger, whether they commit an act of Piracy or not. This is not, however, usually enough to give anyone a bounty but is enough to be arrested by the Marines. Mountain Bandits are said to be the opposite of Pirates and have not been known to get along with each other too well. There are two types of Pirates in One Piece, but the terms were only in the original Romance Dawn chapter, and have not yet been mentioned in the current version of One Piece and it's doubtful they still apply to it.



### Types of Pirates

First mentioned in Romance Dawn the two main types of pirate are the Peace Maine and Morgania. Most pirates are a combination of both Peace Maine and Morgania ideals. Even the final version certain amount of pirates display these original concepts.

### Peace Maine

Described in Romance Dawn, a Peace Maine is a Pirate who goes on adventures, and doesn't really care about personal treasures or going around fighting other Pirates.

## **Morgania**

The Morgania fight for treasure and personal gain. They are greedy and love to fight just to cause other people pain and misery.

**+5 Hp** - Pirates gain 5 extra Hit points

**+1 DR** - Pirates gain +1/- damage reduction

**Bonus Feats** - Able Sniper, Brutal Throw, Catch off Guard, Cleave, Close Quarters Fighting, Close Shot, Combat Expertise, Dazzling Display, Deadly Aim, Deadly Stroke, Deafening Critical, Double Slice, Exhausting Critical, Far Shot, Fire in the Hole, Greater Two Weapon Fighting, Greater Vital Strike, Grenadier, Improved Bull Rush, Improved Critical, Improved Precise Shot, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Vital Strike, Improvised Weapon Mastery, Leap Attack Doubles, Lucky Bullet, Many shot, Martial Weapon Proficiency, Monkey Grip, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ranged Disarm, Ranged Sunder, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shot on the Run, Staggering Critical, Strike Back, Stunning Critical, Tiring Critical, Throw Anything, Trick Shot, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Rally Behind the Jolly Roger, Reckless Offense, Sea Legs, Spring Attack, Cumbrous Fortitude, Diehard, Dodge, Greater Fortitude, Iron Will, Lightning Reflexes, Mobility, Call of the Sea, Poison Expert, Poison Master, Ship Shape, Wanted Dead or Alive

**Weapon Proficiencies:** Simple, Martial, Pistols, Rifles

**Armor Proficiencies :** Light, Shields

**Hit Die:** 1d8

**Skills:** (6+INT Mod)x4/ (6+INT Mod), Appraise, Balance, Bluff, Climb, Craft, Demolitions, Disable Decipher Script, Device, Drive, Forgery, Gamble, Hide, Intimidate, Jump, Knowledge Area, Knowledge Geography, Knowledge Law, Listen, Navigate, Perform, Pick Pocket, Pilot, Profession, Repair, Ride, Spot, Swim, Taunt, Use Rope

**One Piece Examples of Pirates:** Monkey D. Luffy, Marshal D. Teach, Whitebeard, Gol D. Rodger

## Trainer

Level	BAB	FORT	REF	WILL	DEF	Class Ability
1	0	0	2	2	1	Pet/partner , Combo attack
2	0	0	3	3	1	
3	1	1	3	3	2	Pet attack / ability
4	1	1	4	4	2	
5	1	1	4	4	3	Loyal, Combo Attack
6	2	2	5	5	3	Pet attack / ability
7	2	2	5	5	3	
8	2	2	6	6	4	
9	3	3	6	6	4	Pet attack / ability
10	3	3	7	7	5	Combo Attack, Protector
11	3	3	7	7	5	
12	4	4	8	8	5	Pet attack / ability
13	4	4	8	8	6	
14	4	4	9	9	6	
15	5	5	9	9	7	Pet attack / ability , Combo attack,
16	5	5	10	10	7	
17	5	5	10	10	7	
18	6	6	11	11	8	Pet attack / ability
19	6	6	11	11	8	
20	6	6	12	12	9	Combo Attack, Friend to the End

A Trainer is seen from time to time through out One piece. Trainers are actually a well planned and oiled team up. Together with their partners they are able to perform difficult tasks and face down foe with the strength of the combined force.

**Losing a Partner or Pet.** Should a Trainers Partner / pet die then they must find a replacement and until that time much of the team work abilities and attacks are not useable. Even after the new partner is achieved the GM may judge a certain amount of time must go by to train the partner to do the things the last one could.



**Pet / Partner** - Grants trainer a pet or partner. A NPC Monster/ Animal or NPC Character. The partner/pet gains 15 Build points and has a class of its own. Unlike Cohorts or Followers It levels as its trainer does and it really only takes orders from its Trainer. (Rangers animal Companion get this ability as well)

**Pet attack / ability** - Grants the pet / partner one special attack or ability as if they had the points

**Combo Attack** - Trainer and Pet/ Partner get a special attack that they use in sync with each other that attack has a critical range of 18-20/x4 no matter what weapons they are using

**Loyal** - Trainer grants and gets a +1 bonus to save and attacks with Pet/ Partner within 100 ft of each other

**Protector** - Trainer grants and gets a +2 Bonus to AC with Pet/ Partner within 100 ft of each other

**Savior** - Pet /Partner can heal Trainer 2d8 + Trainer level

**Friend to the end** - Pet / Partner grants cover bonus to trainer when within 30 ft

**Weapon Proficiencies:** Simple, Net, Whip

**Armor Proficiencies :** Light

**Hit Die:** 1d6

**Skills:** (6+INT Mod)x4/ (6+INT Mod), Animal Empathy, Bluff, Climb, Craft, Diplomacy, Disguise, Drive, Gamble, Hide, Jump, Knowledge Area, Knowledge Nature, Listen, Medical, Move Silently, Navigate, Perform, Profession, Research, Ride, Spot, Tumble, Search, Sense Motive, Streetwise, Swim, Taunt, Use Rope

**One Piece Examples of Trainer:** Spandam + FunkFreed, Nefertari Vivi + Carue, Gan Fall + Pierre

## Wander

Level	BAB	FORT	REF	WILL	DEF Bonus	Class Ability
1	0	2	0	2	1	
2	0	3	0	3	1	
3	1	3	1	3	2	+10 Skill Points
4	1	4	1	4	2	Heard about it
5	1	4	1	4	2	Bonus Feat
6	2	5	2	5	3	+10 Skill Points
7	2	5	2	5	3	
8	2	6	2	6	3	Seen it
9	3	6	3	6	4	+10 Skill Points
10	3	7	3	7	4	Bonus Feat
11	3	7	3	7	4	
12	4	8	4	8	5	+10 Skill Points, Know about it
13	4	8	4	8	5	
14	4	9	4	9	5	
15	5	9	5	9	6	+10 Skill Points, Bonus Feat
16	5	10	5	10	6	Worked on it
17	5	10	5	10	6	
18	6	11	6	11	7	+10 Skill Points
19	6	11	6	11	7	
20	6	12	6	12	7	Bonus Feat, Own it



A Wander is the most general terms for a person who travels the world in search of adventure. They tend to be educated individuals in both the world around them and the basics of survival. Although not a strong fighter they gain key insight that aids them to finding out the best places to strike.

**Bonus Feat** - Wanderers can choose any feat as long as they meet the requirements for them

**+10 Skill Points** - A wanderer being well traveled is far more skilled than others

**Heard about it** - +1 to all attacks and AC against one target

**Seen It** - +2 to all attacks and AC against one target

**Know about it** - +3 to all attacks and AC against one target

**Worked on it** - +4 to all attacks and AC against one target

**Own it** - +5 to all attacks and AC against one target

**Weapon Proficiencies:** Simple, Martial

**Armor Proficiencies :** Light

**Hit Die:** 1d8

**Skills:** (8+INT Mod)x4/ (8+INT Mod) Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Drive, Escape Artist, Gather Info, Hide, Jump, Knowledge Area, Knowledge Foreign Culture, Knowledge Geography, Knowledge History, Knowledge Law, Knowledge Mechanics, Knowledge Nature, Knowledge Religion, Listen, Move Silently, Navigate, Perform, Profession, Repair, Ride, Sense Motive, Spot, Streetwise, Swim, Taunt, Tumble, Use Rope

**One Piece Examples of Wander:** Nico Robin, Montblanc Noland (aka Noland the Lair), Dr. Kureha



## Samurai

Level	BAB	FORT	REF	WILL	DEF	Class Ability
1	1	2	0	0	1	Code of Honor, Sword Style 1
2	2	3	0	0	1	
3	3	3	1	1	2	Sword Style 2
4	4	4	1	1	2	
5	5	4	1	1	3	Sword Style 3
6	6/1	5	2	2	3	
7	7/2	5	2	2	3	Sword Style 4
8	8/3	6	2	2	4	
9	9/4	6	3	3	4	Sword Style 5
10	10/5	7	3	3	5	
11	11/6/1	7	3	3	5	Sword Style 6
12	12/7/2	8	4	4	5	
13	13/8/3	8	4	4	6	Sword Style 7
14	14/9/4	9	4	4	6	
15	15/10/5	9	5	5	7	Sword Style 8
16	16/11/6/1	10	5	5	7	
17	17/12/7/2	10	5	5	7	Sword Style 9
18	18/13/8/3	11	6	6	8	
19	19/14/9/4	11	6	6	8	Sword Style 10
20	20/15/10/5	12	6	6	9	



A Samurai is a master of the sword. Focused on how to use the blade to win any battle they resign themselves to a code and use their skills to see that code through. Their skill in swords allows them to do amazing tricks and attacks with the blade normally considered by most impossible.

### Code Of Honor:

*Ak So San – Slay Evil Immediately*

This is a code that is used by samurai to gain access to sword style moves. It is a promise from the samurai to go all out on those they face. If they fail to defeat their target then they are not awarded the experience for that encounter. (note: this does not mean they alone have to defeat them but if they group in whole losses the combat)

### Other Alternate Choice Codes -

Code Of Loyalty - subject agrees to follow someone or thing willing to give their life to protect. If they fail to protect their code they do not gain exp.

Code Of Poverty - subject agrees to do what they can to survive and give what they can to the needy. If they fail to not

follow this code they do not gain exp until they reform their ways and return to the code.

Code of Strongest - Subject has made a vow to become the strongest or best and will do anything to see this code through. If they fail to see this code through they can no longer advance or use the abilities of the samurai class, they maintain the class levels. They can regain the class only if they perform an act of strength.

### **Sword Styles**

Samurai gain one sword style per every other level they can choose from one of the 25 choices below

*Quicker Than the Eye* – attack adds dex and str to the blow

*Upper Thrust* – attack on jumping or target above doing additional damage based off height (1d6 per 5ft)

*Spinning Thrust* - A spinning leap attack that drills into the target added damage based off of distance left to travel (ie. For every 10 ft total move the player has left to reach the target they add 1d10)

*Spiral Slash* – A crescent slash that cuts all areas of the body grants a –1 to hit on target and –5 Move

*Wall Slash* - Like the Spinning Thrust but performed by bouncing off a wall which doubles the damage for every 10 ft instead of adding damage

*Twin Blade Strike* – when using two weapons the player attacks with both weapons as if they were one using the same attack modifier. Note large or bigger weapons give a penalty to both weapons when using this move of –4 per size category

*Double Cut* - a cut that deals double damage when hit

*Rising Blade* – An upward cut that causes the target to lose one action

*Heavens Strike* – A drop cut that places the weight of the player add damage. +1 damage per every 10lbs of the player

*Hurricane Slash* – 60 ft cone, that does 1d6 for every 10 ft towards the player using the attack (ie: 0-10 6d6, 10-20 5d6, 20-30 4d6, 30 –40 3d6, 40-50 2d6, 50-60 1d6) [requires level 10]

*Spinning Blade* – Auto attack any martial attack against you with double damage counts as an attack of opportunity

*Double Thrust* – a Thrust made quickly at the same spot doing x4 damage [requires level 10]

*Mirror Blade* – A quick Movement that blinds the target to Will Save DC 10+samurai level

*Cold Steel Blade* - +15 to sunder a weapon [requires level 5]

*Ground Breaker* – A Strike along the ground that does 3d6 damage, 60 ft line

*Wind Cutter* – 120 ft line that does 3d6 damage [requires level 5]

*Vibrating Blade* - Weapon ignores DR [requires level 10]

*Lashing Blade* - +15 ft in weapons reach [requires level 5]

*Minds Eye* – allows the player a bonus of 10 ft sight in darkness, and a extra 25% in miss chance rolls

*Reflective Attack* – Player hits a Ranged attack back at the target at a –4 based off of the players attack this uses an attack of opportunity [requires level 5]

*Counter Slash* – When attacked the Samurai is able to use an Attack of Opportunity even if the rules don't allow it to be used

*Shield Sword* – Uses sword to block and defend against attacks grants a +4 AC when sword is in hand

*Returning Hit* – An attack that has a delayed reaction of 1d4 rounds often used as a second attack (can not be dodged by Replacements) [requires level 10]

*Spearing Sword* – Weapon can be thrown at no penalty

*Sheath Sword* – Counts the Sheath of the weapon as a second version of that weapon

**Weapon Proficiencies:** Martial, Simple

**Armor Proficiencies :** None

**Hit Die:** 1d10

**Skills:** (4+INT Mod) x 4/ (4+INT Mod) Bluff, Craft, Climb, Intimidate, Jump, Listen, Martial Arts, Move Silently, Perform, Profession, Search, Sense Motive, Sleight of Hand, Swim, Spot, Tumble, Taunt, Use Rope

**One Piece Examples of Samurai:** Roronoa Zoro, Tashigi, Shanks

## Martial Artist

Level	BAB	FORT	REF	WILL	DEF	Class Ability
1	1	0	2	2	1	Chi - 10, Chi Armor, Unarmed attack
2	2	0	3	3	1	Chi - 20
3	3	1	3	3	2	Chi - 30, Chi STR +1 or technique
4	4	1	4	4	2	Chi - 40
5	5	1	4	4	3	Chi - 50, Flying Kick Feat
6	6/1	2	5	5	3	Chi - 60, Chi STR +2 or technique
7	7/2	2	5	5	3	Chi - 70
8	8/3	2	6	6	4	Chi - 80
9	9/4	3	6	6	4	Chi - 90, Chi STR +3 or technique
10	10/5	3	7	7	5	Chi - 100, Throw anything Feat
11	11/6/1	3	7	7	5	Chi - 110
12	12/7/2	4	8	8	5	Chi - 120, Chi STR +4 or technique
13	13/8/3	4	8	8	6	Chi - 130
14	14/9/4	4	9	9	6	Chi - 140
15	15/10/5	5	9	9	7	Chi - 150, Prone Attack Feat , Chi
16	16/11/6/1	5	10	10	7	Chi - 160
17	17/12/7/2	5	10	10	7	Chi - 170
18	18/13/8/3	6	11	11	8	Chi - 180, Chi STR +6 or technique
19	19/14/9/4	6	11	11	8	Chi - 190
20	20/15/10/ 5	6	12	12	9	Chi - 200, Power Critical Feat



The martial artists shown in the world of One Piece, like swordsmen, are an important asset to a crew. Martial Artists are often in found positions of high respect, just on par with their respective swordsmen. It should be noted that in the One Piece world, there are two main types of martial arts; free-form and style-form. Free-style fighters who uses just their bodies are considered martial artists would be considered 'brawlers' or 'street fighters' in the real world, and not a martial art. An advantage of free-style is adaptation, free-stylers are not bound by the forms and exercerizes of style-base fighters.

While the 'style-based' martial artists in the real world would be practicing the true martial arts. They use traditional stances and attacks that can be identified just like attacks in the real world can identified as Judo or Karate. Fishman karate has different stances than the kick-based style (often called Redleg style) that Zeff and Sanji uses. There exist many martial artists with different fighting styles. In the One Piece world, most martial artists have in their arsenal an inhuman strength and speed (and in some ocaasion Devil Fruit abilities that enhance their power). Their fighting styles can be martial arts with conduct codes or simply improvised styles with no codes of combat.

A Martial Artist, a living weapon. Someone who has trained their body to be the deadliest of all weapons. Much like ninja they channel chi through their body and perform great tasks with it. Only unlike ninja they use chi more to boost their physical prowess.

**Unarmed Attack** - Add both STR Bonus and DEX Bonus in a melee attack when unarmed

**Chi Armor** - Spend 1 point of Chi to boost AC up with STR Bonus per round

**Chi STR** - Spend 1 of chi per round to gain a magical bonus to all attacks and damage treated as magic

**Technique** - Can choose to take a technique attack over the Chi STR one would gain at that level (see technique section for list)

**Weapon Proficiencies:** None

**Armor Proficiencies :** None

**Hit Die:** 1d10

**Skills:** (4+INT Mod) x4/ (4+INT Mod), Acrobatics, Balance, Bluff, Climb, Craft, Concentration, Intimidate, Jump, Listen, Martial Arts, Move Silently, Perform, Profession, Spot, Sense Motive, Swim, Taunt, Tumble, Use Rope

**One Piece Examples of Martial Artist:** Rob Lucci, Admiral Aokiji, Sentomaru

## Warrior

Level	BAB	FORT	REF	WILL	DEF	Class Ability
1	1	2	0	0	2	Style +1
2	2	3	0	0	3	Bonus Feat
3	3	3	1	1	3	
4	4	4	1	1	4	Judge Opponent
5	5	4	1	1	4	Bonus Feat
6	6/1	5	2	2	5	
7	7/2	5	2	2	5	Style +2
8	8/3	6	2	2	6	Bonus Feat
9	9/4	6	3	3	6	
10	10/5	7	3	3	7	
11	11/6/1	7	3	3	7	Bonus Feat
12	12/7/2	8	4	4	8	
13	13/8/3	8	4	4	8	Style +3
14	14/9/4	9	4	4	9	Bonus Feat
15	15/10/5	9	5	5	9	
16	16/11/6/1	10	5	5	10	
17	17/12/7/2	10	5	5	10	Bonus Feat
18	18/13/8/3	11	6	6	11	
19	19/14/9/4	11	6	6	11	Style +4
20	20/15/10/5	12	6	6	12	Bonus Feat

A Warrior, the most common of fighters that travel the world. They wander as weapons for hire and work hard to prove their worth. They are the most versatile of fighters willing to use anything they can in a fight. They are also skilled in studying their targets and learning from them.



**Style** - Warrior gains a bonus to a weapon type of their choice, the choices are Unarmed, Clubs, Swords, Hatchets, Bows, Guns, Explosives, Chemical, Chains, Thrown Weapons, Subdual Weapons

**Judge Opponent** - Warriors can make a check to see if their target is weaker, equal or stronger than them with a Warrior Level+ INT mod+d20 roll (natural 20 tells them how their class levels break down)

**Bonus Feat** - Able Sniper, Bleeding Critical, Blinding Critical, Brutal Throw, Catch off Guard, Cleave, Close Quarters Fighting, Close Shot, Combat Expertise, Combat Reflexes, Critical Focus, Critical Mastery, Dazzling Display, Deadly Aim, Deadly Stroke, Deafening Critical, Double

Slice, Exhausting Critical, Great Cleave, Greater Shield Focus, Greater Two Weapon Fighting, Greater Vital Strike, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Precise Shot, Improved Shield Bash, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Vital Strike, Improvised Weapon Mastery, Leap Attack Doubles, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shield Focus, Shield Master, Shield Slam, Shot on the Run, Spirited Charge, Staggering Critical, Stand Still, Strike Back, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirl Wind, Armor Proficiency, Attack Focus, Blind Fight, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Improved Overrun, Planned Attack, Reckless Offense, Shield Proficiency, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Fortitude, Cumbrous Reflexes, Cumbrous Will, Diehard, Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Mobility, Wind Stance, Known Killer

**Weapon Proficiencies:** Simple, Martial

**Armor Proficiencies :** Shields, Light, Medium, Heavy

**Hit Die:** 1d10

**Skills:** (4+ Int Mod) x4/ 4+Int Mod , Acrobatics, Animal Empathy, Climb, Craft, Drive, Intimidate, Jump, Listen, Profession, Perform, Ride, Spot, Swim, Tumble, Taunt, Use Rope,

**One Piece Examples of Warrior:** Monkey D. Dragon, Franky/Cutty Flem, Bellemere

## Bounty Hunter

Level	BAB	FORT	REF	WIL	DEF	Class Ability
1	1	2	2	0	1	Track, Wild Empathy
2	2	3	3	0	1	Bonus Feat
3	3	3	3	1	2	Uncanny Dodge
4	4	4	4	1	2	
5	5	4	4	1	3	Trap Sense +1
6	6/1	5	5	2	3	Bonus Feat
7	7/2	5	5	2	3	Improved Uncanny Dodge
8	8/3	6	6	2	4	Swift Tracker
9	9/4	6	6	3	4	Evasion
10	10/5	7	7	3	5	Bonus Feat, Trap Sense +2
11	11/6/1	7	7	3	5	
12	12/7/2	8	8	4	5	Fast Movement +5
13	13/8/3	8	8	4	6	
14	14/9/4	9	9	4	6	Bonus Feat
15	15/10/5	9	9	5	7	Trap Sense +3
16	16/11/6/1	10	10	5	7	Fast Movement +10
17	17/12/7/2	10	10	5	7	
18	18/13/8/3	11	11	6	8	Bonus Feat
19	19/14/9/4	11	11	6	8	
20	20/15/10/5	12	12	6	9	Trap Sense +4



A Bounty Hunter, The marines favorite class. Fighters of Criminals and Pirates bounty hunters go out in the world to hunt down those that bring disorder. Bounty hunters are swift and versatile fighters out to get their target.

**Track**- Bounty Hunters gain the Track feat

**Wild Empathy** - Can make a diplomacy check on animals

**Uncanny Dodge** - Cant be flat footed

**Trap Sense** - Bonus on avoiding traps

**Improved Uncanny Dodge** - Cant be sneak attacked unless person is 4 levels higher

**Swift Tracker** - Move at normal speed when tracking

**Evasion** - Reflex Save -Takes no damage when one would take half damage, half when it would be full



**Fast Movement** - +5 to Movement speed

**Bonus Feat** - Able Sniper, Catch off Guard, Cleave, Close Shot, Combat Reflexes, Dazzling Display, Deadly Aim, Exhausting Critical, Far Shot, Greater Two Weapon Fighting, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Precise Shot, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Weapon Mastery, Lucky Bullet, Lunge, Many shot, Martial Weapon Proficiency, Monkey Grip, Mounted Archery, Mounted Combat, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Quick Draw, Rapid Reload, Ranged Disarm, Ranged Sunder, Ride-by-Attack, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shatter Defenses, Shot on the Run, Spirited Charge, Staggering Critical, Stunning Critical, Tiring Critical, Throw Anything, Trample, Trick Shot, Two Weapon Defense, Two-Weapon Rend, Unseat, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Cloak Dance, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Reckless Offense, Spring Attack, Unquenchable Flame of Life, Cumbrous Dodge, Cumbrous Reflexes, Cumbrous Will, Diehard, Dodge, Expeditious Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Lightning Stance, Mobility, Wind Stance, Known Killer.

**Weapon Proficiencies:** Simple, Martial

**Armor Proficiencies :** Shields, Light, Medium

**Hit Die:** 1d8

**Skills:** (6 + Int Mod)x4 / (6+Int Mod), Animal Empathy, Balance, Bluff, Climb, Concentration, Craft, Drive, Forgery, Gather Info, Hide, Intimidate, Jump, Knowledge Nature, Knowledge Area, Knowledge Law, Listen, Move Silently, Medical, Pilot, Profession, Sense Motive, Spot, Survival, Swim, Taunt, Tumble, Use Rope,

**One Piece Examples of Bounty Hunter:** Jurscule Mihawk, Monkey D. Garp, Smoker

## Rogue

Level	BAB	FOR	REF	WILL	DEF	Class Ability
1	0	0	2	0	2	Sneak attack +1d6, Trap finding
2	1	0	3	0	3	Evasion, Minor Talent
3	2	1	3	1	3	Sneak attack +2d6, Trap sense +1
4	3	1	4	1	4	Uncanny dodge, Minor Talent
5	3	1	4	1	4	Sneak Attack +3d6
6	4	2	5	2	5	Trap Sense +2, Minor Talent
7	5	2	5	2	5	Sneak Attack +4d6
8	6/1	2	6	2	6	Improved Uncanny Dodge, Minor Talent
9	6/1	3	6	3	6	Sneak Attack +5d6, trap sense +3
10	7/2	3	7	3	7	Talent
11	8/3	3	7	3	7	Sneak Attack +6d6
12	9/4	4	8	4	8	Trap Sense +4, Talent
13	9/4	4	8	4	8	Sneak Attack +7d6
14	10/5	4	9	4	9	Talent
15	11/6	5	9	5	9	Sneak Attack +8d6, Trap Sense +5
16	12/7	5	10	5	10	Talent
17	12/7	5	10	5	10	Sneak Attack +9d6
18	13/8	6	11	6	11	Trap Sense +6, Talent
19	14/9	6	11	6	11	Sneak Attack +10d6
20	15/10/5	6	12	6	12	Talent

A Rogue is a person who mainly is out for themselves but at times could be hired. Their main purpose is to steal, trick or acquire money or items by the best way they know how. Masters of stealth and locks they find their way in and out with the least possible alarms being triggered along the way. But in a pinch they can also make sure those that do find out regret it as they are the only class to gain the ability sneak attack which allows them to catch a target off guard and do a significantly more damage then normal.



**Sneak Attack** - gain the ability to do extra damage to surprised targets or flanked targets

**Trap Finding** - Use a search check to locate a trap

**Trap Sense** - Bonus to saves verses Traps

**Evasion** - Reflex saves - take no damage when would take half, half when full

**Uncanny Dodge** - cant be caught flat footed

**Improved Uncanny Dodge** - cant be sneak attacked unless rouge is 4 levels higher

**Minor Talents** - As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once. Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

*Bleeding Attack\** (Ex): A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

*Combat Trick*: A rogue that selects this talent gains a bonus combat feat.

*Fast Stealth* (Ex): This ability allows a rogue to move at full speed using the Stealth skill without penalty.

*Finesse Rogue*: A rogue that selects this talent gains Weapon Finesse as a bonus feat.

*Ledge Walker* (Ex): This ability allows a rogue to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a rogue with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

*Quick Disable* (Ex): It takes a rogue with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

*Resiliency* (Ex): Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

*Rogue Crawl* (Ex): While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling.

*Slow Reactions\** (Ex): Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

*Stand Up* (Ex): A rogue with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

*Surprise Attack* (Ex): During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted.

*Trap Spotter* (Ex): Whenever a rogue with this talent comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

*Weapon Training*: A rogue that selects this talent gains Weapon Focus as a bonus feat.

**Talent** - At 10th level, and every two levels thereafter, a rogue can choose one of the following talents in place of a rogue minor talent.

*Crippling Strike\* (Ex):* A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

*Defensive Roll (Ex):* With this advanced talent, the rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

*Improved Evasion (Ex):* This works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

*Opportunist (Ex):* Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

*Skill Mastery:* The rogue becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

*Slippery Mind (Ex):* This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

*Feat:* A rogue may gain any feat that she qualifies for in place of a rogue talent.

**Weapon Proficiencies:** Simple, Hand crossbow, Rapier, Short Sword, Short Bow

**Armor Proficiencies :** Light

**Hit Die:** 1d8

**Skills:** (8 + INT Mod) x4/ (8+INT Mod), Acrobatics, Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Demolitions, Diplomacy, Disable Device, Drive, Disguise, Escape Artist, Forgery, Gamble, Gather Info, Hide, Intimidate, Jump, Listen, Move Silently, Open Lock, Perform, Profession, Read Lips, Research, Ride, Search, Seduction, Sense Motive, Slight of Hand, Spot, Streetwise, Swim, Taunt, Tumble, Use Rope

**One Piece Example of Rogues:** Nami, Absalom, Mr. 13

## Lore Master

Level	BAB	FORT	REF	WILL	DEF	Class Ability
1	0	0	0	2	1	Lore Master Knowledge
2	1	0	0	3	1	Secret
3	1	1	1	3	2	
4	2	1	1	4	2	Secret
5	2	1	1	4	2	
6	3	2	2	5	3	Secret
7	3	2	2	5	3	
8	4	2	2	6	3	Secret
9	4	3	3	6	4	
10	5	3	3	7	4	Secret
11	5	3	3	7	4	
12	6/1	4	4	8	5	Secret
13	6/1	4	4	8	5	
14	7/2	4	4	9	5	Secret
15	7/2	5	5	9	6	
16	8/3	5	5	10	6	Secret
17	8/3	5	5	10	6	
18	9/4	6	6	11	7	Secret
19	9/4	6	6	11	7	
20	10/5	6	6	12	7	Secret



A Lore Master, is a master of knowledge. Mostly bookish people that have learn how to do things in a unique way that grants them abilities that almost seem like magic in ways. Lore masters tend to be older people but their have been known of some young bright minds. They aren't very keen of fighting and often in a fight say in the back where its safer and where they can help out by seeing through the enemies plans.

**Lore Master Knowledge** -lore masters can make an unskilled check and add their level in knowledge skills

**Secret** - Lore masters pick up unique abilities, attacks and skills on their travels, when the class grants them they get to choose one of these choices

*Applicable Knowledge* - grants one feat that the Lore master meet prerequisites. Can be taken multiple times.

*Lore of Auras* - Lore master can make a search check to identify if a item has been modified or not. Also can determine if a liquid is poison or potion

*Lore of Common Knowledge* - Gains one cross class skill as a class skill

*Lore of Defense* - Grants a +1 to Defense Bonus, the effects stack

*Lore of Skills* - Gains 4 additional Skill points. *Lore of Weapons* - +1 on attack rolls, the effects stack

*Nerve Bundle Strike* - Fort save attack (DC 10+Damage dealt) if failed the subject is brought to 0 HP, if passed the subject is paralyzed for 1d6 rounds 1/day each time its take it adds a use per day.

*Secret Strike* - make a attack 1/day that adds INT bonus to hit and Lore master Level to Damage, each time taken adds one use per day

*Blab* - make target make a Will save vs. Sleep (DC 10+Lore master level +INT bonus) 1/day, each time taken adds one use per day

*Lost Art* - Lore master holds action till end of turn and is able to attack target with a ranged touch attack with  $\frac{1}{2}$  lore master level d 6's attack is considered magic 1/day, each time taken adds one use per day.

*Lore of Weapons* - Take this Lore and gain skill with a weapon outside of the Weapon Proficiencies given with out the feat

*Lore of Combat* - Gain a +1 to you Base Attack Bonus

*Deep thought* - Lore master gets a +1 to Will and Fort saves , the effects stack each time taken

*Mettel* - The Lore master can evade ether Will or Fort saves like the skill Evasion does for Reflex. Each time taken it grants the ability to the other.

**Weapon Proficiencies:** Simple

**Armor Proficiencies :** None

**Hit Die:** 1d6

**Skills:** (10+Int Mod) x4/ (10+Int Mod), Animal Empathy, Appraise, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Forgery, Gamble, Gather Info, Knowledge (all skills), Medical, Navigate, Profession, Perform, Research, Repair, Sense Motive, Sleight of Hand, Streetwise, Taunt

**One Piece Example of Lore Master:** Silvers Rayliegh, Gecko Moria, Bartholomew Kuma

## Noble

Level	BAB	FOR	REF	WILL	DEF	Class Ability
1	0	0	2	2	1	Fascinate, Inspire Courage +1,
2	1	0	3	3	1	
3	2	1	3	3	2	Inspire Competence
4	3	1	4	4	2	Line of Credit
5	3	1	4	4	2	Leadership
6	4	2	5	5	3	Impressive Argument
7	5	2	5	5	3	
8	6/1	2	6	6	3	Inspire Courage +2
9	6/1	3	6	6	4	Inspire Greatness
10	7/2	3	7	7	4	
11	8/3	3	7	7	4	
12	9/4	4	8	8	5	Inspirational Leader
13	9/4	4	8	8	5	
14	10/5	4	9	9	5	Inspire Courage +3
15	11/6/1	5	9	9	6	Inspire Heroics
16	12/7/2	5	10	10	6	
17	12/7/2	5	10	10	6	
18	13/8/3	6	11	11	7	Great Leadership
19	14/9/4	6	11	11	7	
20	15/10/	6	12	12	7	Inspire Courage +4

A Noble, the upper crust of the world. They tend to not fight much as they have servants for these things. They are in ways a lot like bards but instead of performing they use their influence, power and money do their fighting. In One Piece the most Notable of nobles are the Tenryūbito who run the world government and enslave those under them through evil means

**Bardic Music** -Grants a number of uses to perform and grant bonuses, (Noble level+ CHA Mod+4)

**Fascinate** - 3 ranks in perform within 90ft, target is fascinated with you

**Inspire Courage** - grants a Moral bonus on to hit and damage rolls to allies in 30 ft

**Recognition** - Nobles can use their reputation to give bonuses to Diplomacy checks



**Inspire Competence** - Grant a +2 on skill checks to allies in 30ft

**Line of credit** - Nobles can choose to pay the cost at a later time with their level x 1000 as the max

**Impressive Argument** - Will Save (DC 10 +  $\frac{1}{2}$  nobles class level + CHA mod) command Fascinated targets

**Inspire Greatness** - Grants 2 extra hit die, +2 to hit, and +1 to Fort saves to any ally in 30ft

**Inspirational Leader** - Double Effect of Class bonuses on Cohorts

**Inspire Heroics** - +4 Moral Bonus, +4 on AC to allies in 30ft

**Great Leadership** - May Gain a second Cohort / Follower

**Weapon Proficiencies:** Simple, Martial

**Armor Proficiencies :** Light, Medium, Shield

**Hit Die:** 1d8

**Skills:** (6+Int Mod) x4 / (6+Int Mod), Animal Empathy, Bluff, Concentration, Craft, Diplomacy, Disguise, Drive, Gamble, Gather Info, Hide, Intimidate, Knowledge (all skills), Listen, Perform, Pilot, Profession, Ride, Seduction, Sense Motive, Spot, Swim, Taunt

One Piece Examples of Nobles: Boa Hancock, Tenryūbito



## Barbarian

Level	BAB	FOR	REF	WILL	DEF	Class Ability
1	1	2	0	0	2	Fast movement, Illiteracy, Rage
2	2	3	0	0	3	Uncanny Dodge
3	3	3	1	1	3	Trap Sense +1
4	4	4	1	1	4	Rage 2/day
5	5	4	1	1	4	Improved Uncanny Dodge
6	6/1	5	2	2	5	Trap sense +2
7	7/2	5	2	2	5	Damage Reduction 1/-
8	8/3	6	2	2	6	Rage 3/day
9	9/4	6	3	3	6	Trap sense +3
10	10/5	7	3	3	7	Damage reduction 2/-
11	11/6/1	7	3	3	7	Greater Rage
12	12/7/2	8	4	4	8	Rage 4/day , Trap Sense +4
13	13/8/3	8	4	4	8	Damage Reduction 3/-
14	14/9/4	9	4	4	9	Indomitable Will
15	15/10/5	9	5	5	9	Trap Sense +5
16	16/11/6/1	10	5	5	10	Damage Reduction 4/-, Rage 5/day
17	17/12/7/2	10	5	5	10	Tireless Rage
18	18/13/8/3	11	6	6	11	Trap Sense +6
19	19/14/9/4	11	6	6	11	Damage Reduction 5/-
20	20/15/10/5	12	6	6	12	Mighty Rage, Rage 6/day



A Barbarian, is a savage fighter. Often they either grow up in savage tribes or in the wild with animals (or sometimes are animals) They ways of fighting is brutal and relies heavily on brute strength and being able to take a lot of Damage. Barbarians are often not very knowledgeable about the world or even sometimes not even able to read or write.

**Fast Movement** - +10 Move

**Illiteracy** - Barbarian must take Common to read or write

**Rage** - A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when

his Constitution score drops back to normal.

While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier.

A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below). A barbarian can fly into a rage only once per encounter.

At 1<sup>st</sup> level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action (see Initiative, page 136), not in response to someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, *before* the arrow struck

**Uncanny Dodge** - Can't be caught flat footed

**Trap Sense** - Gain a bonus to avoid Reflex traps

**Improved Uncanny Dodge** - Can't be sneak attacked unless rogue 4 levels higher

**Damage reduction** - Gain DR/-

**Greater Rage**- +6 STR +6 CON +3 Will saves -2 AC

**Indomitable Will** - +4 vs. Enchantment

**Tireless Rage** - No longer Fatigued after raging

**Mighty Rage** - +8 STR +8 CON +6 Will save -2 AC

**Weapon Proficiencies:** Simple, Martial

**Armor Proficiencies :** Light, Medium, Shield

**Hit Die:** 1d12

**Skills:** (4+INT Mod)x4/(4+INT Mod), Animal Empathy, Climb, Craft, Intimidate, Jump, Listen, Ride, Survival, Swim, Taunt

**One Piece Examples of Barbarian:** Tony Tony Chopper, Calgara, Buggy The Clown

## Bard

Level	BAB	FORT	REF	WILL	DEF	Class Ability
1	0	0	2	2	1	Bardic Music, Bardic Knowledge,
2	1	0	3	3	1	Inspire Disorder -1
3	2	1	3	3	2	Inspire Competence
4	3	1	4	4	2	Twang
5	3	1	4	4	2	
6	4	2	5	5	3	Suggestion
7	5	2	5	5	3	Pleasant Melody
8	6/1	2	6	6	3	Inspire courage +2
9	6/1	3	6	6	4	Inspire Greatness, Inspire Disorder -2
10	7/2	3	7	7	4	Combine Songs, Sproing
11	8/3	3	7	7	4	Inspire Chaos
12	9/4	4	8	8	5	Song of Freedom
13	9/4	4	8	8	5	
14	10/5	4	9	9	5	Inspire Courage +3
15	11/6	5	9	9	6	Inspire Heroics, Inspire Disorder -3
16	12/7	5	10	10	6	Rip a cord
17	12/7	5	10	10	6	
18	13/8	6	11	11	7	Mass Suggestion
19	14/9	6	11	11	7	
20	15/10/5	6	12	12	7	Inspire Courage +4



A Bard, is a master of the arts. They go around the world inspiring great things from people, They also dabble a little bit of just about everything. Living their lives on the road they pick up skills and tricks along the way. Bards are a supportive class often given aid to others in a fight.

**Bardic Music** -Grants a number of uses to perform and grant bonuses, (Bard level+ CHA Mod+4)

**Counter Song** -Counter the bonuses of another bard or noble/ use verbal componants to force concentration checks from targets attempting something that take mental control

**Bardic Knowledge** - Add ½ level in knowledge checks

**Fascinate** - 3 ranks in perform within 90ft, target is fascinated with you

**Inspire Courage** - grants a Moral bonus on to hit and damage rolls to allies in 30 ft

**Inspire Disorder** - grants a negative Moral bonus on enemies in 30ft

**Inspire Competence** - grants a +2 to skill checks on allies in 30ft

**Suggestion** -Command one Fascinated target, Will (DC 10 + ½ Bard level + CHA Mod)

**Inspire Greatness** - grants +2 hit die, +2 Moral, and +1 to Fort Saves to allies in 30ft

**Song of Freedom** - performance Breaks Enchantments

**Inspire Heroics** - +4 Moral Bonus, +4 AC Bonus

**Mass Suggestion** - as Suggestion on in mass

**Combine Songs**- Play two songs in one turn, takes a standard action

**Twang** - does a sonic attack at one target your bard level in d6's for one use of music, Ranged attack

**Sproing** - does a sonic attack at a 30 ft cone your level in d6's for one use of music

**Rip a cord** -does a sonic attack at one target your bard level in d6's and maintains for time equal to your level, for one use of music, Ranged Touch

**Pleasant Melody** - your bard level in healing to all allies in 30 ft for one use of music

**Inspire Chaos** - Cause confusion to 30ft area of enemies DC 10 +Level +CHA MOD Will

**Weapon Proficiencies:** Simple, Rapier, Long sword, sap, short sword, short bow, and Whip

**Armor Proficiencies :** Light, Medium, Shields

**Hit Die:** 1d6

**Skills:** (6+INT Mod) x4/ (6+INT Mod)

Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Gamble, Gather Info, Hide, Jump, Knowledge (all skills ), Listen, Move Silently, Medical, Navigate, Perform, Pick Pocket, Pilot, Profession, Read Lips, Research, Ride, Seduction, Sense Motive, Slight of Hand, Swim, Taunt, Tumble

One Piece Examples of Bard: "Just Me Bones" Brook, Scratchman Apoo, Foxy

## Monk

Level	BAB	FORT	REF	WILL	DEF	Class Ability
1	0	2	2	2	1	Bonus Feat, Flurry of Blows, Unarmed
2	1	3	3	3	1	Bonus Feat, Evasion
3	2	3	3	3	2	Still Mind, Speed Bonus 10 ft
4	3	4	4	4	2	Ki Strike (magic), Unarmed 1d8, slow fall
5	3	4	4	4	3	Purity of Body, AC Bonus +1
6	4	5	5	5	3	Bonus Feat, Slow Fall 30ft, Speed +20
7	5	5	5	5	3	Wholeness of Body
8	6/1	6	6	6	4	Slow Fall 40ft, Unarmed 1d10
9	6/1	6	6	6	4	Improved Evasion, Speed +30
10	7/2	7	7	7	5	Ki Strike (lawful) Slow Fall 50ft, AC +2
11	8/3	7	7	7	5	Diamond Body, Greater Flurry
12	9/4	8	8	8	5	Abundant Step, Slow fall 60ft, Unarmed
13	9/4	8	8	8	6	Diamond Soul
14	10/5	9	9	9	6	Slow Fall 70ft
15	11/6	9	9	9	7	Quivering Palm, AC +3, Speed +50
16	12/7	10	10	10	7	Ki Strike (adamantine), Slow Fall 80ft,
17	12/7	10	10	10	7	Timeless Body, Tongue of sun and moon
18	13/8	11	11	11	8	Slow fall 90ft, Speed +60
19	14/9	11	11	11	8	Empty Body
20	15/10/5	12	12	12	9	Perfect Self, Slow fall (any), Unarmed

A Monk, a more focus and peaceful martial artist. They tend to fix their minds on few goals no of which are violent like the martial artist and because of this instead of accessing chi they focus their bodies into creating a better defense and being able to focus their attacks on their target. They use more Wisdom then there Martial artist counter parts.

**Flurry of Blows** - gain a extra unarmed attack, attack chart below

**Unarmed Strike** - see damage chart Below

**Evasion** - Reflex save - take no damage when would take half, take half when would take all

**Still Mind** - Monks gain a +2 on saves vs. enchantment

**Speed Boost** - Monks speed is boosted every few levels

**Ki Strike** - Fists are treated as magical for DR purposes

**Slow Fall** - Monks can slow their decent from a fall chart below for advancement

**Purity of Body** - Immunity to normal diseases

**AC Boost** - Monks gain a bonus to their AC every few levels See chart below, plus they add their WIS Mod to AC

**Improved Evasion** - even when helpless monks take half reflex damage



**Wholeness of Body** - monk can heal own wounds by twice monk level

**Diamond Body** - Immunity to poisons

**Abundant Step** - 1/day can dimension door

**Diamond Soul** -resistance to elements (Fire, Cold, Electric, Acid) equal to Monk level

**Quivering Palm** - 1/week Will save (DC 10+½ Monks Level+ WIS Mod) vs. Death

**Timeless Body** - Monk no longer ages

**Tongue of Sun and Moon** - Speak with any living creature

**Empty Body** - 1/day for 1 round per level Monk becomes ethereal

**Perfect Self** - gains DR/-

**Monk Abilities Chart**

	Flurry Of blows	Unarmed Damage	Slow Fall rate	AC Bonus
1	-2/-2	1d6		
2	-1/-1			
3	0/0		10 ft	
4	1/1	1d8		
5	2/2			+1
6	3/3		20 ft	
7	4/4			
8	5/5/0	1d10		
9	6/6/1		30 ft	
10	7/7/2			+2
11	8/8/3			
12	9/9/4	2d6	40 ft	
13	9/9/4			
14	10/10/5/0			
15	11/11/6/1		50 ft	+3
16	12/12/7/2	2d8		
17	12/12/7/2			
18	13/13/8/3		60 ft	
19	14/14/9/4			
20	15/15/10/5/0	2d10		+4

**Bonus Feat** - Catch off Guard, Close Quarters Fighting, Dazzling Display, Deflect Arrows, Fist of Iron, Flying Kick, Gorgon's Fist, Improved Disarm, Improved Grapple, Improved Trip, Improvised Weapon Mastery, Karmic Strike, Martial Weapon Proficiency, Medusa's Wrath, Prone Attack, Quick Draw, Scorpion Style, Shatter Defenses, Snatch Arrows, Stunning Fist, Throw Anything, Water Splitting Stone, Weapon Finesse, Improved Initiative, Cumbrous Dodge, Cumbrous Fortitude, Cumbrous Reflexes, Cumbrous Will, Dodge, Expeditious Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Lightning Stance, Mobility, Wind Stance, Hunted Man

**Weapon Proficiencies:** club, crossbow (light and heavy), dagger, hand ax, javelin, Kama, Nunchaku, quarter staff, sai, shuriken, siangham, sling

**Armor Proficiencies :** None

**Hit Die:** 1d8

**Skills:** (4+INT Mod )x4/ (4+INT Mod), Acrobatics, Animal Empathy, Balance, Climb, Concentration, Craft, Decipher Script, Diplomacy, Escape Artist, Hide, Jump, Knowledge History, Knowledge Religion, Listen, Martial Arts, Medical, Move Silently, Perform, Profession, Sense Motive, Spot, Swim, Taunt, Tumble, Use Rope

**One Piece Examples of Monk:** Sanji, Red Leg Zeff, Jimbei

## Ranger

Level	BAB	FORT	REF	WILL	DEF	Class Ability
1	1	2	2	0	1	1st Favored Enemy, Track, Wild
2	2	3	3	0	1	Combat Style
3	3	3	3	1	2	Endurance
4	4	4	4	1	2	Animal Companion
5	5	4	4	1	3	2nd Favored enemy
6	6/1	5	5	2	3	Improved Combat Style, Snipe attack
7	7/2	5	5	2	3	Woodland Stride
8	8/3	6	6	2	4	Swift Tracker
9	9/4	6	6	3	4	Evasion
10	10/5	7	7	3	5	3rd Favored enemy, Snipe attack
11	11/6/1	7	7	3	5	Combat Style Mastery
12	12/7/2	8	8	4	5	Snipe attack +3d6
13	13/8/3	8	8	4	6	Camouflage
14	14/9/4	9	9	4	6	
15	15/10/5	9	9	5	7	4th Favored Enemy, Snipe attack
16	16/11/6/1	10	10	5	7	
17	17/12/7/2	10	10	5	7	Hide in Plain Sight
18	18/13/8/3	11	11	6	8	
19	19/14/9/4	11	11	6	8	
20	20/15/10/5	12	12	6	9	5th Favored Enemy

A Ranger is the master of the wild. They know how to live of the land and focus their efforts in taking on foes long before they get into melee. Able to track and transverse land better than most. They use their skills of survival to aid the group best. They also can specialize in fighting certain types of people, animals and monsters in the world.





**Favored Enemy** - Gain a +2 all around bonus to one type of enemy (list below)

**Main Classed Favored Enemies**

Humans	covers Humans, Tribes and Skypians
Animals	covers animals and beast-men
Giants	covers giants and half giants
Undead	covers undead
Constructs	covers Cyborgs, Spaceys and Robots
Fish	Covers Fish, Fish men and Mermen
Monsters	Monsters and Sea Kings
Demons	Demons and Devils
Fruit Users	Devil Fruit users
Ninja	skilled at deal with Ninja
Martial Artist	skilled at deal with Martial Artists
Pirate	skilled at deal with Pirates
Warrior	skilled at deal with Warriors
Wander	skilled at deal with Wanders
Trainer	skilled at deal with Trainers
Lore Master	skilled at deal with Lore Masters
Rogue	skilled at deal with Rogues
Noble	skilled at deal with Nobles
Bounty Hunter	skilled at deal with Bounty Hunters
Bard	skilled at deal with Bards
Monk	skilled at deal with Monks
Samurai	skilled at deal with Samurai
Barbarian	skilled at deal with Barbarians
Marine	covers dealing with Marines

**Track** - gain the track feat

**Wild Empathy** - can make diplomacy checks on animals

**Combat Style** - At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Evasion** - At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger (such as one who is unconscious or paralysed) does not gain the benefit of evasion.

**Animal Companion** - Gain a animal pet that helps See Trainer Rules For Pet Rules

**Improved Combat Style** - At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the

benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Snipe Attack** - like a rogues sneak attack only it can be used at a greater range the 30ft, only useable if ranger is ether hiding or has yet to act . Once attack is made aware target is aware and can no longer be snipe attacked until they are other wise caught unaware.

**Woodland Stride** - Ranger can move through overgrowth and difficult terrain as if its normal

**Swift Tracker** - Can move at normal speed and track at a -5 DC

**Combat Mastery** - At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

**Camouflage** - Can use Hide skill in Natural terrain even if it doesn't offer cover

**Hide in Plain Sight** - Can use hide skill even when in plain sight

**Weapon Proficiencies:** Simple, Martial

**Armor Proficiencies :** Light, Medium, Shields

**Hit Die:** 1d8

**Skills:** (6+INT Mod) x4, (6+INT Mod)

Animal Empathy, Climb, Concentration, Craft, Gather Info, Hide, Jump, Knowledge Area, Knowledge Nature, Knowledge poisons, Knowledge Geography, Listen, Medical, Move Silently, Navigate, Pilot, Profession, Ride, Search, Sense Motive, Spot, Survival, Swim, Taunt, Use Rope

**One Piece Examples of Ranger:** Ussop, Yasopp, Heracles

## One Piece Races

### Human

Since they outnumber most other races, usually are amongst the most technologically advanced and organized of the races, human beings remain the dominate race in the world.

Most islands are inhabited by humans, even in the Grand Line, where most of the stronger races such as the Fishmen and Giants are found. As slaves, regular humans sell for just 500,000

Differences between humans varies greatly, islands not allied with the World Government form a number of tribes including (but not exclusive to) the Dwarves, Longarm Tribe and Snake Neck Tribe. Other tribes are expected to exist as Ape-like humans including Masira, Shoujou and the Coffee Monkeys have also appeared; Masira himself claimed openly to be human and not ape although was not insulted when called a "monkey". As of Thriller Bark, humans with demonic features also appear in the storyline.



### Inter-species Relationships

The weakness of the humans in the One Piece world often makes other Races such as the Fishmen come to think lowly of them. Often this reaches to the point where they inflict heavy racism onto Humans themselves, although not all Fishmen typically think this. Often this is met by humans with returned racism towards the Fishmen, sometimes leading to bloodshed. Part of the problem is that Humans tend to think of Fishmen and the Mermen as nothing more than fish, dismissing them as "men" thus alienating any chances of them being viewed as equals with humans.

Amongst the humans themselves, there is an apparent problem with the non-World Government allied tribes. Their freakish appearances (such as having long arms or legs) are often a lure for kidnapping crews at Sabaody Archipelago, who sell them as slaves because their selling rate is much higher than a regular human. These tribes and races caught up in slavery are often sold for a higher price than "normal" humans.

### Overall Strength

Most of the inhabitants of the One Piece world are Humans and are one of the weakest races on the planet. While the average human is as weak as in Real Life, with enough training they are able to train themselves to be able to do incredible stunts such as using Super-Human Strength and incredible abilities. Humans are more likely to consider the usage of Devil Fruits than any other creature in the world, and are the leaders in Devil Fruit research.

Some humans are fortunate to be more than twice the size of a normal human being. Naturally, with no training, these tall humans are amongst the strongest men and women in the world and their size makes other humans reconsider attacking them. Even then, compared with true Giants their size is nothing, as to Giants these tall humans are nothing but overgrown ants. An example of this would be when the Kairiki Destroyers of the Franky family (enormous by human standards) were totally outmatched in combat by Oimo and Kaashi, who are real giants. It has yet been explained how this happens, where Sandersonia and Marigold were normal human sized in the past, as well as their older sister is not actually taller than her siblings, but currently somewhere above normal human sizes.

The most common race out there they have no racial adjustment, they gain +4 to their skill points upon creation of the character and an additional +1 per level, they also gain a feat for free at the creation process.

## **Mermen / Mermaid**

**Merfolk** are shown in the world of One Piece as one of the two major races that inhabit the Sea, the other being the Fishmen, and seemed to be ruled by an individual known for now only as the mermaid Princess. Merfolk are the prize catch as slaves with young females selling at a staggering 70,000,000 making them highly sought after by kidnapping teams. Parted females sell for only 10,000,000



Like the mermaids and mermen of folklore, their upper half is that of a human while the lower half is that of a fish. As demonstrated recently by Kokoro, mermaids may walk on land as when they are thirty years old, their tails split into two. Like the Fishmen, they are based on the different fish of the Sea; for example, Kokoro is an Icefish Mermaid.

Keimi, a typical Merfolk female (mermaid)

### **Inter-species Relationships**

Unlike the Fishmen, the Merfolk are peaceful, and prefer their race to remain a secret. They often are rumored to aid drowning sailors, plucking them from the sea and taking them to safety. Mermaids and Mermen are friends to the fishes of the sea, fun loving and usually get along with most people, including Fishmen (even though Fishmen can often take advantage of the Merfolk's good nature).

Like Fishmen, Merfolk face dramatic discrimination in certain areas due to past history between them and humans. While the World Government has attempted to bridge the gap, they are still considered valuable in areas where slavery is still legal in this world. A captured female mermaid under 30 (when their tail splits and they can walk on land) that is sold in auction in the Sabaody Archipelago can go for a starting price of 70,000,000 Beli. The wealthy who buy one usually keep them as a trophy.

### **Overall Strength**

They appear much weaker than the Fishmen, however it is difficult to tell their strength considering only two so far have made an appearance. Merfolk are also the fastest swimmers in sea.

The fastest creatures of the seas. +2 Level Adjustment, Water breathing and Swim +20 Swim Speed 80 (Note if they become fruit users they lose this) Speak with Fish +4 DEX, +4 CHA -2 WIS -2 STR

## 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 led to centuries of discrimination as the Fishmen fought to prove their worth to the world. Only two hundred years ago did the World Government begin 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.

Similar to beast humans but are more powerful thus have a +1 level adjustment, Gain Water breathing and Swim of +10 Swim Speed 30(note they lose this if they become a fruit user) +2 STR, +2 Con, -4 CHA

### **Half fish man / mermaid**

Fishmen or Mermaids that have breed outside their races along with other races. Though its is rare to see these half races it is known and has been seen in the world the best example is the breeding of Giants and Fishmen to get a sub race called a "Wotan". It is thought however that those two aren't the only possible combination thus the half race. Much like Fishmen and Mermen they are granted the ability to swim and fight in the water.



### **Inter-species Relationships**

They tend to be outcasts of their own parent races and loners to the world. They will do what they need to survive but have a hard time being close to one race or another. Not listed in the Slave auctions as a race its believed that the auctions would try and pawn them off as their higher bidding version aka Fishman or Merman.

### **Overall Strength**

Decent swimmers and they carry much of the strength of their parents races with them

No level adjustment/+1 for a mixed race other then Human, +2 Dex or Str (depending on parent, DEX mermaid STR Fishman) -2 WIS or CHA (depending on parent, WIS Mermaid, CHA Fishman) +10 Swim and Water breathing (lose if become fruit user)

### **Beast Human**

The rarest of the races. They exist but often are only seen as individuals. Either being a freak creation of a mad scientist like Absolom or being a rare species of the Grand Line. These Beast men have their own look and abilities beyond that of a human.

### **Inter-species Relationships**

Each Species of Beast man holds its own sort of view on a race. Some are more shy and unwilling to take part in worldly views where others may love the idea, and still some may just be stupid to realize that they are going somewhere. The Slave Auctions would most likely sell them as an oddity or a fruit user, with the exception of the Mink Men tribe (see Island Bonus for more on them)

### **Overall Strength**

The variety of the race allows for many types of strengths to be played out from this race. See Species for Racial Adjustments (See chart Below for boosts from each species) Other species can be made through the monster manual. All Beast men get Low light vision 60ft and +2 to Spot Listen and Survival Creature sizes have not been figured in their stat bonuses

\* - can't speak

**Armadillo-man** - AC +6, -2 STR -2 INT,

Shy creatures that like to hide themselves or run if possible, they are capable of rolling into balls for full cover. Medium Sized Creature

Gain the feat Endurance

**Boar-man** - +2 STR +2 CON -2 WIS -2 CHA, they gain the scent ability free,

Touchy creatures they are hardy warriors and respect that in others but have little tolerance weaker people, Medium Sized Creature

Gain Toughness feat free

**Fox / Kitsune** - +2 DEX +2 INT -2 STR -2 CON, they gain the scent ability free,

Trickster characters they love to play pranks and fool stupid people, Medium Sized Creature

Gain Lighting Reflexes Free

**Hiking Bear** - +4 STR +2 CON -2 INT -2 DEX -2 CHA,

polite hikers demand that people bow as they pass or they make them sit lotus style for an hour,

Start game with hiking gear free, also have simple weapons as a free feat, Large size Creature



**Lapahn\*** - +2 STR +4 DEX -2 CHA -4 WIS,

Temperamental Rabbit's the size of Grizzly's they only respect those that have earned their trust

Have a Bonus +10 to Jump checks and a set of claws that do 1d6+str Large size

Racial Adjustment +1

**Lizard-man** - +2 DEX +2 WIS -2 STR -2 CHA,

Sleazy like creatures that are a bit nosy in other peoples lives. Medium Size Creatures

Have a +5 To Hide and Climb, also gain the Run Feat Free

**Kung-fu Dugong\*** - +2 STR +2 CON -2 DEX -2 WIS

Loyal to their core and very respectful of ones that are stronger than them it is thought they may look at those who beat them as great masters or such, Small Size Creature

They Gain the Feat Loyal free also they gain a +2 to unarmed attacks

**Giant Mantis\*** - +2 STR +2 DEX -2 INT -2 WIS

Anger prone creatures with a bit of a hot head. Medium Size Creature  
Arms act as two Long swords and they have the Two weapon feat free

**Mink-Man** - +2 DEX +4 CHA -2 STR -2 Con -2 WIS

Narcissistic creatures that see themselves as the best there is even if they aren't they have a vain attitude and their vanity causes them to be wanted as slaves as they are seen as an exotic slave type, Medium Sized Creature  
They Gain the Scent ability and Lighting Reflexes Feat

**Mouse / Rat-man** - +2 DEX +2 CON -2 STR -2 WIS gain Scent ability

Cowardly creatures keep to their own kind and often don't like to be scene if possible  
Small Sized Creatures  
They gain the Track Feat Free



**Otter\*** - +2 DEX +2 INT -2 STR -2 CON gain the Scent ability

Sly creatures a bit of crafty scam artists, They hang around people they feel they can scam  
Small Sized Creatures  
They gain the Iron Will Feat Free

**Raccoon /Tunki\*** - +4 DEX +2 INT -2 STR -2 WIS -2 CON, gain the scent ability

Greedy creatures always looking to make a quick buck or how to scam you out of yours  
Small Sized Creature  
They gain the Feat Toughness

**Spotted-Billed Duck\*** - +2 DEX +2 CON +2 WIS -4 STR -2 INT

Cowardly creatures they are loyal to those they grow up with but aren't keen on fights  
Medium Size Creature  
They gain the Run Feat for Feat and can be used as a Mount

**Squirrel-man** - +4 DEX +2 CON -2 STR -4 INT gain the scent ability

Stupid creatures that can only handle one task at a time or least they forget what was asked  
Small Sized Creature  
They gain Great Fortitude for Free

**Starfish** - +2 INT +2 WIS -2 STR -2 CHA

Smart but very uptight creatures that have a bit of a Rastafarian look to them  
Small Sized Creature  
They Gain a +10 to Swim checks and the feat Iron Will for Free

**Turtle / Kappa** - +4 AC, +2 INT -2 DEX -2 STR -2 CON

Smart and Learned creatures but their solo nature causes them to be called monsters in the world, it is believed that they can steal your soul  
Small Size Creature  
They Gain a +5 To Swim and a +5 to Intimidate, and the Toughness feat for free



## Giant



**Giants** are a race of beings that vastly overshadow the other known races of the One Piece world in size. The most commonly known are those from the island of Elbaf. As slaves they sell for 50,000,000 for males and 10,000,000 for females.

Being giants, they are literally Giant humans in appearance. They are so large that when they cry, their tears can cause large areas on the ground to be covered with them. They are based on Vikings in both design and beliefs. But not all of them seem to be Viking themed, which is peculiar to ones from Elbaf. Jaguar D. Saul told Nico Robin not to mistake him for the brutes of Elbaf. Also marine vice-admiral John Giant seems to be non-Elbaf giant.

They are not to be confused with large-sized humans such as the Franky Family's Mighty Destroyers or Bartholomew Kuma. To a giant, these large humans are no more than "oversized ants." Large sized humans at their tallest reach knee-height of a giant, a normal human only reaches as high as the ankle in comparison.

## Inter-species Relationships

Giants seem to get along fine with other races, though generally many humans think twice about upsetting them. Normally they seem very casual, light-headed and friendly towards just about everyone despite their size. Though a different race they are still regarded as "Men" by humans, noting there is a respectful acceptance between them and humans.

Giants can also interbreed with Fishmen, which produces a Wotan. Though Wotan's are huge by human standards, they are still not as big as an actual giant.

## Overall Strength



The Giants Squad of the Marines

They are a strong and almost unstoppable race, the average human cannot stand up to them making them both ideal guards and deadly warriors. In fact, many giants are servants of the World Government and the Marines, enforcing the latter as one of the Three Great Powers.

Throughout the storyline, characters regularly are aware of just what the strength of giants is:

- Mr. 3 had to devise a plan in order to take down Brogy and Dorry. While he took down Dorry by an explosion in his stomach (Brogy had finished him off), the giant had survived because of the giant's endurance.
- At Enies Lobby the sight of seeing the giants Oimo and Kaashii made the Franky Family comment on how using giants was "unfair".
- Saul had lifted up and smashed a number of the large Buster Call fleet ships during the destruction of Ohara. He had also taken several hits of cannon fire. He has been noted to have more strength than an average giant.
- When the allies of the Straw Hats appeared to have been wiped out by the Buster Call

fleet, whose cannons are able to wipe out whole island with their cannon blasts, it was revealed that Oimo and Kaashii had taken the brunt of the attack yet been largely unaffected.

- During the Sabaody Archipelago arc, the kidnapping group the Coffee Monkeys reported that the only reason why they captured their giant was because he was asleep.[2]
- Oars' strength was said to be enough to move continents, and his fearsome reputation was one of the attractions for Moria that lead his desire to gain the corpse of both him and his descendant Oars Jr. to use to become Pirate King.
- The Marines have an entire squad consisting of Giants, this giants were place in charge of guarding Ace's execution platform. When they were ordered to prepare themselves, the pirates advancing took warned each other that "the big-boys are advancing". They also have many other Giants as high-ranking officers.

However while they are incredibly strong their size is also their biggest disadvantage; the larger giants such as Oars and Oars Jr. are so big that they make for easy targets during battles.

Level Adjustment of +6, Players of this race are of Huge size category and gain the bonuses and defects of this bonus they also have a +6 to STR and +4 To Con

## Half Giant

Half Giant is a mixed race of Giant and one other race of creature out there. Although weaker in strength than their parents their lower level cost and racial bonuses still make them a big force to be faced in battle. Although at no point have they said any other half giants other than the Wotan race (half giant/half Fishmen) it is strongly believed many half giants are throughout the world and even believed that Whitebeard himself due to his massive size is a Half Giant.

## Inter-species Relationships

Like the Half Mermen/ Fishmen, The half giant is not respected, they are looked on as weaker than other giants and they have to work hard to prove their place in the world. The other races still fear them as they may not be as strong as their parents but they still can make you hurt big time.

## Overall Strength

Weaker than their Giant Parents but what they lose in strength they make up in skill. They being a mixed race may also gain bonuses from their other parent race.

Level Adjustment +3, Players of this race are Large size category +4 STR, +2 Con



## **Cyborg**

A **cyborg** is a human or other life form who has been modified with machinery and metal for better functioning. These mechanical enhancements can include cybernetic replacements for missing organs or body parts, metal skin for extra protection, and weapons installed somewhere in the body.

### **Cyborgs in One Piece**

In the series, cyborgs are rare, as the technology required for their creation is somewhat advanced. Those who are cyborgs often have an advantage in battle, as they are more powerful than regular humans in both offense and defense.

Though they have mechanical parts, so long as their brain is not altered in any way, these cyborgs maintain their free will. As shown with Bartholomew Kuma, cyborgs with their brains modified lose their free will. This leaves them "dead", reducing them to being nothing more than a tool. It is also claimed by Donquixote Doflamingo that such cyborgs have no memories or recollections of their past lives. Indeed, Kuma has become obedient to the words of the World Government he once hated so much. In an earlier instance when Nami hears a heartless remark from Franky, she asks him if he replaced his heart, to which he apologizes in metaphoric terms that he "never meant to go that far". This confirms Franky, unlike Kuma, has not lost his humanity.

They can also be made from the corpses of the dead as well as the bodies of the living. The one thing they all share in common is they are still capable of bleeding.

### **Inter-species Relationships**

Cyborgs can be made from any race but generally are made from humans as they tend to handle the change better. As to their actions with other races is based off their each individual attitudes. Keep in mind though that many cyborgs have a cold heart to the emotional moments of other races so they may come off as jerks.

### **Overall Strength**

Cyborgs are enhance races and have an array of hidden weapons and armor about them. They Lose most of the advantages of their former race. Even though they are still living creatures unlike robots.

An Altered Race this can be an add on to another race for a Level adjustment of +2, DR 5 / bashing, Special Attacks Body parts +3



## **Robot**

Cold Uncaring Machines. Robots are a constructed race built by the greatest minds in the world to be walking machines of death and destruction.

## **Inter-species Relationships**

Robots have no intention to do anything other than what they are programmed to do and like. Most races don't know about nor seen a robot as they are often disguised as a human.

## **Overall Strength**

One of the most powerful races in the game. Yet at the same time hardest to play as they have no emotion and only do what is ordered of them.

A built race of creatures, Level Adjustment +6, DR 5/ -, Self Repair (Regeneration) 5, Special Attacks body parts +3, STR + 2, Con +2, CHA -4



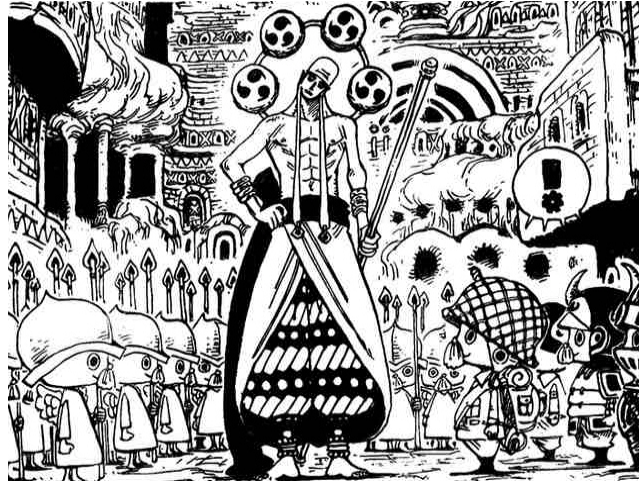
## Spaceys

**Spaceys** (スペーシー, *Supēshi*) are a type of robot first seen in Enel's mini-series who were deactivated in some ancient ruins on Fairy Vearth. It takes place after the Straw Hat Pirates defeated him in Skypiea.

First Appearance: Chapter 433

### Appearance

Spaceys are a robotic animal-like creature, similar in appearance to each other all with the same face and moustache. Despite being machines, there is no obvious signs of their robotic build on the outside of them and they appear as flesh and blood. The Machine Island ones are dressed in a themed outfits and are a little bit bigger than their Fairy Vearth counterparts. The Fairy Vearth Spaceys have the same wings the Shandians and Skypieans wear on their backs.



### Story

The story of the ancient Spaceys is that they were created by the ancient inhabitants of the moon. When the inhabitants of the moon ran out of resources, they left behind their homes and the Spaceys, heading off to the blue star leaving both sides saddened by their separation.

### Inter-species Relationships

Spaceys being only known to those on Sky Islands make them a very mysterious races but what we know is that they more toy like looking at others as ones to play with them. Thus they most likely will get along with all races acting sort of childlike with them thinking that it is all a game to play.

### Overall Strength

Originating from a distant sky island they are stuffed animal like in appearance and also have little wings on their backs like the Sky Islanders but they are machines or cyborgs (not known yet how much machine) Level Adjustment +3 Self Repair (Regeneration +5), Small Size, +2 DEX, +4

## Undead

The various creatures on the island are created through a process that involves Moria's Kage Kage no Mi and Hogback's creations. First, a victim is captured and then brought before Moria. Using his Devil Fruit powers, Moria grabs a hold of the victim's shadow and cuts it from the owner using a pair of scissors. The shadow is then implanted into one of the hundreds of corpses that are kept in storage. The victim on the other hand, falls into a two day coma. Strong warriors who had their shadows stolen are placed back and set adrift on their ships while they are in the coma. This is to ensure that they don't come back and retake their shadows.

Zombies are completely impervious to conventional methods such as beheading or being engulfed in flames. Though some of them sometimes act like they are in pain when hit or feel tired as if they lost stamina, all zombies are actually immune to such things. When a zombie expresses such things it is not because they are in pain or tired, it is because the shadow animating them still remembers such feelings when they were originally attached to their original owners. Eventually however these memories of feeling pain and such will be completely forgotten thus rendering any zombie capable of functioning without expressing such things at all. Zombies are thus tireless creations who seemingly can't be stopped no matter how hard or how long one fights against them.

While zombies seem to be unbeatable creatures, they however have weaknesses. When salt is thrown into a zombie's mouth, the shadow moving the corpse is detached and the zombie is purified. Because salt is a property of sea water and since the shadow was attached due to Devil Fruit powers, the shadow is naturally released. Zombies also remain "alive" as long the person whose shadow they use remains alive. If the person dies so will his shadow. According to Brook, this is because the shadow and the person, though separated, are still of one soul. For this, Moria and his associates ensure that their victims will not die.

While a zombie's greatest strength is being not able to feel pain, it is also their greatest weak point. Because a zombie is unable to feel pain, they are unable gauge how badly damaged their body can become in a battle. This action inadvertently leads to their downfall as they would continue fighting non-stop without taking any time to mend or protect their wounds. With this, their wounds can buildup and become massive, and can eventually cause a zombie unable to move their body at all. They can still function even when their bodies are completely broken, however they can't fight anymore no matter how much they try despite still having the will to do so.

Zombies that consist of mainly stitched-up animals. They are capable of talking and are commanded by Perona. Most of them are zombies created by Hogback based on Perona's stuffed toys per her request. A number of these were first seen by Nami, Usopp and Chopper lurking in the woods. Later, a large number of them were seen by Usopp, Nami, and Chopper in Perona's garden after they escaped from their coffins. The animals, upon seeing them free, tried to harm them. They were however stopped by the new penguin zombie. After being beaten several times by the dog penguin, they were commanded by Absalom, who had arrived there, to not harm Nami. They replied to him saying that they only obey Perona per Moria's order. They however decide to back down as Absalom reminds them to fear him also as he takes out the dog penguin. Despite being animals they fight with normal weapons such as swords, axes and maces.



**Inter-species Relationships**

No race wants to see a Undead headed their way cause often when you see one then it means they plan on ether eating you killing you or having you join them unwillingly as undead. Thus they overall aren't respected by the other races. They however are used to for their resourceful nature and undefeatable abilities in battle.

**Overall Strength**

One of the strongest races out there not because of their physical stats but their defensive/ regeneration nature

The hardest to play the only known ones other then ones created by cursed fruit are people effected by Moria's Shadow fruit ability where they are mostly loyal zombies who are weak to salt. +1 level Adjustment Put it back where it came from ( regeneration 5) Immune to disease and Poison, -4 Cha, Weak to Fire and salt



## Sky Islander



**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: Bilkan (left), Shandorian (middle) and Skypiean (right)

Skypieans originate from the moon, along with the Bilkans 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

#### Overall Strength

No Level Adjustment. Looks human but have wings(not capable of flight) on their back, +2 DEX, +2 INT, +2 CHA, - 2 STR, -2 CON, A Sky Islander starts the game with 1d4 Dials randomly chosen by the GM. +2 on Mechanic based skills

### Island Home Bonus

Based off the characters background the character can be granted a bonus ability I.e. a resistance to cold for people from a winter Island, or a +5 Survival for People from a Jungle Island

**Longarm Tribe** (手長族, *Tenaga-zoku*) are a tribe of Humans in the One Piece world. They have not been explained deeply yet, but are mentioned in the list of slave prices Duval gives Sanji. They sell for 700,000 as slaves.



Scratchman Apoo

Scratchmen Apoo is a member of this tribe and according to his appearance the reason why they are called this is because their arms are lengthened by the fact they are double elbowed. Apparently they are the ones responsible for destroying the country of Harahetternia of Namakura Island. The cultists of Namakura Island were in the middle of a summoning of Satan, wanting him to help destroy the Longarm Tribe. However, due to Kuma, Brook landed right in the middle of the summoning. Believing him to be Satan, the people of Namakura Island want him to help them get revenge on the Longarm Tribe.

In Game they Lose their Bonus Feat for a +2 to Base Attack

The **Longleg Tribe** (足長族, *Ashinaga-zoku*) are a tribe of Humans in the One Piece world. They have not been explained deeply yet, but are mentioned in the list of slave prices Duval gives Sanji. They sell for 700,000 as slaves. It is Believed that like Longarm Tribe has two elbows then Longleg Tribe has two knees.

In Game they lose their Bonus Feat for a +2 To DEX

The **Snakeneck Tribe** (蛇首族, *Hebikubi-zoku*) are a tribe in the One Piece world. They have not been explained deeply yet, but are mentioned in the list of slave prices Duval gives Sanji. They sell for 700,000 as slaves.

**Dwarves** (小人族, *Kobito-zoku*) are a tribe of Humans in the One Piece world. They have not been explained deeply yet, but are mentioned in the list of slave prices Duval gives Sanji. They sell for 700,000 as slaves.

In Game they lose their bonus Feat to gain a +2 to CON

**Minkmen** (ミンク族, *Minku-zoku*) are a tribe in the One Piece world. They have not been explained deeply yet, but are mentioned in the list of slave prices Duval gives Sanji. They sell for HYPERSLINK 700,000 as slaves. Currently Believe to be a Beast man type of fox and mink. (See Beast men section for the Adjustments)

**Kuja** (九蛇, *Kuja*?) are a tribe of all female fighters found on the island of Amazon Lily. Apparently, until they found Luffy on their island, they had never seen a man before.

### Appearance

#### The Kuja Tribe

The Kuja wear revealing clothing with white capes and often have strange hairstyles. Several of them are seen carrying a large snake wrapped around them; when the Kuja threaten Luffy, it is revealed that they use the snakes as bows.



### About

The Kuja tribe consists entirely of women. The majority of them are therefore unfamiliar with men, particularly their anatomy. It is stated that the women who leave Amazon Lily sometimes return pregnant. Oddly, they always give birth to females. The women are raised in the ways of the warrior and are often burly and strong, but there are the odd beauties amongst them. The Kuja are a race who consider strength as beauty and there is no room for the greedy and foolish to enter (an odd irony considering their current leader). Despite being a warrior race, the Kuja cultivates a surprisingly peaceful existence within Amazon Lily, and only engages in battle amongst themselves in arranged competitions held in the local arena for the general public's entertainment. They seem to have little knowledge about Devil Fruit powers, despite the fact that Boa Hancock and her two sisters have Devil Fruit powers themselves (Marguerite actually believes that Luffy can't swim because men are "useless"). Taking advantage of this, Hancock lied to the rest of the tribe, telling them her and her sisters' powers were from slaughtering a Gorgon in battle, instead of them being fed Devil Fruits during their enslavement by the hands of the Tenryuubito.

Just as they have limited knowledge on men, likewise the rest of the world seems to know little about them. Momonga's men give one of the many examples of the Kuja pirates rumors, stating they turn people to stone. However, this rumor applies only to Boa Hancock. They may lack information on Devil Fruits, but in exchange, most Kuja warriors, if not all, seems to be knowledgeable and fairly proficient in the use of Haki; which is something that is usually exclusive to none but the most powerful warriors so far seen in the series, such as Shanks, Luffy, and Rayleigh.

The Kuja have always lived in peaceful isolation due to their natural advantage of living in an island in the Calm Belt, protected from the rest of the world by the Sea Kings who surround them. However, this isolation has slowly eroded away as advancements in Sea stone technology has allowed the government to make new ships that can pass through the Calm Belt with no Sea King interference. The only means of protection remaining is the alliance held by their empress as a member of the Shichibukai, which both protects the Kuja from Marine attack but unfortunately classifies all, both at sea and at home, as pirates. The Kuja and their leader must comply with the government's terms or risk the attack and destruction of everyone on the island, a peace barely hanging by a thread in a rapidly changing world.

Apparently, for the empresses of the tribe, they can contract a disease known as "love sickness", which is when the empress grows infatuated with a man, but keeps that love suppressed, which leads to death

In Game: They Give up their Bonus Feat and Skill bonus For a +2 STR and +2 Attack Bonus and start with Snake Bows (Mighty Composite Longbows +2) Only can Play a Female

## Fruit User

**Devil Fruit** (悪魔の実, *Akuma no Mi*), called **Cursed Fruit** (pronounced with two syllables) in the 4Kids English dub, is a mystical fruit that can give the eater many kinds of strange and interesting abilities depending on the fruit and its type. There are some seen only in the anime or only in the manga.

I once heard that all the Devil's Fruits are the Sea Devil's incarnations. If you eat one you'll gain a special ability, but you won't be able to swim.

— Shanks speaks to Buggy on Devil Fruits.

## About



The Devil Fruits as described by Morgan

Devil Fruit are said to be the fruit of the Sea Devil and that the secret to their power is hidden in the Grand Line. Because encounters with them are rare (especially outside the Grand Line) a number of rumors about them have risen making it difficult to tell whether some things are fact or fiction. The average person knows nothing or very little about what they are. Because of their power, if sold they can expect to reach well over 100,000,000 and Devil Fruit users themselves are sold at market prices as slaves. There are more than 100 types of Devil Fruit.

One running theme with Devil Fruits, however, is the fact that they taste unimaginably horrible, to the point of making it seem like the eater had taken poison. The Devil Fruit, when consumed, gives the consumer a power or special trait though they won't immediately become aware of. They come in different shapes, colors, and all Devil Fruits have swirl marks on them of some kind. There can be only one of each type of fruit at a time. Only one bite is needed for the user to gain the power of a Devil Fruit, after which the Devil Fruit becomes a simple, useless, disgusting fruit. Swallowing the fruit whole, as Buggy did, has the same effect, peeling off the skin and eating it piece by piece also works.

Devil Fruits are the origins of the powers of some of the strongest people in the world, such as Marine Admirals, Shichibukai or Yonkou.

## Identification

We can figure out the name of a fruit by the power it gives, but the kind of power we get is completely up to chance.

— Kaku on his and Kalifa's unidentified Devil Fruits.

There is a book in the Grand Line with Devil Fruits listed (although sometimes a Devil Fruit is said to had been unidentified). The most notable example is Blackbeard in his search for the Yami Yami no Mi. Catalogs and a book were also mentioned by Spandam and Sanji. Shanks and his crew already knew Luffy's Devil Fruit was the Gomu Gomu no Mi (Gum Gum Fruit in English versions) before he consumed it.

While it hadn't been yet explained how to acquire that knowledge, according to Oda in a SBS, the same power of a Devil Fruit can exist more than one time (but not at the same time). Spandam mentions briefly that Devil Fruits have an aura around them which can often help identify them and that the two Devil Fruits he supplied to Kaku and Kalifa contained an unknown aura.

### **Side Effects of Devil Fruits**

With this new power comes a weakness: the sea rejects the new Devil Fruit user and they become helpless while submerged in water (or "becomes a hammer," in Japanese parlance). Oda stated in SBS that Devil Fruit users are susceptible to all types of water, not just seawater. He elaborated on this, saying that "moving" water, like rain or waves, does not weaken Devil Fruit users, while standing water does.

If a user is not completely submerged, they can still use their powers from the parts of their body that are above the water. This was demonstrated by Kalifa, who was still able to produce bubbles from the parts of her body that were not under her bath water (although, as stated by Nami, this had effectively cut her strength in half while in the water). However, if the user's body has been permanently altered by the fruit, then the user's ability can be manipulated by outside sources; i.e., when Luffy was knocked into the pool at Arlong Park, Genzo and Nojiko dove underwater and stretched his neck so his head would be above water. Being weak against the sea proves deadly to many Devil Fruit users who are pirates and Marines sailing the Grand Line.

Sea stone, a special substance that emits the same energies of the sea, can also cancel out Devil Fruit powers through physical contact with the user. Depending on how much physical contact the users has with the Sea stone, their movement may also be weakened.



Jyabura gets close to Kaku and Kalifa's Devil Fruits after being told its safe.

One rumor, as recounted by Cipher Pol's Jyabura, is that Devil Fruits house actual devils that will fight when placed in proximity of one another. The resulting battle would destroy the users' bodies. Nevertheless, Blueno contradicted this claim, stating that Grand Line scientists have noted that the phenomenon of one's body destroying itself only occurs when one consumes two Devil Fruits.

### **Consequences of Consumption**

Regardless of the type of power, it all depends on how you use it. The chances of you weakening from it are very low. Besides, being a hammer isn't much of an inconvenience.

— Rob Lucci on Devil Fruit power.

The main attraction to eating a Devil Fruit is the powers bestowed upon the user with many spending their entire lives seeking out just one type of fruit. More often than not the power is far more useful than never being able to swim again. However, due to lack of information known by most, and with Devil Fruits still unknown, the average consumer plays Russian Roulette consuming one and there is no way of changing what power you get once consumed. With no way of removing the curse all Devil Fruits users are labeled as "freaks", "Devils", and "monsters" for the remainder of their lives. All Devil Fruit users have to be trained to a certain degree from

simple activation control to full battle techniques.

You could sell 'em for hundreds of millions. But one bite might leave you with a lifetime of problems you know!?

— Jyabura's warning to Kalifa and Kaku.

Another problem with the Devil Fruits is that a few of them offer "weird" or "useless" powers. While many citizens can be fascinated by their powers, others may leave a consumer leading a miserable life full of discrimination from those around them. Certain societies who are blind to the existence of Devil Fruits usually are told lies regarding the reason behind their strange abilities, keeping secrets but commonly causing misconceptions on how this power was achieved.

### **Research**

Doctor Vegapunk, a Marine Scientist, is responsible for the research into the effects of Devil Fruit and Sea stone heavily. His research has also led him to devise the method that lets an inanimate object (such as a gun or a sword) gain the effect of a Devil Fruit (it has not yet been shown how this is done).

Tony Tony Chopper created, during his five-year apprenticeship under Dr. Kureha, a drug called "Rumble Ball" that enhances the effects of the Devil Fruit. Thus far he is the only one so far shown to have consumed it. According to him the Rumble Ball disrupts the wavelengths of Devil Fruit forms. It is implied that the "Rumble Ball" will activate when consumed by any Zoan type Devil Fruit user, albeit with different but slightly similar effect.

### **Types of Devil Fruit**

- **Paramecia:** The most common of the three classes, users of Paramecia Devil Fruits gains super-human physical abilities. Other users can alter features of their bodies or their environment. Finally, there are some users than can manipulate and generate some kind of substances.
- **Zoan:** The users of Zoan class Devil Fruits gains the ability to transform into an animal (and acquire every ability affiliated with the said animal). The user can also transform into a human-beast hybrid form. There are Zoan Devil Fruits not only for common animals, but for prehistorical animals and mythological creatures as well.
- **Logia:** The rarest of the three classes, users of Logia Devil Fruits gains the abilities to manipulate and transform themselves into an element. They also gain every ability related to that element and gains the skill to regenerate every part of their bodies (even their whole bodies) from that element.

Not really a race but a type of added racial ability, All users cant swim and are weak to sea stone their ability is determined by a roll on the fruit chart The powers like Possessed Ninja (of Naruto RPG) can have attacks and techniques attached to the powers unlike possessed ninja the player can use the powers as long as they stay conscious each time they use their powers within a time limit of one game day the player must roll a Fort save that keeps increasing each time they use their powers within that day the DC starts at Dc 10 and raises by 1 for each time afterwards once the check is failed the player goes unconscious for a minute per difficulty level that the DC had

For More Info on Fruit user powers see the Power creation section and the Fruit List

## Cursed Fruits Types

Only one fruit of its kind is available to a user. Once a user dies the fruit will grow again. Currently all known Users are listed next to the fruit name. The powers are based on the characters/ players imagination on how to use them. The GM needs to determine how they play out in game stats. Note that eating a second fruit is instant death as it turns the persons body to dust. Also it's a well known fact that the fruits themselves not only look weird but taste like shit.

## Logia Fruits

With these fruits, the user will become a natural element completely. The users are neither human nor element when they are in their normal state.

Logia fruits have major and minor based fruits based off the same elemental control Roll 1d12 on the result of 12 either the GM decides for you or you roll on one of the other fruit types



### 01. Fire (roll 1d6)

#### Minor Fruits

- 1- Spark
- 2- Flame
- 3- Burn
- 4- Steam
- 5- Lava
- 6- Ignition

Atsu Atsu no Mi (Heat Heat Fruit) [Don Archino]

#### Major Fruits

Mera Mera no Mi (Flare Flare fruit) [Portgrace D. Ace]  
Volcano [Admiral Akainu]

### 02. Water (roll 1d6) note no seawater power exists due to its effect on fruit users

#### Minor Fruits

- 1- Bubble
- 2- Squirt
- 3- Rain
- 4- Wave

#### Major Fruit

- 5- Tsunami
- 6- Toro Toro no Mi (Liquid Liquid Fruit)

03. Air (roll 1d6)

**Minor Fruits**

- 1- Wind
- 2- Dust
- 3- Cloud
- 4- Mist
- 5- Vacuum
- 6- Twister

**Major Fruits**

- Moku Moku no Mi (Plume Plume Fruit) [Smoker]
- Typhoon [Monkey D. Dragon]

04. Earth (roll 1d6)

**Minor Fruit**

- 1 or 2- Stone (multiple versions based off of stone types)
- 3- Gollum
- 4- Poop
- 5- Mud
- 6- Soil

**Major Fruit**

- Quake [White beard]
- Suna Suna no Mi (Sand Sand Fruit) [Crocodile]

05. Wood (roll 1d6)

**Minor Fruits**

- 1- Wood
- 2- Flower
- 3- Pollen
- 4- Basa Basa no Mi (Paper Paper Fruit)

**Major Fruits**

- 5- Plant control
- 6- Forrest



06. Lightning (roll 1d6)

**Minor Fruits**

- 1- Battery
  - 2- Shock
  - 3- Lightning Bolt
  - 4- Lightning Ball
  - 5- Storm
  - 6- Charge
- (Combo Combo Fruit) [Brindo - Red] [Kanpahino-Blue]

**Major Fruit**

- Goro Goro no Mi (Rumble Rumble Fruit) [Eneru]  
Magnet (Magno Magno Fruit) [Eustass Kidd]

07. Ice (roll 1d6)

**Minor Fruit**

- 1- Samu Samu no Mi (Chilly Chilly Fruit)
- 2- Frost
- 3- Burg
- 4- Freeze
- 5- Dry Ice

**Major Fruit**

- 6- Winter
- Hie Hie no Mi (Ice Ice Fruit)[Aokiji]

08. Shadow (roll 1d6)

**Minor Fruit**

- 1- Shadow control
  - 2- Shadow Stealing
  - 3- Shadow walk
- Horo Horo no Mi (Ghost Ghost Fruit) [Perona]

**Major Fruit**

- Kage Kage no Mi (Shadow Shadow Fruit)  
Yami Yami Fruit (darkness darkness Fruit) [Marshal D. Teach]
- 4- Gravity
  - 5- Dimension
  - 6- Black Hole

09. Light (roll 1d6)

**Minor Fruit**

- 1- Illusion
- 2- Flash
- 3- Explosion
- 4- Fire Works
- 5- Neon

**Major Fruit**

- 6- Sun
- Pika Pika no Mi (shiny Shiny Fruit) [Admiral Kizaru]

10. Metal (roll 1d6)

**Minor Fruit**

- 1- Blade
- 2- Block
- 3- Shaper

**Major Fruit**

- 4 to 6 - Metal Control (based of Metal Type)



11. Poison (roll 1d4)

**Minor Fruit**

- 1- Decay
- Sabi Sabi no Mi (rust rust Fruit) [Random Marine]
- 2- Acid
- 3- Ame Ame no Mi (Syrup Syrup Fruit)

**Major Fruit**

- Doku Doku no Mi (poison Poison Fruit) Chief Warden Magellan
- Noko Noko no Mi (Spore Spore Fruit) Musshuru
- 4- Disease

## Paramecia Fruits

Paramecia Fruits are the most common of the Devil Fruits types. They can change the user's body in some way. (roll 1d20) often there are multiple versions of the same fruit type

### 01. Health (roll 1d4)

1- Drain

2- Healing

3- Aging

(Age Age Fruit) ["Big Eater" Jewelry Bonney]

4- Immortality

Yomi Yomi no Mi (Undead Undead Fruit)[Just Me Bones Brooke]

### 02. Body Part Control (roll 1d8)

1- Elongate

2- Separation

Bara Bara no Mi (Chop Chop Fruit) [Buggy the Clown]

Beri Beri no Mi (Berry Berry Fruit) [Random Marine]

3- Enlarge

4- Shrink

Mini Mini no Mi (Mini Mini Fruit) [Bruce the Gaint]

5- Kinetic

6- Weight control

Kilo Kilo no Mi (Kilo Kilo Fruit) [Ms. Valentines Day]

7- Extra Limbs/Attacks

Hana Hano no Mi (Flower Flower Fruit) [Nico Robin]

8- Skin/Muscle

Sube Sube no Mi (Slip Slip Fruit) [Alvida]

(Muscle Muscle Fruit) [Urouge]



### 03. Intangible (roll 1d2)

1- Phasing

Ori Ori no Mi (Cage Cage Fruit)[Marine Officer Hina]

2- Ghost form

### 04. Pheromone (GM creation)

Mero Mero no Mi (Lust Lust Fruit) [Boa Hancock]

### 05. Shape change (GM creation)

Mane Mane no Mi (Clone Clone Fruit)[Bon Clay, Mr. 2]

Suki Suki No Mi (Love Love Fruit)

**06. Telekinetic** (roll 1d4)

- 1- Pyro-kinetic
- 2- Electro-kinetic
- 3- Aqua-kinetic
- 4- Telekinesis

**07. Absorbing** (GM creation)

Baku Baku no Mi (Munch Munch Fruit) [King Wappo]

**08. Body Weapon** (GM creation)

Kama Kama no Mi\* (Sickle Sickle Fruit) [Erik The Whirlwind]  
Toge Toge no Mi (Spike Spike Fruit) [Ms. Double Finger/New years]  
Supa Supa no Mi (Dice Dice Fruit) [Mr.1]  
Bomu Bomu no Mi (Bomb Bomb Fruit) [Mr.5]  
Shari Shari no Mi (Wheel Wheel Fruit) [Marine named Sharingu]  
(fortress Fortress Fruit) [Capone Bege]

**09. Invisibility** (GM creation)

Suke Suke no Mi (Pervert Pervert Fruit) [Absalom]

**10. Super Vision** (roll 1d4)

- 1- Heat
- 2- X-ray
- 3- Scope
- 4- Dark

**11. Petrification** (roll 1d4)

- 1- Stone
- 2- Metal
- 3- Wood
- 4- Flesh

12. Teleportation (roll 1d3)

- 1- Self
- 2- Others
  - Doa Doa no Mi (Door Door Fruit)[Blueno]
- 3- Parts
  - (Sphere Sphere Fruit) [Trafalgar Law]

**13. Multiplication** (GM creation)

**14. Sub dominions** (roll 1d2)

- 1- Pocket
- 2- Storage

**15. Status Effecting** (roll 1d4)

1- Mood

2- Body

Noro Noro no Mi (Slow Slow Fruit) [Foxy]

3- Mind

Nemu Nemu Fruit (Sleep Sleep Fruit)

Gero Gero no Mi (Gero Gero Fruit)disgusting

4- Curse

(Voodoo Voodoo Fruit) [Basil Hawkins]

**16. Flight** (roll 1d2)

1- Winged

2- No Winged

[Shiki The Golden Lion]

**17. Jumping / Springing** (GM creation)

Bane Bane no Mi (Spring Spring Fruit) [Bellamy]

**18. Sonic Blast** (GM creation)

Goe Goe no Mi\* (Voice Voice Fruit) [El Drago]

Nikyu Nikyu no Mi (Paw Paw Fruit) [Bartholomew Kuma]

(Band Band Fruit) [Scratchman Apoo]

**19. Telepathy** (roll 1d6)

1- With others

2- With Animals

Hiso Hiso no Mi\* (Whisper Whisper Fruit) [Apis]

3- With plants

4- With Elements

5- With Spirits

6- With Machines

**20. Body Material** (roll 1d10) Body does not take the element but effects of it there of

- 1- Glass
- 2- Mud
- 3- Tar
- 4- Oil
- 5- Diamond
- 6- Gold
- 7- Silver
- 8- Steel
- 9- Glue
- 10- Kachi Kachi no Mi\* (Stone Stone Fruit)
  - Doru Doru no Mi (Wax Wax Fruit)[Mr. 3]
  - Gomu Gomu no Mi (Gum Gum Fruit)[Monkey D. Luffy]
  - Kachi Kachi no Mi (Heatstone Heatstone Fruit) [Bear King]
  - Awa Awa no Mi (Bubble Bubble Fruit)[Kalifa]



## Zoan-Types Fruits

A zoan Devil Fruits is the kind of Devil Fruit that will transform you into an animal if you eat one. (roll 1d20, on 17-20 re-roll) as a bonus all Zoan type users gain Fast Healing 2.

### **01. Cat** (roll 1d6)

1 to 2- Kitty Breeds

3- Lion

4- Tiger

5- Jaguar

6- Liger

Neko Neko no Mi, Model Cheetah\* (Cat Cat Fruit, Model Cheetah)

[Chiqicheetah - Foxy Pirates]

Neko Neko no Mi, Model Leopard (Cat Cat Fruit, Model Leopard)[Rob Lucci]

### **02. Dog** (roll 1d6)

1 to 3- Dog Breeds

Inu Inu no Mi, Model Dachshund (Dog Dog Fruit, Model Dachshund)  
[Mr. 4's dog]

4- Fox

5- Dingo

6- Cerberus

Inu Inu no Mi, Model Jackal (Dog Dog Fruit, Model Jackal) [Chaka]

Inu Inu no Mi, Model Wolf (Dog Dog Fruit, Model Wolf) [Jyabura]

### **03. Bird** (roll 1d6)

1- Bird

2- Raptor

Tori Tori no Mi, Model Falcon (Bird Bird Fruit, Model Falcon)[Pell]

3- Flightless

4- Bat

5- Carrion

6- Griffon

### **04. Lizard** (roll 1d6)

1- Salamander

2- Dinosaur

(Lizzard Lizzard Fruit Model Trex) [X Drake]

3- Iguana

4- Monitor

5- Chameleon

6- Skink

**05. Serpent** (roll 1d6)

1- Viper

2- Asp

3- Constrictor

Hebi Hebi no Mi, Model: Anaconda (Snake Snake Fruit Model Anaconda)  
[Boa Sandersonia]

4- Cobra

Hebi Hebi no Mi, Model: King Cobra (Snake Snake Fruit Model King  
Cobra) [Boa Marigold]

5- Quetzalcoatl

6- Basilisk

**06. Horse** (roll 1d6)

1 or 2- Horse Breeds

Uma Uma no Mi (Horse Horse Fruit)[Pierre-Gods horse]

3- Zebra

4- Mule

5 or 6- Deer types

**07. Mouse** (roll 1d6)

1- Rat/ Mouse

2- Kangaroo

3- Squirrel

4- Chipmunk

5- Armadillo

6- Gerbil/Hamster

**08. Cow** (roll 1d6)

1- Cow

Ushi Ushi no Mi, Model Giraffe (Cow Cow Fruit, Model Giraffe)[Kaku]

2- Pig

3- Hippo

4- Rhino

5- Buffalo

Ushi Ushi no Mi, Model Bison (Cow Cow Fruit, Model Bison) [Dalton]

6- Ox

**09. Man** (roll 1d6)

1- Toddler

2- Geriatric

3- Neanderthal

4- Gender

Hito Hito no Mi (Human Human Fruit) [Tony Tony Chopper]

5 or 6- Racial



**10. Bear** (roll 1d6)

- 1- Grizzly
- 2- Panda
- 3- Raccoon
- 4- Polar
- 5- Kola
- 6- Sloth

**11. Monkey** (roll 1d6)

- 1- Monkey
- 2- Ape
- 3- Yeti
- 4- Lemur
- 5- Orangutan
- 6- Chimp

**12. Arachnid** (roll 1d4)

- 1- Spider
- 2- Scorpion
- 3- Crab
- 4- Centipede

**13. Beetle** (roll 1d4)

- 1- Scarab
- 2- Dung
- 3- Hercules
- 4- Snails

**14. Pest** (roll 1d6)

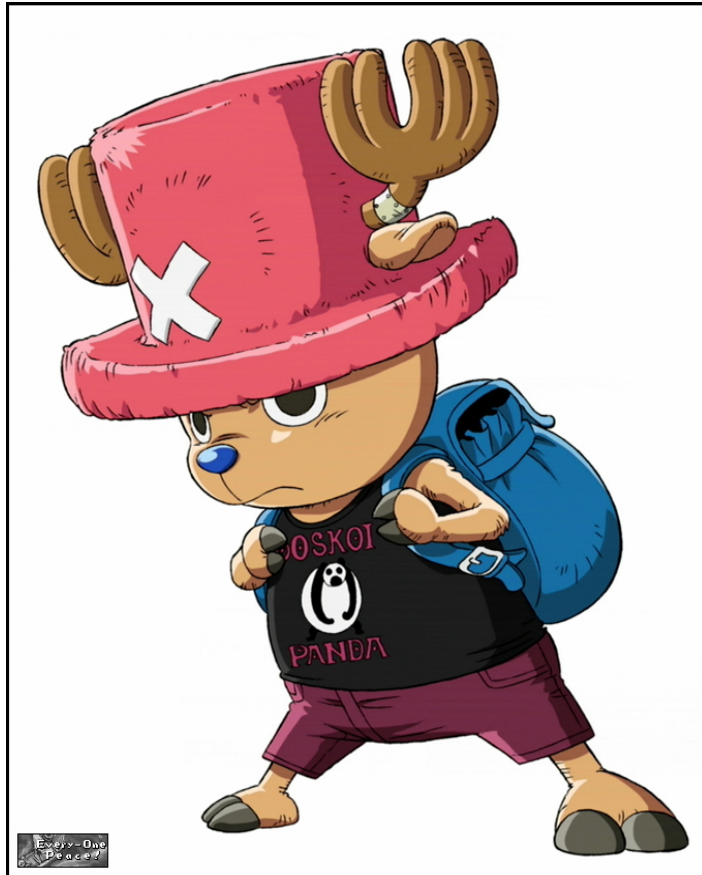
- 1- Bee/ Wasp
- 2- Fly
- 3- Ant
- 4- Worm
- 5- Slugs
- 6- Moth / Butterfly

**15. Others** (roll 1d3, on 3 GM's choice)

- 1- Hedgehog
- 2- Rabbit
- 3 - GM's Choice

Zou Zou no Mi (Elephant Elephant Fruit)[Funk Freed - Spandam's Sword ]

Mogu Mogu no Mi (Mole Mole Fruit) [Ms. Groundhogs day/ Merry Christmas]



**16. Legend** (roll 1d6)

- 1- Chimera
- 2- Dragon
- 3- Monster
- 4- Vampire
- 5- Angel
- 6- Demon

## Abilities & Tier System

Abilities and Tiers cost 5 build points to gain one of these.

### Abilities

#### One Time Buys

**Water Walking** (Ninja, Martial Artist) - Spends 1chi to make one round of movement on water

**Jumping** - +10 Ft in a jump action

**Speed Boost** - +10 Move per level 1/day

**Strength Boost** - +1 STR per level 1/day

**Dexterity Boost** - +1 DEX per level 1/day

**Toughness Boost** - +1 CON per level 1/day

**Aura of Command** - Command single target - Will save DC 10 +level+ CHA Mod 1/day

**Aura of Beauty** - Charm single target - Will save DC 10+level+CHA Mod 1/day

**Battle Mind** - Gain a extra action (limit one use per round) 1/day

**Danger Sense** - Player cant be caught Flat Footed

**Focus Damage** - +1 to damage per level 1/day

**Ignore Pain** - Allows Player to ignore penilties when injured

**Read HP allies** - Allows Player to see HP of friendly targets

**Battle Ready** - +5 to Initiative roll

**Mental Attack** - cause verbal attack 1d10 ranged touch - Will save DC 10+level+INT mod 1/day

**Mental Shock** - cause verbal attack that stuns target - Will save DC 10+level+INT mod 1/day

**Life Jacket** - +level on Swim check

**Life Boat** - +level on survival check

**Weapon Field** - attack all in 10ft Radius 1/day

**Accuracy** - turns normal attack to touch attack 1/day

**Flurry of Blows** - gain the monk ability

**Cheap Shot** - Cause a distraction then strike, Will save DC 10+level+INT mod, +1d10 1/day

**Drunken Dodge** - player rolls d6 and gets result as AC bonus for their level in rounds 1/day

**Forceful Attack** - Grants attack ghost touch ability 1/day

**Frightful Aura** - Cause fear to target - Will save DC 10+level+CHA Mod 1/day

**Disgusting** - Causes sickness to target - Will save DC 10+level+CHA Mod 1/day

#### Multiple Buys

**Junk Build** - +level in craft skill (each buy is based on a new craft skill)

**Vast Knowledge** - +level in Knowledge skill (Each buy is based on a new Knowledge skill)

**Hidden Weapon** - Hide a weapon one body no matter what size (Each buy allows one new weapon)

**Elemental Resistant** - +5 resist one type of elemental damage (each buy grants new element)

**Determination** - +WIS Mod on using , poisons/potions/ healing (each buy grants new choice)

#### Stackable Buys

**Enlarge attack** - Makes a special attack wider area of attack +10 (max 100ft) 1/day

**Incredible Luck** - Allows player to choose a re-roll of a die 1/day

**Sneak Attack** - Gain a sneak attack equal to ½ level does not gain immunity of rouge (buy gains extra dice)

**Deep Strike** - attacks cuts through DR with a +1 per purchase

**Queens Guardian** - +1 to AC with a Off Hand Weapon (extra buys gain extra bonuses Max +5)

**Damage Reduction** - +1/- DR (max 5)

**Protective** - Grants a +1 AC to allies in 30 ft area for level in rounds (Max +5) 1/day

## **Tier System**

Tier 1 (The first tier, each tier cost 5 points)

Tier 2 (You cant get one tier till you have the tier before it)

Tier 3a (either one or both of these can be taken but only one is needed to go to

Tier 3b the next tier)

Tier 4

## **Healing** (most healing can only be done out of battle)

First aid (1d8 healing per person per day)

Basic Medicine (2d8 healing per person per day)

Moderate Medicine (3d8 healing per person per day)

Aspirin (Heal Check, to Cure injury)

Critical Medicine (4d8 healing per person per day)

Pill (Heal check, to cure Disease)

Emergency Care (1d8 healing in Battle per person per day )

Surgery (5d8 healing per person per day )

Syrup (Heal Check, to Cure Poison)

Field Medic (2d8 healing in Battle per person per day)

Critical Surgery (6d8 healing per person per day)

Band-aid (Heal Check to Cure Level drain/vile)

## **Weapon Making** (grants a bonus / new ability on a weapon)

Look what I made (basic weapon made, 25% chance master work)

Tinkering (grants a +1 bonus to Weapon)

Dial in (use one dial in a Weapon)

Basic Alteration (grants a +2 bonus )

Light weight (Decrease weight of weapon by ½ )

Moderate Alteration (grants a +3 bonus)

Dial up (can use a second dial in weapon)

Easy to use (Exotic Weapon counts as Martial)

Forge and Anvil (Lowers cost of weapon materials by 10%)

Critical Alteration (grants a +4 bonus)

Bigger is better (weapon counts as one size category larger)

Scrap build (grants a +5 bonus)

Dial out (can add a third dial to weapon)

Point and Click (Exotic Weapon counts as Simple)

Plans (lowers cost of weapon materials by 20%)

## **Navigation**

Map reader (+5 to navigation)

Map maker (+10 to Navigation)

Map Prediction (Know Direction)

Short Cut (grants Vehicle a Non Combat Move Bonus of +50)

Chart (+5 to search checks for fresh water/ food)

World Traveler (predict Weather conditions)

Plan for ambush (+2 with ships maneuverability)

Dowsing (+10 search checks for fresh water/ food)

Enemies Plans (predict the movement of enemies)

Ambush (Grants vehicle a +10 Hide)

Always Prepared (+5 to Survival Checks)

Hit them where it hurts (+4 bonus to roll for ship in battles)

World Atlas (+10 to Survival Checks)

## Cooking

Seasoning (+5 to cooking)

Flavoring (+10 to Cooking)

Preparation (food does 1d8 healing per meal)

Tasty ( Purify Food and Water)

Sauce (food does 2d8 healing per meal)

Cook (food grants an additional +1 bonus to all saves for the day)

Chef (Food grants +2 to saves per day)

Secret Season (Food does 3d8 healing per meal)

Yum (Grants +10 to save verses Poison )

Yummy (Grants +10 to save verses Sickness)

Master Chef (Food grants immunity to disease for day)

Flambé (Food grants a +1 to all rolls)

Fish and Loafs (Make filling food out of little supplies)



**Study** (the tiers in this set can be taken multiple times each time it effects a different Knowledge)

Reading (+5 to set Knowledge)

Basic Study (+10 to set Knowledge)

Advance Study (new langue)

Family History (spend a round and learn targets weaknesses)

Lost Knowledge (Learn new Knowledge Skill)

Mimicry (Mimic another persons move with a 25% chance)

Weak Spot (+5 bonus vs. Machines/vehicles)

Copy Machine (Mimic move at 50% chance)

Saw it Coming (+5 deflection Bonus)

Read it somewhere (+5 to Diplomacy)

Xerox (Learn a successful move mimicked at double cost)

Historian (+10 to Diplomacy)

Identify (can identify properties of most items)

Research (can identify triggers for artifacts)

**Craftsman** (build things that have use or grant protection or special ability this ability can be taken multiple times each time it is for a different craft skill. I.e. machines / vehicles/armor/ Items/Robotics )

Hot Glue (item is basic, \*add one dial to an item)[\*-applies to items/armor others have no dial limit]

Wood Glue (+1 item or small machine)

Salvage (lowers the cost of build by 10%)

That will Hold (+5 to Craft to fix broken item)

Features (can add a second dial to item)

Crazy Glue (+2 item or Medium machine)

I Fixed it (+10 to Craft to fix broken item)

Comfort Handling (+10 to vehicle/robot HP)

Hammer and nail (+3 item or Large machine / Small vehicle/Small Robot)

Junk Yard (lowers the cost of the build by 20%)

Home Repair (Grants +5 Repair)

Comfort Seating (+20 HP to Vehicle/robot)

Extra Features (can add three dials to items)

Screw it (+4 item or Huge Machine/ Medium vehicle/Medium Robot)

3<sup>rd</sup> shift (Build takes ½ time)

TV/VCR Repair (Grants +10 Repair )

Nuts and Bolts (+5 item / Large vehicle/Large Robot)

Knock on Wood (+5 DR to vehicle)

Fuel Economy (Powered device uses 1 less fuel)

Bonus Feature (add a fourth dial to item)

Duct Tape (Huge vehicle/Cyborg)



**Chemistry** (Potions and poisons created with this the DC is based off the tier the type the character makes determines the save )

Medicine Cabinet (create potions/ poisons 1d6/DC 15/+1 boost)

This might help (+5 to survival checks to find natural herbs/poisons)

Grind Stone (+ 5 to craft alchemy on Chemical weapons/Powders/Power sources)

First Aid kit (create potions/ poisons 1d12/DC 18/ +2 boost)

Look what I found (+10 survival checks to find natural herbs/poisons)

I made this (+10 to craft alchemy on Chemical weapons/Powders/Power sources )

Medicine Bag (create potions/ poisons 3d8/DC 20/+3 Boost)

Dash of this (Add secondary effect to potion/ poison)

Doctors Script (create potions/ poisons 5d6/DC 23/+4 Boost)

Chemical Warfare (Chemical weapons do double damage)

Pharmacy (create potions/ poisons 5d8/ DC 25/ +5 Boost)

Biological Warfare (+5 to the DC of alchemic creations)

Anthrax (+10 to the DC of alchemic creations)

Fresh (potion Max healing)

Foul (Max damage poison )

Shape Charge (Max damage chemical weapon)

**Pilot** (The skill one has in driving vehicles/ Ships)

Sunday Driver (+5 To Pilot/ Drive skill)

Backseat Driver (+10 to Pilot/ Drive skill)

Defensive Driver (+5 to AC of Vehicle/ Ship)

Offensive Driver (+5 to Attack made from Vehicle/ Ship)

Test Driver (+10 AC of Vehicle /Ship)

Demolition Derby (attacks with Vehicle/Ship +2d10 damage)

Racer (+10 Speed for Vehicle/ Ship)

Speed Racer (+30 Speed for Vehicle/Ship)

Racer X (Can make the Vehicle/ship Jump one move Per day)

**Performer**

Hum a tune (+5 bonus to performance)

Tap your feet (+10 to performance)

Love-a-bye (DC 15 will vs. sleep 1/day or time needed to rest is decreased by 2 hours)

Sea Shanty (DC 10 will vs. Fear to one target ship 1/day)

Amusement (grants +5 to reputation per day)

Muse (grants +5 to Crafting / making/ studying abilities per day)

Gather Crowd (grants +10 to reputation per day)

Influence (improve attitude of target)

Distraction (make self target of attack)

Screech (DC 20 Will vs. knock prone one target)

He did it (make other target of attack)

Look at That (cause target to lose an action)

**Kung-Fu Tier**

Eye of the Rat - +5 to Spot checks

Eye of the Hawk - +10 to Spot checks

Fangs of the Viper - Unarmed attacks do an extra 1d6 damage acid

Strength of the Bear - x2 to Strength Checks

Stoutness of the Boar - +4 to Fort and +1 per level HP

Fangs of the Cobra - Unarmed attacks do an extra 1d12 damage acid

Strength of the Elephant - x4 to Strength checks

Health of the Tiger - Constitution Bonus x2

### **Merchant Tier**

Stepping In - Allows 1 re-roll of a failed Diplomacy roll per day made by any character

Money Maker - Adds 10% to value of items they sell

Cash Register - adds 25% to value of items they sell

Special Deal - grants a discount of 10% on any item 1/day

Treasure Hunter - +5 to search checks

Hardware Store - cost of building materials is cut by 10%

Archeologist - +10 to search checks

Deal Maker - adds 50% value to items they sell

I've Got a Coupon - grants a discount of 25% on any item 1/day

Building and supply - cost of building materials is cut down by 25%

### **Bandit Tier**

Light Footed - +5 to Move Silently rolls

Create a Distraction - +5 Pick Pocket

Quick Fingered - +5 to Disable Device rolls

Get 'em - +2 to all attack rolls when attacking the same target as allies

Silent Step - +10 to Move Silently Rolls

Quick Reaction - +6 to reflex rolls

Five Finger Discount - +10 Pick Pocket

Nimble Finger - + 10 to Disable Device rolls

Gang Up - +4 to all attack rolls when attacking the same target as allies

Double Shot - Attack hits two targets instead of one 1/day

### **Gambler**

Lucky 7 - Rolling a 7 on to hit counts as a roll of 20, On damage grants x4 damage (not on "The Lady")

Misfortune - random object (for size see throw anything in feats) hits target 1/day

Glint of Green Eyes - On any failed roll the player can instead will succeed 1/day

Full House - Rolling a 20 auto confirms as a critical 1/day

Marked Deck - player rolls 1d6 on a 1 they get a extra use of an ability of their choice that day  
(not on "The Lady")

X-ray Glasses - ask GM to know target's Hp, Attacks, AC, Saves or even a weakness 1/day

Fixed Dice - A roll of a 1 counts as a roll of 20 1/day (not on "The Lady" roll)

Black Cat - Acts like Misfortune but objects are only medium and up sizes

Balls In your Court - Player is granted a +5 to hit and damage on their ship/island

Hidden Ace - Player gets to act again at the end of the round 1/day

Jackpot - Player does auto max damage for their level in rounds 1/day

Rules Lawyer - Player can block a action by target for 1d6 rounds 1/day

Old Man Fate - cheat death by giving up their level in total HP

The Lady - Player can roll 1d20 on the result of 20 one stat rolled on a d6 is boosted by 1 1/month



## Skills

One Piece Skills (for every 5 points in one skill they grant a second bonus to another skill)

Acrobatics - DEX - allows you to do flips and walk tight rope and such  
Animal Empathy - CHA - used to befriend or command animal (+2 Ride)  
Appraise - INT- used to determine the value of an item (+2 Gamble)  
Balance - DEX - allows you to remain balanced (+2 Acrobatics)  
Bluff - CHA - used to tell a good lie (+2 Intimidate)  
Climb - STR - allows you to scale surfaces  
Concentration - CON - maintains control over difficult tasks  
Control Shape - CON - used to change from one form to the next  
Craft (One craft from the list below) - INT- creates something  
Demolitions - WIS - allows you to safely or not destroy things (+2 Disable Device)  
Decipher Script - INT- used to read coded messages (+2 Search)  
Diplomacy - CHA - used to help befriend others (+2 Seduction)  
Disable Device - WIS - allows you to safely disarm traps (+2 to Open locks)  
Disguise - CHA - change the way you look (+2 Hide)  
Drive - DEX - Used in driving vehicles on land  
Escape Artist - DEX- allows you to escape bonds or grapples  
Forgery - INT - used to write codes or make fake copies of paperwork  
Gamble - CHA - used to wager in games or cheat at games (+2 Slight of Hand)  
Gather Info - INT- used to gather info from people (+2 to Research)  
Hide - DEX - allows you to hide from others  
Intimidate - CHA- used to cause fear in target  
Investigate - (See Gather Info)  
Jump - STR - Allows you to jump distances  
Knowledge ( one Knowledge from the list below) - INT- ones knowledge of a subject  
Listen - WIS - Hear faint noises  
Martial Arts - STR- used to perform acts of Strength for display or need (+2 Tumble)  
Medical - WIS - used to treat injuries and sickness  
Move Silently - DEX - Move at an unheard pace  
Navigate - INT - used to tell direction and maintain a course (+2 Pilot)  
Open Lock - WIS - used to Open locked doors  
Perform (performance type) - CHA - used to perform music, speech or dance.  
Pick Pocket - DEX - used to take or place things in pocket without being noticed  
Pilot - DEX - Used to drive/fly a ship  
Profession (one form the list below) - WIS - secondary job  
Read Lips - INT- used to read lips when listen cant be made  
Repair - INT - used to fix broken items or vehicles (+2 Drive)  
Research - INT - used to find information through books and news reports (+2 Gather Info)  
Ride - DEX - Used in Riding horses or such  
Search - WIS - used to find hidden things (+2 Decipher Script)  
Seduction - CHA - the art of charming someone (+2 Sense Motive)  
Sense Motive - WIS - used to tell general attitude or see if person is telling the truth  
Sleight of Hand - DEX - used to switch out or put in items without being seen (+2 Pick Pocket)  
Spot - WIS - used to see important things  
Streetwise - INT - Being able to identify the signs and gangs of the street  
Survival - WIS - used to forage for food and water, skin hides, set traps (+2 Spot)  
Swim - STR - used to swim  
Taunt - CHA - Used to insult others  
Tumble - DEX - used to roll out of the way  
Use Rope - DEX - Used in making knots or binding people or things (+2 Climb)

Knowledge Skills (for every 5 points in one skill they grant a second bonus to another skill)

Geography - info on locations of known world (+2 Navigation)

Religion - info on religions

Biology - info on Anatomy and biology (+2 in Medical)

Poisons - info on poisons and venoms (+2 Craft Alchemy)

Area - info on a given island or town

Nature - info on all things natural (+2 in Survival)

Foreign Culture - info on foreign ways and lifestyles (+2 Diplomacy)

History - info on world history

Law - info on laws

Mechanics - info on machines (+2 to craft machines)

Military Science - technology and strategies of the military (+2 Craft Weapons)

Occult - info on the Dark and hidden Arts

Grand line - info on island types and known wildlife in the grand line that are out of place

Ninjutsu - info on ninja and martial artist techniques (+2 Martial Arts)

#### Craft Skills

Chemistry / alchemy - create/identify basic chemicals, powders

Weapons - create normal weapons

Armor - create normal armor

Items - create basic items

Vehicles - create basic vehicles

Machines - create basic machines

Cooking - cook food

Profession (for every 5 points in one skill they grant a second bonus to another skill)

Sailor - Skilled at traveling the sea (+2 to Pilot rolls)

Tailor - Skilled at making cloths / cleaning / mending (+2 to Craft armor rolls)

Potter - skilled at making pottery (+2 to Craft Item rolls)

Farmer - skilled at growing plants (+2 to Craft Cooking Rolls)

Shop keeper - skilled at making deals on items (+2 to Diplomacy Rolls)

Bartender - skilled at get people to talk (+2 to Investigate Rolls)

Book Keeper - skilled at acquiring knowledge (+2 to Research Rolls)

Bum - skilled at survival (+2 To Disguise Rolls)

Lumberjack - skilled at getting supplies wood (+2 to craft vehicle)

Miner - skilled at getting supplies Metal (+2 to craft Weapon)

Home maker - skilled at keeping things clean (+2 to Spot rolls)

Fisherman - skilled at the art of catching fish (+2 to survival rolls)

Herbalist - skilled at finding and gathering herbs (+2 to Craft Alchemy / Chemistry)

#### New Skills

Control Shape - CON

Acrobatics - DEX

You can keep your balance while traversing narrow or treacherous surfaces. Or to perform circus acts.

Animal Empathy - CHA

Used to both befriend and care for in the day to day use / gathering of materials from animals, wild or pets.

Appraise - INT

You can evaluate the monetary value of an object. At Higher results you can even find unique qualities and abilities about the object.

Balance - DEX

This skill allows one to maintain a simple walk in difficult situations such as walking on a ship in the middle of a heavy storm

Bluff - CHA

You know how to tell a lie. Or make it seem like a lie. Or Tell a story so hard to believe yet get people to fall for it.

Climb - STR

You are skilled at scaling vertical surfaces, from smooth city walls to rocky cliffs.

Concentration - CON

Using this skill allows one to no break their focus on a prolonged ability, technique or power.

Control Shape - CON

This skill which is cross class for all classes is used to shift from one form of body to another. It has three main uses. One is Mermaids / Mermen this skill is used by them to gain the use of legs on land DC 15. The next use is for Zoan types it allows them to change forms without this skill they are stuck in hybrid form on a DC 15 they can change ether to their original form or to the full form of the fruit. Lastly is Logia fruit users which on a DC 20 can avoid some physical attacks by converting their body to their element type.

Craft (One craft from the list below) - INT

You are skilled in the creation of a specific group of items, such as armor or weapons. Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks. The most common Craft skills are chemical /alchemy, armor, baskets, books, bows, calligraphy, carpentry, cloth, clothing, glass, Items, jewelry, leather, locks, machines, paintings, pottery, sculptures, ships, shoes, stonemasonry, traps, vehicles and weapons. A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill. The minor crafts are secondary craft skills from the major each minor is listed below the major skill it falls under.

Chemistry / alchemy

No minor craft

Allows one to create chemical weapons, medicines, poisons, drugs or useful chemicals like glue

Weapons

Bows, Traps

Allows one to create simple weapons for use or sell

#### Armor

Cloth, Clothing, Shoes, Leather

Allows one to create clothing, armor and shoes for sell or to wear.

#### Items

Baskets, Calligraphy, Paintings, Pottery, Jewelry

Allows one to create unique items, jewelry or items of value to sell.

#### Vehicles

Carpentry, Stone masonry, Ships

Allows one to create vehicles for driving, flying or to sail on the ocean.

#### Machines

Locks, Glass

Allows one to create complex items that have great purposes such as locks and even cyborgs and robots

#### Cooking

No Minor craft

Allows one to make meals, and food products like cheese, wine, jelly

#### Demolitions - WIS

The skill at blowing up the things you want to without blowing up the things you don't want to.

#### Decipher Script - INT

This skill allows one to read and try and decode secret messages and ancient texts.

#### Diplomacy - CHA

You can use this skill to persuade others to agree with your arguments, to resolve differences, and to gather valuable information or rumors from people. This skill is also used to negotiate conflicts by using the proper etiquette and manners suitable to the problem.

#### Disable Device - WIS

You are skilled at disarming traps. In addition, this skill lets you sabotage simple mechanical devices, such as catapults, wagon wheels, and doors.

#### Disguise - CHA

You are skilled at changing your appearance. No more funny nose with glasses for you. You can change hair color add or remove scars and tattoos.

#### Drive - DEX

The skill needed to drive most land based devices and some sea and air such as Wavers and Bubble riders

#### Escape Artist - DEX

Your training allows you to slip out of bonds and escape from grapples.

#### Forgery - INT

This skill allows one to forge, fake or completely make up documents, money or other important papers

Gamble - CHA

This skill allows the player to cheat in a game of chance for profit or other gains

Gather Info - INT

Allows the player to seek and gain information from people and learn about what rumors there are to hold

Hide - DEX

The ability to hide one self from danger or to seek it in the case of back stabbing someone.

Intimidate - CHA

You can use this skill to frighten your opponents or to get them to act in a way that benefits you.

This skill includes

verbal threats and displays of prowess.

Investigate - (See Gather Info)

Jump - STR

Allows the player to jump distances in height and/or length.

Knowledge - INT- ones knowledge of a subject

Geography

Knowledge of the lay of the land and how to read maps, climates and possible locations for vital resources

Religion

Knowledge of a or many religions their texts, teaching and practices

Biology

Knowledge of how the body works for each race and type of person and how to keep it in good health

Poisons

Knowledge of the different poisons and drugs, how they effect people and how to best use them

Area

Knowledge of People and places in given cities

Nature

Knowledge use to identify and understand useful parts of plants and wildlife

Foreign Culture

Knowledge and understanding of how other less common cultures act and speak

History

Knowledge of the worlds/ areas history

Law

Knowledge of the worlds / local laws

Mechanics

Knowledge of how things work to get a machine working

Military Science

Knowledge of the military (World Government and Marines) Weapon technology, Training, Strategies and even some of the rare weapons out there

Occult

Knowledge of the dark and evil powers of the world and even a understanding of magic in a mystical sense

Grand line

Knowledge of the plant, oddities and even some plant life in the grand line

Ninjutsu

The understanding and ability to identify the use of chi and what techniques one is using

Listen - WIS

The ability to hear noises and identify their location and source.

Martial Arts - STR

A form of Performance used to show off ones fighting skill

Medical - WIS

You are skilled at tending to wounds and ailments. You can treat any clear injury or known injury (Knowledge Biology) or illness. Unknown will take time to study and rolls of trial and error.

Move Silently - DEX

A skill used to maintain a quiet nature and movement to remain undetected

Navigate - INT

A Highly important skill for one to learn to be able to know which way to go, avoid dangers and gain bearings without landmarks to guide them

Open Lock - WIS

Skill in getting through locked doors, safes and locks on chests.

Perform (performance type) - CHA

You are skilled at one form of entertainment, from singing to acting to playing an instrument. Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with its own ranks.

Pick Pocket - DEX

The skill used to remove or place objects from one person to another without being noticed

Pilot - DEX - Used to drive/fly a ship

Profession (one form the list below) - WIS

You are skilled at a specific job. Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks. While a Craft skill represents ability in creating an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Sailor

Used to perform basic ship based tactics at sea, Higher levels for racing or hazardous

Tailor  
Used toward selling, buying and gathering supplies and items made

Potter  
Used toward selling buying and gathering supplies and items made.

Farmer  
Used towards growing and harvesting plants and trees for food

Shop keeper  
Used to haggle prices and make a better profit

Bartender  
Used to Befriend people and make complex alcoholic beverages

Book Keeper  
Used to keep and maintain a books condition

Bum  
Used to skillfully gain money by doing nothing but asking for it

Lumberjack  
Used to gather wood and supplies for sell or purchase

Miner  
Used to gather ore/gems and supplies for sell or purchase

Home maker  
Used to perform domestic tasks as cleaning and doing laundry

Fisherman  
Used to gather fish and supplies for sell or purchase

Herbalist  
Used to grown and gather herbs for medicine or chemicals

Read Lips - INT  
A skill used to watch someone out of ear shot and understand what they are talking about

Repair - INT  
An important skill used to fix broken items, vehicles, weapons and tools

Research - INT  
A skill to know where and how to go about finding information in books and other resources that don't give direct person interaction

Ride - DEX  
You are skilled at riding mounts, usually a horse, but possibly something more exotic, like a Spotted Bill Duck or Flying Fish. If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks.

Search - WIS  
The skill at finding lost or hidden items in a big world.

Seduction - CHA

The ability to lie cheat and flirt your way to information or just a little romance.

Sense Motive - WIS

The ability to be able to tell a persons actions on what they intend in their actions such lye, to you harm you, or seduce you.

Sleight of Hand - DEX

The skill that allows one to perform street magic or distract others and take replace or remove items in plain sight.

Spot - WIS

The skill to notice things going on within ones view of things, Also to see things at distances

Streetwise - INT

The skill of knowing which gangs territory markings and members you can find in urban environments.

Survival - WIS

The skill in gathering plants, finding shelter, water and tracks and being able to follow them.

Swim - STR

The ability to be able to keep ones head above the water and able to travel it without drowning.

Taunt - CHA

The ability to insult and enrage a person into attacking you.

Tumble - DEX

The skill used to roll and dodge traps, attacks and hazards along the way

Use Rope - DEX

Skill used to tie and make sure rope is secure for climbing or holding a person



## Feats

- 1 - Warriors can take this feat as a bonus feat choice
- 2 - Monks can take this feat as a bonus feat choice
- 3 - pirates can take this feat as a bonus feat choice
- 4 - Bounty Hunters can take this feat as a bonus feat choice
- \* - Feats effects stack when taken multiple times
- # - Feat can be taken multiple times effects don't stack

## Attack Based Feats

### Able Sniper (1, 3, 4)

+2 bonus on ranged attacks against flat footed targets and a +4 to hiding checks after attack is made, requires DEX 13 and 5 ranks in Hide

### Arterial Strike

Trade 1d6 sneak attack damage for 1 point of bleed damage per

### Bleeding Critical (1)

Whenever you score a critical hit, the target takes 2d6 bleed, required Critical Focus, base attack bonus +11

### Blinding Critical (1)

Whenever you score a critical hit, the target is blinded, required Critical Focus, base attack bonus +15

### Brutal Throw (1,3)

Add STR damage to ranged Attack, requires Power throw and STR 15

### Catch off Guard (1,2,3,4)

no penalties when attacking with a improvised weapon

### Cleave (1,3,4)

Extra melee attack after dropping target, requires Power attack

### Close Quarters Fighting (1,2,3)

Can make a Counter attack to avoid grappling, requires Base attack

### Close Shot (1,3,4)

Adds +1 extra die of damage for attacks within 30 ft, requires Point Blank Shot and Precise Shot feats

### Combat Expertise (1,3)

Trade attack Bonus for AC (max 5 points) requires INT 13

### Combat Reflexes (1,4)

Make Additional Attacks of Opportunity



### Critical Focus (1)

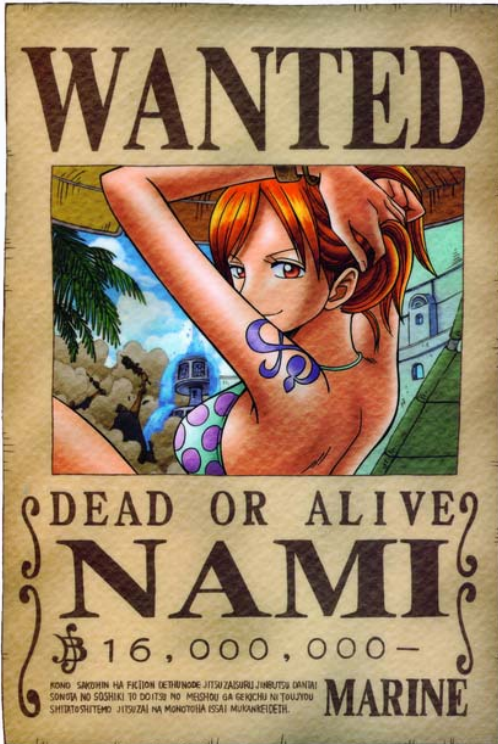
+4 bonus on attack rolls made to confirm critical hits, required Base attack bonus +9

### Critical Mastery (1)

Apply two effects to your critical hits, required Any two critical feats, 14th-level warrior

### Dazzling Display (1,2,3,4)

Intimidate all foes within 30 feet, requires Weapon Focus



### Deadly Aim (1,3,4)

Trade ranged attack bonus for damage, requires Dex 13, base attack bonus +1

### Deadly Stroke (1,3)

Deal double damage plus 1 Con bleed, requires Greater Weapon Focus, Shatter Defenses, base attack bonus +11

### Deafening Critical (1,3)

Whenever you score a critical hit, the target is deafened, required Critical Focus, base attack bonus +13

### Deflect Arrows (2)

Deflect one ranged attack per round, requires DEX 13 and Improved Unarmed Strike feat

### Disemboweling Strike

Trade 4d6 sneak attack to deal 1d4 CON damage, requires sneak attack 5d6

### Double Slice (1,3)

Add your Str bonus to off-hand damage rolls, requires Two-Weapon Fighting

### Drive By

Take a negative to your to hit in making a ride by attack equal your speed divided by 10 (round up) and then take that same number of your speed divided by 10 and double it for extra damage from the attack

### Encore

Bards musical attacks get a second chance to hit subject that passed the save (Bards Only)

### Exhausting Critical (1,3,4)

Whenever you score a critical hit, the target is exhausted, requires Tiring Critical, base attack bonus +15

### Far Shot (3,4)

Increase range increment by 50%, requires Point Blank Shot feat

### Fire in the Hole (3)

+2 on explosives

### Fist of Iron (2)

+1d6 Unarmed damage, Requires Improved Unarmed Attack, Base Attack +2

Flying Kick (2)

+1d12 damage on unarmed attacks when charging, requires STR

Gorgon's Fist (2)

Stagger a foe whose speed is reduced, requires Scorpion Style, base attack bonus +6

Great Cleave (1)

No limit to cleave attacks each round, Requires base attack +4, Power attack and cleave feats

Greater Shield Focus (1)

Gain a +1 bonus to your AC when using a shield, requires Shield Focus, 8th-level warrior

Greater Two Weapon Fighting (1,3,4)

Gain a third attack with off hand weapon, requires Two Weapon Fighting feat, Improved Two Weapon Fighting DEX 19, base attack +11

Greater Vital Strike (1,3)

Deal four times the normal damage on a single attack, requires Improved Vital Strike, base attack bonus +16

Greater Weapon Focus (1)

Gain +2 to attack rolls with selected weapon, requires Weapon Focus feat, proficient with weapon and warrior level 8

Greater Weapon Specialization (1)

Gain +4 to damage rolls with selected weapon, requires Weapon Focus, Greater Weapon Focus and Weapon Specialization feats, proficient with weapon and warrior level 12

Grenadier (3)

+1 on attacks with splash, explosive or chemical weapons

Hamstring

Trade 2d6 sneak attack damage to cut opponent's speed in half, requires sneak attack, Base attack +4

Improved Bull Rush (1,3,4)

+4 Bull rush attempts: no attack of opportunity, requires Power attack Feat

Improved Critical (1,3,4)

Double Threat range of weapon, Requires Proficient with weapon and base attack of +8

Improved Disarm (1,4)

+4 bonus to disarm attempts: no attack of opportunity, requires Combat Expertise Feat

Improved Grapple (2,4)

+4 bonus on grapple checks: no attack of opportunity, requires DEX 13 and Improved Unarmed Strike

Improved Precise Shot (1,3,4)

Ignore less than total cover on concealment, requires Point Blank Shot and Precise Shot feats, Base attack +11 and 19 DEX

Improved Shield Bash (1)

Retain Shield bonus when Shield bashing, requires Armor Proficiency Shield

Improved Sunder (1,4)

+4 bonus on sunder attempts: no attack of opportunity, requires Power Attack

Improved Trip (1,2,4)

+4 to trip attempts: no attacks of opportunity, requires combat expertise feat

Improved Two Weapon Fighting (1,3,4)

Gain a second off-hand attack, requires DEX 17, base attack of +6 and Two-weapon fighting feat

Two Weapon Fighting Reduces two-weapon fighting penalties by 2, requires DEX 15

Improved Unarmed Strike (1,3,4, monks get this for free at 1<sup>st</sup>)

Considered armed even when unarmed, damage is 1d6 unless monk See monk class for unarmed damage

Improved Vital Strike (1,3)

Deal three times the normal damage on a single attack, requires Vital Strike, base attack bonus +11

Improvised Weapon Mastery (1,2,3,4)

Make an improvised weapon deadly, requires Catch Off-Guard or Throw Anything, base attack bonus +8

Karmic Strike (2)

Take -4 penalty to AC to make attack of opportunity against melee opponent that hit you, requires DEX 13 and Combat Expertise,

Last Resort

Expend the last of your HP to gain a One time Boost to your Attack and Damage equal to your Level in Hit Dice.

Afterwards Drop to 0.

Leap Attack Doubles (1,3)

damage by Power attack on successful charge, Requires Power attack feat and 8 ranks of Jump

Lucky Bullet (3,4)

1/day re-roll one missed shot

Lunge (1,4)

Take a -2 penalty to your AC to attack with reach, requires Base attack bonus +6

Many shot (1,3,4)

Shoot two or more shots at one time, Requires Point Blank Shot and Precise Shot, DEX 17, base attack +6

Martial Weapon Proficiency (1,2,3,4)

No penalty on attack rolls

Medusa's Wrath (2)

Make 2 extra attacks against a hindered foe, requires Gorgon's Fist, base attack bonus +11

Monkey Grip (1,3,4)

Use larger melee weapons at -2 penalty treating a Two handed weapon as one handed or allowing them to wield a weapon one size category larger then they could for their size, requires base attack +1



Mounted Archery (1,4)

Half Penalty for ranged attacks while riding, requires Mounted Combat Feat

Mounted Combat (1,4)

Negate Hits on Mount with ride check, requires 1 point spent in ride skill

Pinpoint Targeting (1,3,4)

No armor or shield bonus on one ranged attack, requires Precise Shot, base attack bonus +16

Precise Shot (1,3,4)

No -4 penalty for shooting into melee, requires Point Blank Shot feat

Point Blank (1,3,4)

+1 on Ranged attacks and damage within 30ft

Power Attack (1,3,4)

Trade attack bonus for damage with melee attacks (up to base attack score), Requires STR 13

Power Throw (1,3,4)

Uses STR instead of DEX to hit with thrown weapon, requires STR 13

Power Critical (1,3,4)

+4 bonus to confirm crits with one weapon, requires Weapon Focus

Prone Attack (1,2,3)

Attack while Prone at no penalty and stand up, requires DEX 15,

Psychological Warfare

Allows player to use Taunt, Intimidate Bluff, or Diplomacy as an attack , Bards and Nobles only, see below for rules, Barbarians can take this Feat but it only applies to intimidation

#### *Psychological Warfare attacks*

*Taunt - \* Will save (DC is the result of the roll) versus enraged. Enraged is similar to a rage action only it does not grant the HP boost and it prevents the attacker to do any thing then a basic attack at the player using the taunt. It lasts for ½ the players level in rounds.*

*\* - Yo Mama feat allows the player to choose instead to do subdual damage*

*Bluff - Will save (DC is the result of the roll) versus confusion. Lasts for ½ the players level in rounds. If the target fails Roll 1d 100*

*01 - 10 attacks player using confusion*

*11 - 20 acts normally*

*21 - 50 does nothing but babbles incoherently*

*51 - 60 attacks self with melee attack*

*61 - 70 flees from player using confusion*

*71 - 100 attacks nearest target others then player using confusion*

*Diplomacy - Will save (DC is the result of the roll) versus Depression.*

*Depression*

*causes the target to lose the will to fight. They can take only non offensive attacks at the player using diplomacy. Lasts for ½ the players level in rounds.*

*Intimidate - Will save (DC is the result of the roll) Verses Fear.*

*Lasts for ½ the players level in rounds. On failure they are shaken verses all but the player whom they must ether run or if not possible cower before.*

**Quick Draw (1,2,3,4)**

Draw weapon as a free action, requires base attack of +1

**Rapid Reload (1,3,4)**

Reload weapon quicker (cross bows free action, guns standard action)

**Resounding Blow (1,3)**

Causes fear check DC damage dealt 30 ft area, requires STR 13

**Ranged Disarm (3,4)**

Use ranged weapon to disarm foe within 30 ft, requires DEX 15, Base attack +5 and Point Blank Shot and Precise Shot Feats



**Ranged Sunder (3,4)**

Use ranged weapon to sunder foes weapon at reduced damage penalty, requires STR 13, Point Blank Shot and Precise Shot Feats, and base attack bonus +5

**Ride-by-Attack (1,4)**

Move before and after mounted charge, requires Mounted Combat feat

**Scorpion Style (2)**

Reduce target's speed to 5 ft., requires Improved Unarmed Strike

**Sickening Critical (1,3,4)**

Whenever you score a critical hit, the target is sickened, required Critical Focus, base attack bonus +11

**Sharp-Shooting (1,3,4)**

Halve Opponent's cover bonus, requires Point Blank Shot and Precise Shot feats, and base attack +3

**Sharp Shooter (1,3,4)**

+1 to hit with Firearms

**Shatter Defenses (1,2,4)**

Hindered foes are flat-footed, requires Dazzling Display, base attack bonus +6

**Shield Focus (1)**

Gain a +1 bonus to your AC when using a shield, requires Shield Proficiency, base attack bonus +1

**Shield Master (1)**

No two-weapon penalties when attacking with a shield, requires Shield Slam, base attack bonus +11

**Shield Slam (1)**

Free bull rush with a bash attack, requires Improved Shield Bash, Two-Weapon Fighting, base attack bonus +6

#### Shot on the Run (1,3,4)

Move before and after ranged attack, requires DEX 13, Base attack +4 and Dodge, Mobility, and Point Blank Shot feats Rapid Shot One extra ranged attack per round, requires Point Blank Shot feat and DEX 13

#### Snatch Arrows (2)

Catch Ranged attack, requires Deflect Arrows and Improved Unarmed Attack Feats, DEX 15

#### Spirited Charge (1,4)

Double damage on a mounted charge, requires Ride-By Attack

#### Staggering Critical (1,3,4)

Whenever you score a critical hit, the target is staggered, required Critical Focus, base attack bonus +13

#### Stand Still (1)

Prevent Enemies from moving past you, Requires Combat Reflexes

#### Strike Back (1,3)

Attack foes that strike you while using reach, requires Base attack bonus +11

#### Stunning Critical (1,3,4)

Whenever you score a critical hit, the target is stunned, requires Staggering Critical, base attack bonus +17

#### Stunning Fist (2)

Stun target with unarmed strike DC Will (  $\frac{1}{2}$  level +10 + DEX Mod), requires DEX and WIS 13, Base attack +8 and Improved Unarmed

#### Subduing Strike

No penalty when doing non lethal damage, rouges sneak attack can do non lethal damage

#### Tiring Critical (1,3,4)

Whenever you score a critical hit, the target is fatigued, requires Critical Focus, base attack bonus +13

#### Throw Anything (1,2,3,4)

Throw random with no penalty, requires DEX 15, STR (varies on size of object) and base attack +2 see chart below for damage results

#### *Throw Anything Damage Chart*

<i>Size</i>	<i>Damage</i>	<i>STR Needed</i>	<i>Example of item</i>
<i>Diminutive</i>	<i>+1d2</i>	<i>5 or better</i>	<i>Needle, pen, stone</i>
<i>Tiny</i>	<i>+1d3</i>	<i>8 or better</i>	<i>bottle, mug</i>
<i>Small</i>	<i>+1d6</i>	<i>10 or better</i>	<i>plate, Kitchen Utensil</i>
<i>Medium</i>	<i>+1d8</i>	<i>13 or better</i>	<i>Chair, Box</i>
<i>Large</i>	<i>+2d6</i>	<i>15 or better</i>	<i>Small table, Barrel, small people</i>
<i>Huge</i>	<i>+2d10</i>	<i>18 or better</i>	<i>large table, Furniture, medium People</i>
<i>Colossal</i>	<i>+3d10</i>	<i>20 or better</i>	<i>Door, Cart, Large people</i>

+ damage can be stacked based on it being a weapon or has some other type of damage to it

#### Trample (1,4)

Target cannot avoid mounted overrun, requires Mounted Combat Feat

Trick Shot (1,3,4)

Allows to shoot target behind cover, requires Point Blank shot and Precise Shot feats, a DEX 17, and Base attack +8

Two Weapon Defense (1,4)

Off hand weapon grants a +1 shield bonus, requires Two Weapon Fighting feat

Two-Weapon Rend (1,4)

Rend a foe hit by both your weapons, requires Double Slice, Improved Two-Weapon Fighting, base attack bonus +11

Unseat (1,4)

Knock opponents from their mounts, requires Improved Bull Rush, Mounted Combat

Vital Strike (1,3,4)

Deal twice the normal damage on a single attack, requires Base attack bonus +6

Water Splitting Stone (2)

+4 bonus on damage when striking foe that has DR, requires DEX and WIS 13, Improved Unarmed Strike feat and base attack of +9

Weapon Finesse (1,2,3,4)

Use DEX mod instead of STR Mod on attack rolls with light weapons, requires proficiency with weapon and base attack of +1

Weapon Focus (1,3,4)

Gain +1 on Attack roll with selected weapon, requires proficiency with weapon and +1 base attack

Weapon Specialization (1)

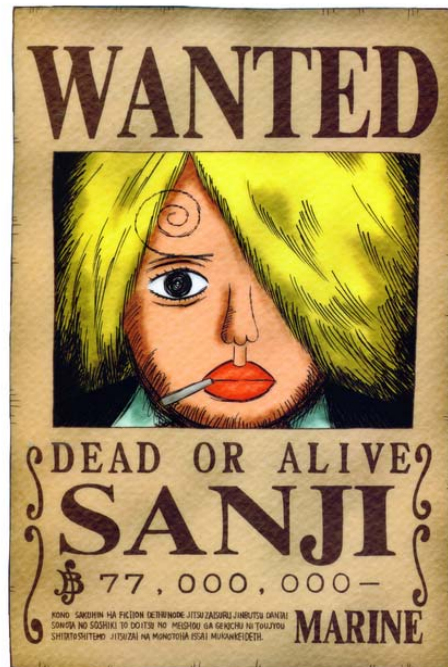
Gain +2 to damage rolls with selected weapon, requires Weapon Focus feat, proficient with weapon and warrior level 4

Whirl Wind (1,3,4)

Attack One melee attack against each opponent within reach, requires DEX 13, Base attack of +4 and Combat Expertise, Dodge, Mobility

“Yo Momma”

Allows a taunt attack do 1d6 subdual damage, taking this feat stacks the damage done to the target





## Other Feats

Armor Proficiency (1,#)

No armor check penalty on attack rolls, There are three types, light, medium and heavy you take the feat for each type you want to be proficient with

Attack Focus (1,3,4,#)

DC of a Special Attack goes up by 4

Battle Dancer (\*)

+2 on attacks while moving and using bardic music, requires base attack of +2 and Bardic music ability

Blind Fight (1)

Re-roll Miss chances for Concealment

Brilliant Planned Attack (1,3,4,#)

+2 bonus in addition to break thru resistances with elemental attacks, requires Planned Attack

Burn Rubber (\*)

Push a vehicle to do an additional Move

Chi Boost (\*)

+30 Chi (can be taken multiple times effects stack)

Cloak Dance (4)

Spend a action to gain concealment, requires Hide 10 ranks,

Code

+1 to all rolls made within the code (ex: Code Of Honor, Code of Justice)

Combat Reflexes (1,4)

Additional Attacks of Opportunity based off of DEX Mod

Dash (\*)

Speed +5 in Light or No armor

Deadly Precision

Re-roll 1's on sneak attack dice, requires DEX 15 and base attack +5

Dramatic Zeal

Allows player to make a will save or Con check (which ever is higher) to avoid a negative effect for 3 rounds +1 round per every point above the DC of the negative effect, failing has the effect act as normal, this is a once per day ability

Empower Power

increases fruits attacks damage by 50% at the cost of +5 to the fort roll of the power

Empowered Soul (#)

Grants an additional 3 times per day use of one attack, effects do not stack each time taken its for a new attack or power

Endurance

+4 bonus on checks and saves to resist non lethal damage

#### Enlarge Power

increases fruits attack range by double at the cost of +5 to the fort Roll for using the power

#### Extend Power

increases fruits attack duration by double at the cost of +5 to the fort roll for using the power

#### Extend Rage

Rage lasts for +5 rounds, requires rage ability

#### Extra Music (\*)

Gain four extra uses of Bardic music per day, requires Bardic music

#### Extra Rage (\*)

Number of rages per day is increased by two, requires rage ability

#### Faster Healing

Heal hit points and ability damage at double normal rate, requires

#### Flick of the Wrist

Cause opponent to be flat-footed for one attack, requires DEX 17, 5 ranks Sleight of Hand, and Quick Draw Feat

#### Gain Chi

Grants character Chi like Ninja and Martial Artist class

#### Greater Attack Focus (#)

DC of the Attack goes up by another 4, Requires Attack

#### Heroic Surge (\*)

Grants the Player the chance to re-roll one die result per day

#### Improved Feint

Perform a bluff action to force target to be flat footed acts as a move action, requires combat expertise

#### Improved Initiative (1,2,3,4,\*)

+4 to initiative checks

#### Improved Toughness

Gain HP equal to your current Hit Die total, requires Base Fort +2

#### Intimidating Prowess

Add Str to Intimidate in addition to Cha

#### Iron Cook (\*)

Grants food a improvement of 1 week of quality

#### Improved Overrun (1,3,4)

+4 to overrun attempts: no attack of opportunity, requires Power Attack feat

#### Iron Stomach

Grants the player the ability to eat bad or even poisoned food, Also grants a save to being poisoned in any other way. + 10 to the Save

### Leadership

Attract Followers and cohort, requires Level 6, The way to determine the level of the Cohort or number of followers is based off the Characters Reputation + CHA Score = Leadership Score. Cohorts come in at their set level and never gain exp but they can be give difficult tasks on ships and will fight along the players in a fight. Followers wont fight face to face but can be used to act as crew for simple tasks on ships. Highest level a follower can achieve is 5. Both groups can take orders from any player but will only follow through on those actions if approved by their boss (the player with leadership that got them). If the Cohort or follower dies then they can be replaced at the next town and come in at the level based off the players current Leadership score. (Note Players cannot lose one follower and then gain a Cohort to replace the follower if they still have another follower but if they only have one follower left they can choose to make that follower a cohort and level them up as such.)

L. score	Cohort Level	Number of Followers	Level Of Followers
01	0	0	0
02	1	0	0
03	2	0	0
04	3	1	1
05	3	1	1
06	4	1	1
07	5	1	2
08	5	1	2
09	6	1	2
10	7	2	1
11	7	2	1
12	8	2	1
13	9	2	2
14	10	2	2
15	10	2	2
16	11	3	2
17	12	3	2
18	12	3	3
19	13	3	3
20	14	4	3
21	15	4	3
22	15	4	4
23	16	4	4
24	17	5	4
25	17	5	5
26	18	6	5
27	19	7	5
28	19	8	5
29	20	9	5
30+	20	10	5

### Light Sleeper

Can't be caught prone while sleeping, any attacks made on a character with this skill has no penalty to wake up.

### Martial Artist Technique (#)

Gain a extra Martial Artist Technique (requires Chi)

### Maximize Power

increases fruits attacks variable, numeric effects, Fruit power Does greater damage or if defensive deflects/absorbs greater damage at a +10 to the powers fort roll

### Monster Hunter (3,4)

Gain a Bonus +2 to Animals, Beastmen, and Sea Kings



### Ninja Technique (#)

Gain a extra Ninja Technique (requires Chi)

### One Handed

Can perform a Technique that requires gestures without having to make them, Allows player to hold a weapon in hand with out suffering penialties for the technique

### Planned Attack (1,3,4,#)

+2 bonus on break thru resistances with a elemental based attacks

### Power Steering (\*)

+1 to Vehicle Maneuverability

### Quicken Power

Can Make a power attack as a sudden action, at +10 to the fort roll for the power

### Rally Behind the Jolly Roger (3)

Pirates grant a Moral Bonus of +2 and a extra hit die when defending their ship or flag (Pirate Only)

### Reckless Offense (1,3,4)

Take a -4 to AC to gain +2 to attack, requires base attack +1

### Requiem

Bardic Music works on Undead and non living creatures

### Run

Run 5 times normal speed, +4 jump checks made with running start

### Sea Legs (3)

Pirates ignore movement penalties when on board a ship in bad weather or moving through sand (Pirate Only)

### Sharper Sword (#)

Gain a extra Sword Technique (Samurai class only)

### Shield Proficiency (1)

Allow player to use shield with no Armor Check

### Spring Attack (1,3,4)

Move before and after a melee attack, requires +4 BAB, Mobility and Dodge Feats

### Steadfast

add CON mod to will saves, requires Endurance feat

Technique Focus (#)

Makes it easier to use techniques, Lowers Chi cost in half

Toughness

+10 Hit Points (defect Alcoholism)

Track

Use survival skill to Track, without this feat one can not follow tracks properly

Widen Power

increases fruits attack area, Increase the area effect of the attack by double for a +5 to the fort roll for the power

Who did That?

Can make a Fruit attack without drawing attention at to them at a +10 to the fort roll for the power

Unquenchable Flame of Life (1,4)

+2 bonus on attacks and saves versus Undead or Constructs

## Save Based Feats

### Cumbrous Dodge (1,2,4)

Before the encounter player can choose to activate granting a +2 to AC for the encounter (afterwards you suffer Fatigue) requires Dodge feat and Tumble 4 ranks

### Cumbrous Fortitude (1,2,3)

Before rolling check player can choose to activate granting a +6 to check (afterward you suffer exhaustion), requires Greater Fortitude

### Cumbrous Reflexes (1,2,4)

Before rolling check player can choose to activate granting a +6 to check (afterward you are dazed), requires Lightning Reflexes feat

### Cumbrous Will (1,2,4)

Before rolling check player can choose to activate granting a +6 to check (afterwards you are shaken), requires Iron Will feat

### Diehard (1,3,4)

Automatically stabilize and remain conscious below 0 hp, requires Endurance

### Dodge (1,2,3,4)

+1 Dodge bonus to AC against selected target, requires 13 DEX

### Dodger

Coordinated Strike +1 bonus on attacks when companion is also attacking same target (Ranger and Trainer Only)

### Expeditious Dodge (2,4)

+2 dodge bonus when you move at least 40 ft in a round, requires DEX 13

### Greater Fortitude (1,2,3,4)

+4 bonus on Fort saves (defect eat x3 normal rate)

### Iron Will (1,2,3,4)

+4 to Will saves (defect player has one thing that causes them Fear without saves)

### Lighting Reflexes (1,2,3,4)

+4 to Reflex Saves (defect Clumsy -2 Penalty to Balance and Jump checks)

### Lightning Stance (2,4)

Gain 50% concealment if you move, requires Dex 17, Wind Stance, base attack bonus +11

### Loyal

+2 to all saves, must declare and maintain loyal to another character

### Mobility (1,2,3,4)

+4 dodge bonus to AC against attacks of Opportunity, Requires Dodge

### Wind Stance (1,2,4)

Gain 20% concealment if you move, requires Dex 15, Dodge, base attack bonus +6



## **Skill Based Feats**

### Acrobatic

+2 on Jump and Tumble Checks

### Alertness

+2 to Listen and Spot checks

### Athletic

+2 Climb and Swim Checks

### Beautiful

+2 to Bluff, Diplomacy, Investigate, +2 to Reputation Score, -2 to Hide and Disguise

### Call of the Sea (3)

Pirates gain a +4 Bonus to Navigate, Pilot, Repair, Climb and Use rope (Pirate Only)

### Cosmopolitan (#)

Make one cross class skill a class skill

### Cute

+2 to Bluff, Diplomacy, Hide, Taunt, -2 to intimidate and Reputation

### Dominating Demenor

+4 to Intimidate checks, requires Iron Will

### Hunted Man (2)

Grants a bonus +2 to reputation for purchases when in town. Also +2 to Search rolls. (Ranger, Wander, Trainer, Monk, Lore Master only)

### Known Killer (1,4)

Grants a bonus +2 to reputation for purchases when in town. Also +2 to Intimidate. (Samurai, Martial Artist, Warrior, Bounty Hunter, Barbarian only)

### Lair

+2 bonus on Taunt and Bluff Checks

### Medical Expert

+2 to Heal and Handle Animal

### Nimble Fingers

+2 Disable Device and Open Lock checks

### Persuasive

+2 bonus on Diplomacy and Intimidate checks

### Poison Expert (3)

Your Poisons' save is 1 DC higher, requires 8 ranks craft poison

### Poison Master (3)

Your poison deals +1 damage die, requires 8 ranks craft poison

### Resist Change

Grants a +4 bonus to Controlled Shape

Seductive

+2 to all CHA checks based on one type of gender

Self-Sufficient

+2 bonus on Heal and Survival checks

Ship Shape (3)

Grants a +4 Bonus to Repair checks

Skill Focus

+3 bonus on checks with selected skills

Skill Specialty

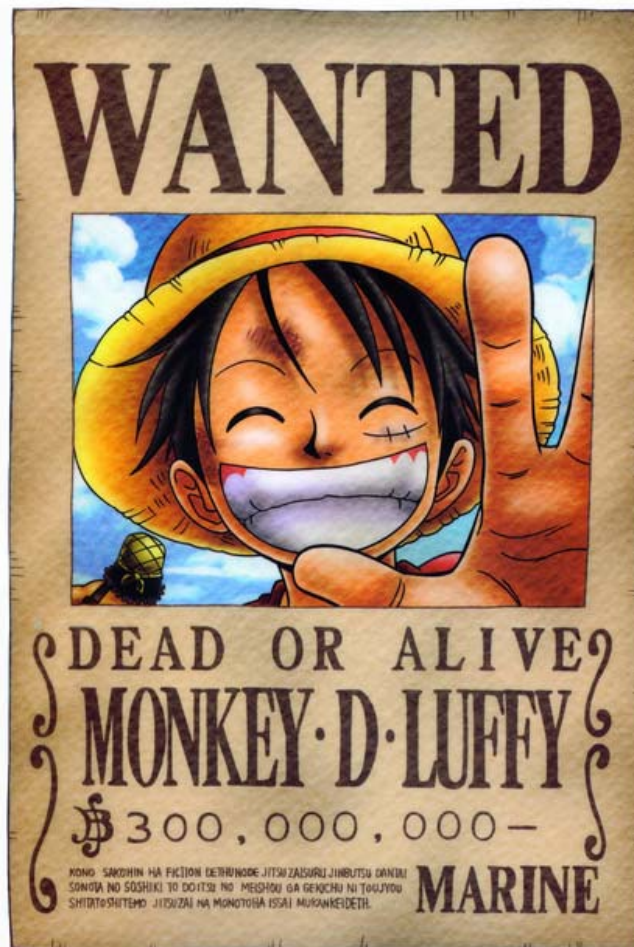
+5 Skill points

Stealthy

+2 to Hide and Move Silently

Wanted Dead or Alive (3)

Grants a bonus +2 to reputation for purchases when in town. Also +2 diplomacy (Pirate, Rouge, Noble, Bard only)





## Quirks / Defects

In Naruto Rpg we introduced a system of defects and Advantages that gave bonuses to the characters also gave bonus build points. In One Piece these do not give or take build points but are strictly an optional rule that the players can take and give more life to their characters. The GM can choose to award or punish players with these Quirks and Defects. At no time though should a player take strictly the quirks that grant bonuses with out GM's approval and its advised to not do the disadvantages without consulting them ether.

### The Mental

**OCD** - there is some task you must perform before doing some basic tasks, player choose what they do and Gm decides what tasks it effects

**Narcoleptic** - character easily falls asleep at any time, DC 20 Fort save at random times

**Conic Lair** - You are known for lying all the time, -4 to Bluff people are less likely to trust your lies

**No Sense of Direction** - character has no sense of direction often will go one way when there are clear signs the path is the other way, roll a 1d4 only on a result of 4 do they properly go the right direction on their own or trailing /leading the group

**Homicidal** - Character is prone to seek to kill others, random roll Will save DC 15 vs. Urge to kill

**Suicidal** - Character is prone to make attempts to kill themselves, random roll Will save DC 15 vs. Suicide attempt

**Depressed** - Character is prone to fits of depression, random roll Will save DC 15 vs. Depression



**Split Personality** - Character has more then one type of personality in their head sometimes even goes by different names when they activate, random will save Dc 15 vs. switch

**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)

**Nightmares** - Character is prone to have nightmares, Will Save DC 15 Every night failure causes Fatigue for the next day

**Day mares** - Character is prone to have nightmares while awake, Will Save DC 15 versus Fear at random times

**Phobia** - Character has Fear of something, DC 20 Fear check versus at random times, 10 and under character will be unwilling to act or run, 11 to 19 character will act but suffers a -2 to all rolls

**Kleptomaniac** - Character randomly steals stuff without knowing it, +2 Slight of Hand, if caught bad reputation goes up for being labeled a thief

**Easily Amused** - You get Impressed Easily, Performances act better with you +2 form performances

**Easily Distracted** - Your mind wanders easily, DC 20 Will save vs. Distraction

**Hard to Impress** - You don't get impressed easily, difficulty of Performances to effect them is a DC 15

**Eidetic Memory** - Your memory is better than others, You can recall many things important, Character rolls a 1d6 on a 1 thru 3 they recall most the info, 4 or 5 recall pieces of the info, 6 normal memory

**Honest Abe** - Character always says the truth, -6 to bluff but if you succeed the lie is accepted as the truth

**Gender Identity Disorder** - Character thinks they should be other gender, DC 20 Will vs. Depression at any point, can be cured with DC 30 Medical surgery, Meds or going to see Okama King

**Tourette's Syndrome** - character does something completely uncontrolled such as shouts vulgarities or makes a random movement of the body, -4 to diplomacy

## The Emotional

**Egoist** - Character thinks they are more important than they are, -2 to social rolls but player plays out as if they have a +4 in the skills

**Sadist** - Character gets pleasure in giving people pain, Will save DC 15 vs. pleasure when causing damage on a target, will sometimes seek to hurt friends to gain pleasure, pleasure has no real game value other than the character like to do it



**Masochist** - Character gets pleasure when given pain, Will Save Dc 15 vs. pleasure when taking damage, Player may seek out friends to hurt them for pleasure

**Bondage Freak** - Character gets pleasure to be tied up and treated poorly, Will save Dc 15 vs. pleasure when tied up, Character may seek friends to tie them up for pleasure.

**Snob** - Stuck up and unwilling to help others, -2 to Gather Info and Diplomacy

**Praise Hungry** - you live to accept praise, Character stops and doesn't act after receiving praise to soak it in for one round

**Cowardice** - unwilling to face dangerous or potentially dangerous situations, Fear check DC 20 Will verses combat or hazardous situations

**Reckless** - willing to ignore the problems and push onwards, -2 to Spot and Listen

**Pervert** - you are labeled a pervert and people hate you for it, - 2 to social checks

**Super Pervert** - you are a pervert and act the part publicly, - 4 to social checks

**Player** - you love the ladies/guys and will be willing to do what you must to woo them, +2 to social rolls with one sex -2 to the other

**Greedy** - character is known to take more than their share of loot, +2 to Appraise, -4 to bluff checks when treasure or loot is involved

**Power Hungry** - Character seeks power, Character must make Will save DC 20 when given the chance at obtaining power on a fail of the roll they demand to obtain it no matter what even willing to fight their friends for it

**Hard Worker** - Character finds enjoyment in doing work, +2 on all rolls involved in doing the job

**Racist** - You are unwilling to deal with people of a certain race, +2 to rolls vs. hated race

**Ageist** - You are unwilling to deal with people of a certain age, +2 to rolls vs. hated age

**Class Envoy** - you are unwilling to deal with a certain class (rich, poor, regular, or classes of the game), +2 to roll vs. hated class

**Shot Nerves** - Character is jumpy in combat, Will save DC15 in combat when someone moves close, failure they attack that person it doesn't matter if their friend or foe

**Hot Head** - Character is likely to jump at attacking person that insults them or attacks them, -2 vs. Taunt rolls, +2 to initiative

**Gullible** - Character falls for most lies or help asked for, Will save DC 15 no matter their result on the sense motive they do what was asked or believe the lie

**Simple Minded** - Character is not likely to understand most complex things, Will save DC 20 vs. confused (not confusion they simply just don't understand)



**Molester** - Character seeks to grope and grab people, random Will Save DC 20 vs. grope subject

**Easily Fall in Love** - Character is Prone to fall in love easily with someone new, Will save DC 20 vs. Charm

**Cold Heart** - Character is Cold and uncaring of others, Will save DC 20 vs. giving a damn

**Pedophile** - Character seeks to have relationships with children, Will save DC 20 vs. charm

**Otaku** - Character is obsessed with something or some one, Will save DC 20 vs. charm within the presence of the item or person

## **The Physical**

### **Hearing**

**Hard of Hearing** - Character has a hearing problem, -6 to Listen checks

**Bad Hearing** - Character Hears thing just misinterpret what they heard, character makes listen checks as normal but the Gm will randomly tell them what they thought they heard instead of what they heard

**Deaf** - Character cant hear things, Character cant make listen checks, -6 to reflex rolls, Immune to audio attacks and Saves

**Super Hearing** - Character has a keen sense of hearing, +2 to Listen Checks

### *Seeing*

**Color Blind** - Character cant see colors , The Gm describes things to them as grey giving them a -4 to identify the objects at times

**Visions** - Character is prone to see things that don't exists at times, random Will save DC 20 vs. seeing things

**Missing One Eye** - Character is missing an eye, -4 to spot and search checks

**Blind** - Character is blind, Character cant make spot checks and suffers -6 to hit and reflex saves , Immune to Illusions and Visual Will saves

**Physic Visions** - Character gets random visions of the past or future, GM determines when to give a vision of the past or future to the player (good for leading them back to stories)

**Eagle Eye** - Character has a keen sense of sight, +2 to Spot and Search checks

**Far Sighted** - Character has trouble reading things up close, -2 to Forgery, Navigate and Decipher Script

**Near Sighted** - Character has trouble seeing things at a distance, -6 to spot

### *Speaking*

**Stutter** - Character stutters / slurs their speech, -2 to social rolls

**Odd way of speaking** - Character adds a weird saying or word at the end of their speeches, No in game element other then the player should play this out

**Mute** - Character cant speak, +6 to move silently

**Loud Talker** - Character is very loud when they talk making it easy to hear them, +2 to listen checks to hear character speak, -2 to move silently

**Quite Talker** - Character is very quiet when they talk making it hard to hear them, -2 to Listen Checks to hear character speak +2 to Move Silently

### *Looks*

**Ugly** - Character is visually ugly, -4 to social rolls, More severe cases face can cause Fear checks DC 15

**Scared Face** - Character has a badly scared face, -2 to social rolls, -2 to disguise rolls

**Funny Hair do** - Character has a weird or odd hair do, -2 to social rolls

**Marked** - You have a mark that makes you easily spotted, -2 to disguise rolls



**Wanted Poster** - You have the misfortune of having the same face as a person that is a known criminal, +2 To Reputation (Bad) -2 to Hide checks

**Girl / Guy Magnet** - You have the ability to gather crowds of one or both sexes to you because of your looks, -6 to hide, +2 diplomacy

**Petite Body** - Character's body is smaller than normal, Character is one size category smaller than their race

**Big man** - Character's body is larger than normal, Character is one size category larger than their race

**Freak Body** - Character has a weird appendage or look to them (I.e. scaly skin, a tail or such), -2 to social checks, -2 to disguise checks

**Ageism** - You are much older or much younger than your peers, -2 to Bluff Checks

### *Movement*

**Personal Style** - Character has a personal way of movement that can be odd, +2 to Perform

**Limp** - Character walks with a limp, -10 ft in Movement

**Awkward** - your clumsy and have a hard time doing things, -2 to Reflex Saves and random reflex saves DC 15 vs. Trip

**Missing Leg / foot** - Character is missing a leg or foot, -10 ft in Movement

### *Arms*

**One Arm** - Character has lost their arm or hand at some point, can't take the two weapon fighting feats

**Missing Thumb** - Character is missing one of their thumbs, -2 to hit with weapon attacks

**Double Jointed** - Character's body can dislodge joints at will, +4 to Escape Artist

**Butter Fingers** - Character is clumsy when handling things, Randomly character must make reflex save DC 20 vs. dropping items in hands

### *Medical*

**Asthma** - Character has difficulty doing stressful things at a prolonged time, cant take Endurance feat, +5 Fort DC when doing stressful things for long times

**Anemia** - Character is prone to fainting and bleeds easily, Character randomly has to make a Fort roll DC 15 vs. fainting also when hit for bleed damage character bleeds out at double the rate

**Weak Constitution** - Character is prone to easily get sick, +10 to the DC rolls vs. Poisons or disease

**Irritable Bowel Syndrome** - Character must make regular long trips to the bathroom, -2 to social rolls

**Incurable Disease** - Character has a disease that they have no know cure, GM creates and decides if disease could ever be cured and what effect it has on the player

**Cursed Body** - You have been given some power at a great price, Gm creates a unique advantage you gain along with the cost you pay for it

**Black Hole Stomach** - You can go on eating with out getting full, eat x5 the amount of normal people

**Weak Stomach** - You have a hard time eating without getting sick, Fort save DC 15 vs. Vomit -4 to social rolls at eating in a group

**Fast Healer** - You heal wounds a little better than others, all hospital stay are ½ the time

**Allergies** - You are weak to a certain thing, it cause ether a poison effect 1d6 damage a round till treated on a Medical Check Dc 20, or suffer sneezing fits DC 20 Fort which cause character to lose one action a round

**Addiction** - Character is addicted to a Drug, Character must make a Will save DC 15 + (increases each time the drug is used) to use it if they need it or not

## The Weird

**Good Family Name** - You come from a well Known / liked Family, +2 to Social rolls

**Bad Family Name** - You come from a well known / hated family, -2 to social rolls

**Contacts** - You tend to know people that know things, +4 Gather Info rolls

**Hunted** - You are being hunted by someone for some reason, Gm creates random bounty Hunters and sends them after you

**Skeleton in the closet** - Character has a deep dark secret that they want to keep that way, Character must do things to protect this secret from coming out the GM has to decided what kind of penalty is made if they fail to do so

**Rival** - Character has a person from their past that seeks to be better then them at what they do, GM creates a NPC that will randomly challenge them to battles or contests

**Enemy** - Character has made a powerful enemy that is seeking revenge, GM creates a character that is out to defeat and/or kill the character



**Dark Past** - Character has had issues in the past that shaped them to act the way they do now, Its up to the GM what the issues where and how they shaped the character it could be a mental issue, physical issue or even a development of theirs

**Involuntary change** - characters body changes randomly for some odd reason, GM choice on what causes that action and what reverses it

**Red Tape** - Character has a massive amount of paperwork involved in doing basic things, GM chooses what happens if they don't do the paperwork involved with the basic tasks they have to do



**Significant Other** - You have someone close to you that your willing to protect, gain Loyal Feat and give it to NPC (if you have Leadership NPC has levels if not they count as a commoner)

**Dependant Family** - Family is dependant on you to give them aid ether money or actual help, GM chooses if they have family follow or just keep mailing them for help

**Owned** - Character was a former / current slave, GM chooses how this effects them, Social rolls in high social areas is -2

**Debt** - Character owes a large amount of money, GM chooses how this effects them when buying stuff or dealing with merchants

**Bad Name** - character's parents weren't thinking when they gave them that name, -2 Diplomacy checks

**No Sense of Humor** - jokes don't effect you at all, no in game effect other then they are just a kill joy of jokes

**Bad Sense of Humor** - Character tells really bad jokes that no one likes, jokes require a DC 15 Will vs. enrage to those that hear it

**Family Heirloom** - Character gains a item or money past down through the ages, Character get a magic item or significant amount of Berri at the start of the game, losing the item is very bad issue with characters family

**Wears Drag** - Character goes around in cloths of the opposite gender, -2 to social rolls

**Bad Luck** - Character seems to have bad luck happen to them often, When a GM must choose who gets attacked or such they must consider the characters bad luck and giving them double the chance then the others at it effecting them

**Lucky** - Character seems to be a lucky person things always seam to go his way, Character can re-roll a non combat roll 1/day

**Gay** - Character is fond of people of the same gender as themselves, No in game effect

**Haunted** - Character sees ghosts and/ or is constantly bothered by them, No in game effect other then the GM can pester the player with something only they can see

## Creating Powers

Back when I created Naruto Rpg I was kept asked how one goes about creating powers and aren't ones with powers (in that game Possessed Ninja in this one Fruit Users) over powering. Well this chapter will lead you to create powers and see how things actual come out. Using examples of both Fruit Users and non fruit users and in some ways different ways to do it, to show that in this game your only underpowered by the limits of your own mind. (notes in red are thing affected by the power)

**Basic Power Attacks** - At the cost of 5 points a player creates a power attack that grants them a greater damaging attack then a normal attack from a weapon. Often the attack is double damage and another effect the list of effects to use in attacks list below or the attack is a x4 in damage straight. No matter what the power you gain 1 per day for the attack.

**Luffy's Gum Gum Pistol** - created using 5 points

Gum Gum Pistol +Melee score 1d6+STRx4 Reach attack (based off gum gum fruit)

in this case Luffy uses the fruits natural ability to throw the punch but makes it do 4 times normal damage

**Zoro's 10 pound Cannon** - created using 5 points

10 pound Cannon +Melee score 2d10 + STR x2 60' Ranged touch attack made with Melee

Here in Zoro's case he makes a attack that's double damage and he made the attack a range touch instead of a normal Melee

5 points gets the following attack options

Attacks List

+2 abilities

x2 damage + +2 to hit

x2 damage + Special ability

+2 to hit + Special ability

x4 Damage

x4 to Hit

Abilities

Keen - Double crit range of the attack

Melee touch attack - make attack a touch attack from melee attack roll

Range touch attack - make attack a touch attack from ranged attack roll

Bane - better to hit +4 and damage x4 for certain type of race or character

Defending - +2 to AC after this attack is performed

Ghost Touch - be able to hit incorporeal creatures

Mighty Cleaving - when one foe is dropped player can make a cleave and keep on till they fail

Berserker - +1d8 damage when raging

Drain - Heal 1d8 from target

Deadly Precision - does 1d6 more sneak attack

Disarming - +2 to disarm attempt

Eager - +2 to Initiative

Knock Back - a critical scored with this attack launches them off their feet for 1d10 x5 feet

Sizing - attack counts as one size category larger

Sundering - +2 to sunder weapons with this attack

Sweeping - +2 to Trip attempt with attack

Whirling - Attack area around self not just one target

Cone - makes the attack area effect a coned area

Self Destructive - attacks all targets area with a Bonus 2d10 damage to attack

Area Attack - attack explodes in a 15ft area





**Power Defense** - At 5 points the player can create a Defense Power that they can activate. Some uses allow you to Avoid an attack all together, others boost your ac or grant you DR. All first time buys of these powers last with a CON Mod +1d6 rounds

**Ace's Flame Body** - created using 5 points

Flame Body      **50% Displacement** miss chance all attacks must roll d100 on 1-50 they miss to hit  
Lasts Con Mod +1d6 rounds

For Ace's Flame body we go with the idea that he can turn his body to full flame thus letting attack go through him, with this in mind he spends five points and gains the ability of displacement at a 50% or half miss chance Normal displacement boost is 25% but his body already gave that thru his fruit power thus he boosts it to 50%

**Frankie's Star Shield** - created using 5 points

Star Shield - **+5 AC**, Grants a AC boost for Con mod +1d6 rounds

Frankie goes a different route He has a built in shield that expands at will thus granting him a shield bonus to his AC

Defense List

2 abilities

AC Boost +5

DR Boost +5

Displacement 25%

AC Boost +2 and Ability

DR Boost +2 and Ability

Defense Ability

Energy/element resistance - +5

Regenerating - Heals 1 point of damage a round for ½ characters HP

Bounce Back - 50% of the damage is reflected back at attacker

Flash - cause a blinding light that dazes target for 1d4 rounds Will save Con mod +level in DC

Spiked - cause 1d6 damage to any melee attacks made

Anchoring - +10 verses Bull Rushes or knock back attempts

Agile - +3 to Reflex Saves

Throwing - Defense can be launched as a offense

Cover - Defense can be set to grant a cover bonus

**Movement** - At 5 Points the player can create a power to alter there movement in a way. (Fruit users still cant go in water)

**Robin's Fleur Wings** - 5 points

Fleur Wings - Grants player a slow fall / glide of 10'ft a round for Con mod +1d6 rounds, Free action

Here in robins case we have her added movement as a slow fall/ glide at 10 ft a round the movement isn't that great but is a Free action for her to activate this ability

**Ussop's AHHHUWAAAAA** - 5 points

Ahhuwaaaaa - character makes a ranged touch attack at a object within 100ft to move towards it or swing from it to move up to 200ft away - Full attack action

Here we have Ussop's Ahhuwaaaaa which is a launched grappling hook in his belt the, ability takes a full round and requires a easy ranged touch attack but allows him a movement of up to 200ft to make up for the restrictions

**Brooks Mad Dash**

Mad Dash - Character can move over water for CON Mod +1d6 rounds

Here we have brook doing a alternate way of movement with his Mad Dash movement over water allowing him to water walk



**Movement buys**

- 1 Major ability + Normal Move + Full round action
- +100 Ft move + Normal Action
- 1 Minor Ability + Double Move + Normal Action

**Movement Abilities**

**Minor Abilities**

- Slow Fall / Glide - glide or fall at 10ft a round
- Swim thru earth - move through earth as if it where water
  - Tunneling - move through earth leaving tunnels/ pits behind
  - shadow walk - move through connected shadows
  - Mirror world - move from one mirror surface to the other
  - Lighting Rail - Move through a lighting bolt
  - Tank Tread - Move double speed ignoring terrain issues
  - Plant Move - Move through plants connected to each other
  - Water Walk - Move across water (Not possible for most fruit users
  - Ice Skate - Slide or skate across the ground granting an additional double move

**Major Abilities**

- Air Walk - walk along air at normal movement
- Flight - Fly at normal movement
- Phasing - Move through solid objects / walls
- Shadow Teleport - Teleport thru shadows within 400ft
- Teleport - Teleport self at a distance of 200ft
- Group Port - Teleport more then self at a distance of 100ft

**Added Effect** - At 5 Points the player can add a effect to their attacks. Effects list below for types of effects.

**Boa Hancock's Merow Merow Beam** - 5 points

Merow Merow Beam - Upon seeing her targets must make a will save or fall for her beauty (DC is determined by her CHA Score +10) those that fail suffer -20 to the save vs. this gaze attack - 60'ft cone ranged touch attack petrifies target till subject is released by user **Fort Save 10+CHA mod + hit die +5 for every 5 points spent in this attack**

In Boa's case she has made this attack a two fold attack the first part is based off a save that must be made by the target the moment she come in their view which grants those that fail the first save a negative mod to the second save

**Ussop's Tabasco Star** - 5 points

Tabasco Star - Ranged Touch attack - **Slow Burn +1d6 damage for 1d6 rounds**

In Ussop's case he uses a Tabasco pepper loaded bullet and hits his targets causing them over time damage

**Brook's Love-a-bye Sonata**

Love-a-bye Sonata - **Will save DC Performance roll + Level vs. Sleep, 30ft radius**

In Brook's case he just adds his level and performance result to make an attack to make his targets sleep

Effects List

Sleep - target falls asleep for 1d6+1 minutes

Petrify - turns target to stone / other material last Con Mod+1d6 rounds (second buy makes it a at will release instead of timed)

Slow burn - does damage over time 1d6 for 1d6 rounds

Hypnotize - Control targets actions for 1d6+1 minutes (second buy makes it till subject can break free)

Blessing - Grants target a boost determined by the power

Curse - Grants target a negative determined by the power

Healer - Heals target Con Mod+1 point for 1d6 rounds

Drain - does +1d8 damage

Vampire - does +1d6 damage and heals the user that damage

**Elemental Attack** - At 5 Points the player can add a element to their attacks. This Power does damage or another effect, see list of Elemental attacks and does more on critical hits.

**Ace's Heat Blast** - 5 points to create power

Heat Blast - **Melee attack**                    **1d6 damage** + Unarmed attack+ STR x2 (**+2d8 on crit**)

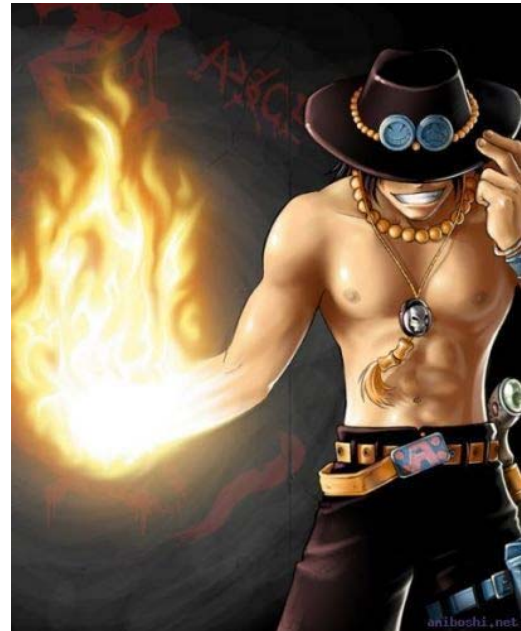
In Ace's case he made a simple melee attack do added damage with his fruit power despite the name the elemental choice he made was fire granting him greater elemental damage

**Nami's Heat Ball/Cold Ball** - 5 points to create a power (both bought in one purchase of 5 points)

Heat Ball - **Touch attack**                    **1d4 damage ball**  
                  takes a standard action to activate

Cold ball - **Touch attack**                    **1d4 damage ball**  
                  takes a standard action to activate

Nami sacrifices greater damage for better to hit and since it takes a standard action to activate and since they are stand alone balls unable to score the critical each she was able to buy both heat and cold in one purchase



#### Elemental List

Fire - +1d6 added damage from fire, on critical it does +2d8 fire

Water - attack is a cone attack 30ft , on critical it does +1d8 and knock backs target 1d6x5ft

Ice - +1d6 added damage from ice, on critical it does +2d8 ice

Earth - attack is +5 to hit and damage , on critical it does +2d8 Earth

Air - attack is a touch attack and add +1d4 damage, does +2d8 air

Electric - +1d6 added damage from electric, on critical it does +2d8 electrical

Vacuum - +5 to hit and 1d4 damage, on a critical it does +2d8 air

Void - +1d6 cold damage, on a critical does 1d6 temporary negative levels

Light - +1d6 fire damage, on a critical does slow burn (see added effect)

Steam - +1d4 cone of 30ft fire damage, on a critical does 2d8 fire damage

Heat - +1d4 fire touch attack, on a critical does 1d8 fire damage

Cold - +1d4 ice touch attack, on a critical does 1d8 ice damage

Sonic - +5 to hit +1d4 damage, on a critical does 2d8 sonic damage

Lighting - Touch attack +5 Damage, +2d8 electrical damage

Acid - +1d6 earth damage, on a critical does slow burn (see added effect)

**Status Attack** - At 5 Points the player can make an attack that effects the target in a way that will effect their status. See the list of status effects below. Unlike added effect these abilities last till the end of the day or as such

**Persona's Hallow Hunter** - created with 5 points

Hallow Hunter - **Ranged Touch Cone** Causes Depression Will Save DC Level + Diplomacy roll

In this case Persona, makes a cone attack that causes the targets to make depression rolls upon failing they stand there and do nothing

**Ussop Spell** - created with 5 points

Ussop Spell - **Area Effect 60ft** Demoralize Will Save DC Level + Bluff

In this case Ussop shouts a Bluff that causes those around him to cringe upon a failed will save which causes them to suffer penalties to their rolls

#### Status Effect List

Poison - poison target DC based off poison + bonuses lasts till effect is off or poison is healed

Disease - causes a disease DC based off disease lasts till healed

Fatigue - causes target to be Fatigued by attack Fort Save DC 10+Level+CON Mod

Exhaustion - causes target to be suffering from exhaustion by attack Will Save DC 10+Level+Con Mod

Fear - causes fear Will vs. Intimidate + Level lasts Will Mod +1d6 rounds

Depression - causes Inaction subject is depressed, Diplomacy + Level +10 Will Mod +1d6 rounds

Vigor - +5 to hit and damage

Enrage - Causes target to Enrage, Taunt + Level lasts Will Mod +1d6 rounds

Bleed - Cause subject to bleed out at 1 point a round per attack +5 on Med check to heal with each attack

Negative - Grants 1d4 temporary negative levels when a critical is scored (boosted permanent till healed)

Stat Drain - Drains 1 point from a given stat

Demoralize - -5 to Hit and damage, Bluff + Level lasts Will Mod +1d6 rounds

Charm - Charms target hit with attack

Haste - Boosts DEX by 2, make one extra attack a round

Slow - Drops DEX by 2, make one less (can not make it less then 1 instead makes it a full action)

Daze - Cases Target to be Dazed for 1+1d6 rounds



**Boost Mode** - At 5 Points the player can boost themselves to improve their saves, attacks, or even damage from already created attacks, drawbacks can be chosen to boost the power by even more

**Gear Second, Gear Third** - 5 points for Gear 2nd + 5 more points for Gear 3rd

Gear Second     **All Damage Done is x5**     Causes Fatigue after use, Con mod +1d6 rounds

Gear Third       **All Damage Done is x10**    Requires Gear second, Become Small for rounds and fatigue =  
to use of 3<sup>rd</sup> gear, Con mod +1d6 rounds

In Luffy's case he took the ability twice to double the boost and did a straight Boost to damage and take a flaw in its use to make the boost a point higher so instead of x4 he got x5 damage and then later x10

**Chopper's Rumble Ball, Arm Point, Horn Point, Defense Point, Jumping Point, and Monster Point** - 10 points (5 for two additional forms)

Rumble Ball   **4 alternate forms each grants a separate boost only available in that form**, Arm Point +10 to Melee attacks to hit and damage, Horn Point 5d10 attack with a ram, Defense Point +10 DR/-, Jumping Point +20 to Jump and Leap attack Feat available for free, Drawback Monster Point Upon using two rumble balls within 1d12 hours of each other unleashes all forms in a Huge size category monster that blindly rages on the field for Con mod +2d12 rounds

In Chopper's case he uses his chemical skill to boost his fruits ability. This we allow the 5 points to alter his forms and give him separate boosts. The boosts would normally be much smaller but with the massive drawback of Monster point which makes him rage uncontrolled on the board for so long we grant him a higher boost to his power but to deter him we made it cost 10 points 5 for two forms

**Ussop's Soge King** - 5 points

Soge King Mode - **Grants immunity to fear and cowardice defect, +5 to hit, +10 to Intimidate**

In Ussop's case he dawns the Soge King mode he losses temporarily his defects and gains a boost to hit and a Intimidation boost as well as a immunity to fear rolls



**Empowered Attack** - a Empowered attack is when a player sends 5 points to create a new attack based off an already existing attack

**Luffy's Gum Gum Bazooka** - Empowered Gum Gum Pistol attack - 5 points

Gum Gum Pistol	+Melee score	1d6+STRx4	Reach attack (based off gum gum fruit)
to			
Gum Gum Bazooka	+Melee score	2d6 +STRx6	Reach attack

This time with Luffy he makes a better version of Pistol by making it a two handed attack and adding 2 more to the critical range with the empowering of the already established attack into a new one

**Ussop's Shooting Stars** - Empowered Steel Shot -5 points

Ussop Steel Shot	Range Attack +2	1d6x2	
to			
Ussop Shooting Stars	Range Attack x 4	1d6+1d6x2	

This case Ussop used the 5 points to make a combo of 4 attacks in one with shuriken in place of bullets, He drops the bonus he got with Steel shot to hit allow the added damage of the shuriken bullets

Empower List

x2 Attacks, x2 Damage

+4 to Hit, x2 Attacks

x2 Attacks, + new ability

x4 Attacks

+4 to Hit, x2 Damage

+4 to Hit, + New Ability

Homing Attack - Attack requires no roll to hit target

Maximize Damage - Maximum Damage when attack hits



**Combo Power** - a Combo attack is where the player sends 5 points to combine two attacks/powers to work as a new more powerful attack.

**Moria's Shadow Puppet** - created using 5 points to combine

Shadow Control	Will Save DC 10+Level+Wisdom Mod+ Points in attack to take shadow
Shadow Move	can move his location from one shadow to another
Shadow Puppet	<b>Dominate Person , Will Save DC 10+Level+Wis Mod, mimic shadows owners abilities</b>

**Nami's Thunder cloud Tempo** - created using 5 points to combine

Heat Ball - Touch attack	1d4 damage ball	takes a standard action to activate
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Cold ball - Touch attack	1d4 damage ball	takes a standard action to activate
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Combined

Thunder cloud Tempo - Touch attack **2 attacks 1d8 Electrical strike from cloud lasts Con +1d6 rounds**

Nami in this case combines her two ball attacks to create thunder cloud that does 2 attacks a round each doing 1d8 damage and the cloud lasts the standard time as most attacks





**Team Combo Attack** - an attack where two players combine their abilities to do something new (this one doesn't cost anything just requires them to work together, and to do it on the same initiative)

**Buggy's Flight Mode** - Buggy + Luffy (could be anyone but in the example we had it was Luffy)  
**Movement**      **Flight 30' Good**

Grants a Flight like mode where Buggy can make his normal move at no cost in build points as long as he carries a person who in turn carries his feet

**Luffy's Gum Gum Robot** - Luffy + Unwilling Subject  
**Fort Save DC 10+Level+STR vs Dominate, also grants Luffy full cover**

Luffy Forces a unwilling subject to do his bidding by literally wrapping his body around them and moving their body any damage taken is done to the unwilling subject

**Zoro's & Ussop's Hanabi Sword** - Zorro + Ussop  
**Melee/Range attack**      **Damage melee/ Damage range**      **Crit**  
Zorro/Ussop      **1d10+2d10+STR /1d6**      **18-20x2/19-20/x2**

With this Combo Zorro grabs Ussop who holds his sword but can also still make his ranged attacks the sword attacks made by Zorro adds extra damage from Ussop himself doing 2d10 extra damage



**Minor Effect Of Fruit Users** - Minor (in the exception of Brook) powers that cost nothing at first but some can be bought at a lower point cost (2) No limit per day but do have the Fort roll for use included

**Luffy's Rubber Body Defense** - 0 cost DR 5/Pericing and slashing + bounce back attacks, 2 points +5 DR later he spends a second 2 points and gains the immunity to electric attacks, and another 2 for using his powers to stretch to improve movement

**Chopper's Modes Human point, Brain point, Running point** - 0 cost grants quick change between forms and grants the Zoan type Fast Healing of 2

**Brook's Reincarnate** - 0 cost takes 1d12 months to return to body



One Piece Class Technique lists

**NINJA TECHNIQUES**

Blade Buster  
 Burst Fire  
 Crystal Shards  
 Darkness Blade  
 Dead Hands  
 Desert Avalanche  
 Desert Rain  
 Dragon Fire  
 Dust Wind  
 Eel Skin  
 Fire Blowing  
 Flame Rain  
 Flame Sword  
 Flash Burst  
 Flower Hidden Blades  
 Flower Petal Storm  
 Flying Water needles  
 Frost Breath  
 Harem Skill

Heat Body  
 Heat Weapon  
 Hidden Mist Skill  
 Ice Cutter  
 Ice cycle Blades  
 Leaf Storm  
 Lighting Blade  
 Magnetic Walk  
 Meat Tank  
 Metal Spike Area  
 Meteor Shower  
 Mud Cannonball  
 Mud Pie  
 Nightmares  
 Phoenix Fire  
 Projection Technique  
 Psycho Babble  
 Raining Needles  
 Reverb

Sand Armor  
 Sand Shuriken  
 Sexy Skill  
 Shadow Armor  
 Shadow Mist  
 Shadow Shuriken  
 Slicing Blade  
 Snow Blind  
 Snowflake Stars  
 Spider Bind  
 Spiked Meat Tank  
 Telekinetic Punch  
 Vine Arrows  
 Vine Grapple  
 Water Bullet  
 Water Wall  
 Water Wave  
 Wind Blade  
 Wind Gusts

**MARTIAL ARTS  
 TECHNIQUES**

Air Bullet  
 Around The World  
 Boulder Strike  
 Earth Barrier Raging Wave  
 Earth Wall Land Flip  
 Finger Bullet  
 Finn Blade Strike  
 Goblin Punch  
 Iron Fist  
 Inner Decapitation Skill

Leaf Spinning Wind  
 Leg Cross  
 Lion Combo  
 Match Kick  
 Match Punch  
 Moon Walker  
 Mountain Stone  
 Pain of a Thousand Years  
 Paper Wave  
 Para-Touch

Rising Impact Palm  
 Shadow Leaf Dance  
 Slam Master  
 Sobering Punch  
 Sonic Punch  
 Soru  
 Snake Bite Fist  
 Swarm Strike  
 Tackle Charge  
 Tekkai

*Mar* - Martial Artist Technique

*Nin* - Ninja Technique

*Ha* - Hand Gestures required to use technique - takes full round to activate technique

*Ele* - requires a small amount of the element used in the technique to use

**Technique Name**

(Category of technique and Style) Description of technique

[chi cost] damage [max damage if set]

Element needed

## Technique List

### **Air Bullet**

*(Mar)* Character makes a strong punch in the air forcing it to come crashing at a unsuspecting target. (ranged Touch attack)

[10 chi per use] 1d6 a level [10d6 max]

### **Around The World**

*(Mar)* Character spins body around quickly in sudden moves and strikes

[ 4 chi per use] 2d8

### **Blade Buster**

*(Nin)* Adds a explosive end to a melee strike making the melee attack with an explosion on it.

[4 chi per use] 1d6 blade, 1d10 explosive

### **Boulder Strike**

*(Ha, Mar)* A strong attack which when the player uses, where he enlarges his fist to a point. Just a strong punch just with a bigger body.

[8 chi per use] +3d6 punch

### **Burst fire**

*(Nin, Ele, Ha)* A burst of fire in a small area of 10ft, character blows a small fire ball.

[10 chi per use] 3d10 '10ft area

Requires a match

### **Crystal Shards**

*(Nin, Ele)* Character tosses a collection of sharp bladed crystal shards at a target one shard a level. Launching a missile at their target.

[30 chi per use] 2d8 damage a level [max 20d8]

Requires Small crystal fragment

### **Darkness Blade**

*(Nin, Ha)* The user forms a blade from pure darkness and shadow and attacks their target.

[8 chi per use] 3d10

### **Dead Hands**

*(Nin)* The User has trained their hands within cold temps so much that their very touch does damage.

[8 chi per use] +2d8 Cold touch

### **Desert Avalanche**

*(Nin, Ha, Ele)* This technique focuses chakra into the sand thus bringing a huge mass of sand creating an avalanche of sand, which completely engulfs the enemy, suffocating them and drowning them in sand. Chi cost 8 per use. Sand does a slam attack.

[10 chi cost] 5d10

Requires Sand

### **Desert Rain**

*(Nin Ha, Ele)* Desert rain gathers sand in the air, which then targets in on the opponent from all the angles. This can also be used as just another attack by hardening and then going through the enemy.

[20 chi per use] 1d8 per level [max 10d8]

Requires Sand

### **Dragon Fire Technique**

*(Ha, Nin)* A powerful technique which will surround the user by flames. Out of those flames comes a very powerful beam of fire.

[8 chi per use] 2d6 cone 90ft

### **Dust Wind**

*(Nin, Ele)* A jutsu that blows a huge gust wind which gathers sand on objects in the path. The technique can also send dirt into the opponent's eyes to blind them temporary.

[8 chi per use] 2d6 slam attack and DC 20 Fort vs. blind

Requires a fan or feather.

### **Earth Barrier Raging Wave**

*(Nin, Ele)* A jutsu in which the user shoots a specific amount of chakra at a specific direction under the ground to destroy the land an opponent is currently standing on and blow them back with debris of rock and sand.

[16 chi per use] Reflex DC 15 vs. trip 4d12

requires to be on earth

### **Earth Wall Land Flip**

*(Mar)* A technique where a user hits the ground and flips the ground to create a wall to defend from an attack.

[10 chi per use] 3d10 in a 30 ft area

### **Eel Skin**

*(Nin)* The user gains a slippery slime on their skin that grants them -10 to grapple checks and lets them slide on the ground at Double speed

[6 chi per use]

### **Finger Bullet**

*(Mar)* Character does a jabbing strike with their finger in a quick and strong move piercing the body of their target.

[20 chi per use] 2d6 per level [max 20d6]

### **Finn Blade Strike**

*(Mar)* Strikes a with a hidden weapon when making attacks.

[4 chi per round] + 1d8 added damage to attacks

### **Fire Blowing**

*(Ha, Nin, Ele)* This is a Combination technique. Squirts oil from the mouth, and the hand gesture ignites the oil, which creates a sort of wave of Fire.

[8 per use chi] 3d6 fire cone 50ft

Requires oil or alcohol

### **Flame Sword**

*(Ele, Nin)* Creates a blade of pure fire from their hands using it to strike their target.

[6 chi per round] 3d8 [max damage if set]

Requires oil or alcohol

### **Flame Rain**

*(Nin, Ha)* A large burst of fire comes raining down on the target. cannot be avoided with out Reflex Save DC 30 (take Half) and Evasion Feat.

[30 chi per use] 2d8 per level [max 20d8]

**Flash Burst**

*(Nin, Ele)* Player creates a gathering of light bursts blinding those in a 30ft area.

[6 chi per use] DC 25 Fort vs. Blind

Requires Gun Powder

**Flower Hidden Blades**

*(Nin, Ha)* Flower petal fill the air and break apart revealing a small collection of shuriken

[20 chi per use] 1d6 per level [max 15d6]

**Flower Petal Storm**

*(Nin, Ha)* Flower petals fill the air blinding the attacker from the targets movements.

[6 chi per round] Grants 50% cover 100ft radius area

**Flying Water Needles**

*(Ele, Ha, Nin)* A jutsu that freezes water into the shape of extremely sharp needles, which proceed to home in on the opponent. The needles crush the opponent in a sphere of needles, ripping their body apart.

[40 chi per use] 2d10 [Max 20d10]

Requires Water

**Frost Breath**

*(Nin)* Players breath is icy cold and does cold damage, blowing so cold it can cause its target to be stunned for 1d4 rounds

[6 chi per round] 1d6 damage and DC 15 Fort vs. stun for 1d4 rounds

**Goblin Punch**

*(Mar)* grants bonus damage on a attack as if a rogue of equal level with sneak attack succeeded to hit

[5 chi per use] +1d6 every other level [+10d6]

**Harem skill**

*(Nin, Ha, Ele)* This technique creates a large number illusionary scantily clad females or males and used to seducing the target stunning them and in the case of those with the pervert and super pervert defects they take damage from blood loss

[6 chi per round] DC 25 to male/female targets (Does 2d6 Con damage to those with pervert/ super pervert defect)

Requires mirror Fragment

**Heat Body**

*(Ha, Nin, Ele)* The player heats up their body to almost actively being on fire doing fire based damage to normal attacks

[10 chi per round] +2d6 melee, grappling does +2d8

Requires Oil or alcohol

**Heat Weapon**

*(Nin, Ha, Ele)* ranged touch, heats weapons to do 2d6 round 8 chi per round

[8 chi per round] +2d6

Requires Oil or alcohol

**Hidden Mist Skill**

*(Nin, Ha, Ele)* A highly effective cover technique. Blankets an area in a thick fog, confusing the senses of the enemy.

[4 chi per round] creates a mist granting 50% concealment, 100 ft area

Requires Water

**Ice Cutter**

*(Nin, Ele)* A Beam of searing cold used to slice its target.  
[ 4 chi per use] 2d8 Ranged touch  
Requires Water

**Ice cycle Blades**

*(Nin)* Freezing the moisture in the air the player tosses ice cycles at their target stabbing them  
[20 chi per use] 1d8 damage per level [max 10d8]

**Iron Fist**

*(Mar)* The player boosts their body to unleash all their power in one blow. Character adds their level +Strength +Constitution (Not their normal Str bonus + what ever else)  
[4 chi per round] (see description)

**Inner Decapitation Skill**

*(Mar)* The user hides beneath the ground, and reaches up to grab their opponent. The opponent is then pulled under the ground, up to their chin, allowing the head to be subject to more powerful jutsu.

(Category of technique and Style) Description of technique  
[6 chi per use] DC 20 Fort vs. immobilize

**Leaf Spinning Wind**

*(Mar, Ele)* A powerful spinning kick aimed to knock the opponent upwards.  
[2 chi per use] +2d6  
Requires a Leaf

**Leaf Storm**

*(Nin, Ele)* Uses leaves to cause confusion on where exactly one is while using this technique causing the player to be granted miss chances from attacks  
[2 chi per round] Grants Allies a 25% displacement  
Requires a Leaf

**Leg Cross**

*(Mar)* Character does a line attack, the leg is moved so quickly it causes the air to be sliced and the act slams into those in its path  
[20 chi per use] 1d6 a level [max 10d6] 100ft + 10 per level

**Lighting Blade**

*(Nin, Ele)* a sword formed in the hand made completely of electricity  
[8 chi per round] 3d10 electrical  
Requires a metal rod

**Lion Combo**

*(Mar)* A series of powerful punches and kicks, finished by knocking the opponent into the ground.  
[20 chi per use] 1d8 damage a level [max 10d8]

**Magnetic Walk**

*(Nin, Ele, Ha)* allows player to walk along any surface with a climb check as if it were normal ground. Even ceilings.  
[2 chi per round] climb check to climb walls and ceilings

**Match Kick**

*(Mar)* A high speed kick that hits the opponent in multiple places in an instant.  
[25 chi per use] 1d12 damage a level [max 10d12]

**Match Punch**

*(Mar)* A Tai-Jutsu attack at such a high speed it seems there is a thousand punches coming at the opponent. The speed is so fast that it is impossible to tell where the direction of the main punch is coming from. 1d8 damage a level, max 10d8. Chi cost 20  
[20 chi per use] 1d8 damage a level [max 10d8]

**Meat Tank**

*(Nin)* Slam a target with a massive ram of the body in the form of a giant ball moving at a massive rate and rolling fast at the target.

(Category of technique and Style) Description of technique  
[10 chi per round] 2d10 slam with double movement

**Metal Spike Area**

*(Nin, Ha, Ele)* Raise spikes of metal up from the ground doing damage creating a field of spikes.  
[12 chi per round] 1d6 in a 90ft area, damage caused by moving through  
Requires Piece of Metal

**Meteor Shower**

*(Nin, Ele)* rains rocks from the sky raining down upon the target doing damage to them.  
[40 chi per use] 1d6 bludgeon 1d6 fire per level [max 20d6]  
Requires a Rock

**Moon Walker**

*(Mar)* The player using this technique basically can multiple jumps in mid air redirecting their movements giving the look of walking on air. Character can make a additional move action in mid air as many times as they have DEX Bonus.  
[6 chi per use] (see Description)

**Mountain Stone**

*(Mar)* The Player tenses up his body granting them the ability to take great amount of damage without feeling a thing.  
[6 chi per round] STR Bonus+ CON Bonus in DR

**Mud Cannonball**

*(Ha, Nin, Ele)* An earth elemental attack in which the user uses chakra to grasp a huge amount of land mass, and then forms it into a huge boulder and then hurls it at the enemy.  
[8 chi per use] Dc 15 Reflex to avoid damage 4d10 slam

**Mud Pie**

*(Nin, Ele)* The player tosses a ball of mud slamming it into the face of their target blinding the target for 1d6 rounds  
[6 chi per use] 1d8 20 DC Fort vs. Blinding for 1d6 rounds  
Requires dirt

**Nightmares**

*(Nin, Ha)* The player creates a illusion of such great fear it damages the mind of the target and continues to hurt for as long as he maintains it.  
[4 chi per round] 1d12 per round [max damage if set]



### **Pain of a Thousand Years**

*(Mar)* A technique where the user sneaks up behind his opponent, and performs a very powerful Ass poke.

[1 chi per use] 1d10

### **Paper Wave**

*(Mar)* The Player dodges with great speed attacks. By dodging and weaving like paper in the wind.

[5 chi per round] +10 AC while active

### **Para-Touch**

*(Mar)* A quickened strike at points of the targets body cause the target to be stunned.

[6 chi per use] DC 20 Fort vs. Stun for 1d4 rounds

### **Phoenix Fire**

*(Ha, Nin, Ele)* A technique where the user blows multiple fire balls from his mouth. It can also be combined with throwing weapons, which creates weapons engulfed in flames. This move adds fire damage to any thrown weapon.

[40 chi per use] 1d6 [20d6 max]

### **Projection Technique**

*(Nin, Ha)* Allows the player to throw their voice in different directions causing confusion to the attacker.

[2 chi per use] voice and sound can be directed from anywhere within 100ft radius

### **Psycho Babble**

*(Nin)* The player makes a mental attack leaving a endless mental jumble going on in there head until the player releases it.

[10 chi per round] 3d8 psychic a round

### **Raining Needles**

*(Ha, Nin)* A barrage of needles that are sent flying at the opponent from a hidden place inside an umbrella. The needles are then controlled using Chakra and directed at the enemy.

(Category of technique and Style) Description of technique

[20 chi per use] 1d6 damage per level 30ft area [max 10d6]

### **Reverb**

*(Nin)* The player builds up a guttering sound and release it in a burst at their target.

[4 chi per use] 2d8 Sound , Ranged Touch

### **Rising Impact Palm**

*(Mar)* A powerful attack which involves focusing a lot of power into a upper cutting attack using ones palm. This attack has enough power to even through the heaviest opponents in the air.

[10 chi cost] 2d6 +10 Move target 1d6x10 ft doing an additional 1d6 damage every 10 ft

### **Sand Armor**

*(Nin, Ele)* The Player surrounds their allies in a skin of sand, Grants DR based on ½ the Ninjas level to touched allies for rounds equal to the ninja's level

[8 chi per use] ½ ninja's level in DR to those touched, for rounds equal to ninja's levels

Requires Sand

**Sexy skill**

*(Nin, Ele)* The user would transform into a beautiful naked woman/ man. This technique causes nosebleeds but sometimes it doesn't have any affect on the opponent (the exception is perverts). But most people are affected.

Chi cost 2 per use. Requires small mirror fragment

[ 2 chi per use] DC 15 will stun to characters attracted to that type

(Perverts and Super Perverts take 1d6 Con Damage from nose bleed if they fail)

Requires small mirror

**Shadow Armor**

*(Nin, Ha)* The Player enshrouds their body in shadow causing them a miss chance to avoid their opponents attacking them.

[10 chi per round] 50% Displacement

**Shadow Leaf Dance**

*(Mar)* A technique that first sends the opponent airborne while the user attaches to the opponent's shadow, leaving the opponent vulnerable to stronger attacks. Acts much like Shadow Clone only it involves an attack that launches its target off their feet first. .

(Category of technique and Style) Description of technique

[10 chi per use] 1d8 damage, DC 15 Reflex to escape binding, DC 15 Will to release after first fail

**Shadow Mist**

*(Nin, Ha, Ele)* The player covers the area in a massive Dark sphere that makes it hard to find and attack those inside.

[4 chi per round] 50% Displacement 100 ft radius

Requires Vail of Ink

**Shadow Shuriken**

*(Nin, Ele)* A technique which places a second shuriken in the shadow of a first (thrown) shuriken, confusing the enemy. Creates an illusionary shuriken allowing a sneak attack to be added to the damage without flanking or bluffing target.

[ 20 chi per use ] +1d6 per every other level [max +10d6 ]

Requires Vail of ink

**Slam Master**

*(Mar)* blast your target with a flurry of attacks from your fist so quickly its seen as a blur of punches thrown.

[25 chi per level] 1d8 damage per level [max 15d8]

**Slicing Blade**

*(Nin)* A swift strike of the air launches a blast of razor cold wind slicing into their target.

[4 chi per use] 2d8 ranged touch

**Snake Bite Fist**

*(Mar)* A quick and sudden strike at the nerves of a target doing greater physical damage

[4 chi per use] +2d10 touch attack

**Snow Blind**

*(Nin, Ele, Ha)* Creates a massive snow fall that blinds those caught in it making them have trouble seeing and acting.

[6 chi per round] 20 Fort vs. Blind in 100ft radius

**Snow Flake Stars**

*(Nin)* The player creates a cone of snow flakes and hidden blades within striking at their target.

[20 chi per use] 1d6 damage per level [max 10d6]

### **Sobering Punch**

*(Mar)* A full on punch with the full body of the player strength behind the punch  
[10 chi per use] 2d10+STR and CON scores (not bonuses)

### **Sonic Punch**

*(Mar)* The player moves their fists so fast they break the sound barrier and add extra damage and make the contract easier even if the fist would normally miss the damage can still be done  
[4 chi per use] +2d8 touch attack

### **Soru**

*(Mar)* The player boosts their muscles to have them move at a greater pace then normal allowing them to sometimes move quicker then the eye can follow.  
[8 chi per round] +30 move +4 DEX

### **Spider Bind**

*(Nin, Ha)* Creates a large web, similar to a spiders, that traps an opponent. The web is enforced by chakra, and is extremely hard to break.  
(Category of technique and Style) Description of technique  
[6 chi per round] 100ft Ranged Grapple check DC 15 Reflex to avoid, DC 25 STR to break.

### **Spiked Meat Tank**

*(Nin)* A technique in which the user raps Kunai Knives on a special wire and wraps it around their body. The attack then uses high speed to crush and impale the opponent until they get killed.  
[12 chi per round] 2d10 Bashing + 2d6 Slicing when bull rushing a target and keep going

### **Swarm Strike**

*(Mar)* The player makes a flurry of light attacks at a target in a blurry hail of blows. Doing greater damage the more experienced fighter they are.  
[25 chi per use] 1d8 [max 15d8]

### **Tackle Charge**

*(Mar)* Basically a strong charge, using ones backside and shoulders to apply an immense amount of pressure against an object or a person.  
[6 chi per use] +1d10 DC 15 Fort vs. Stun for 1+½ level rounds

### **Tekkai**

*(Mar)* Player tenses their muscles so great that damage finds it hard to break through the tough and well trained hide of the user.  
[10 chi per round] +10 DR

### **Telekinetic Punch**

*(Nin)* A strongly focused punch with great will power behind it forcing its target to be stunned for a while after receiving the hit.  
[6 chi per use] +1d10 DC 15 Fort vs. Stun for 1+½ level rounds

### **Vine Arrows**

*(Nin, Ele)* The player focuses they chi into the earth launching Vines or roots to strike from the ground within a 100ft range from a target  
[25 chi per use] +1d8 per level [max 15d8]  
Requires a Root or piece of vine

**Vine Grapple**

*(Nin, Ha, Ele)* The player sends their chi through the ground having vines and roots latch on and grapple a target within 50 ft

[8 chi per round] DC 20 Grappled with Ground, 25 STR check to break free 50 ft

**Water Bullet**

*(Nin, Ele)* The player forms a ball of water and launches it with such force it does damage similar to a bullet from a gun

[30 chi per use] 2d8 [max 20d8]

Requires Water

**Water Wall**

*(Nin, Ele)* The player focuses their chi into creating a wall of water to be used to protect them.

[8 chi per round] Grants complete cover for people or +5 AC for a Ship, 100ft wall

Requires Water

**Water Wave**

*(Ha, Nin, Ele)* A jutsu which creates water out of no where and then thrashes it all over the place drowning the opponent and slamming them into solid surfaces. The attack requires a high amount of chakra to be performed.

[10 chi per use] 5d10

Requires Water

**Wind Blade**

*(Ele, Nin)* Creates a sharp blade of wind, that is impossible to block.

(Category of technique and Style) Description of technique

[4 chi per use] 2d8 ranged touch

Requires feather or fan

**Wind Gust**

*(Nin, Ele)* A sudden blast of strong wind bursts from the caster. Bursting out in a massive cloud knocking back or down those around them.

[6 chi per use] 100 ft radius blast does 1d8 and causes a DC 15 Reflex vs. Trip

Requires feather or fan

## New Weapons

### New Weapons

#### Simple Weapons

<i>Melee</i>	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Greaves	1d4	1d6	x2	-	1 lb	Bashing
Scalpel	1d3	1d4	x2	20ft	1 lb	Slashing
Bayonet #	1d4	1d6	x2	10 ft	2 lbs	Piercing
Bat	1d6	1d8	x2	10 ft	3 lbs	Bashing
Shive	1d3	1d4	x3	-	1 lbs	Piercing
Broom	1d4	1d6	x2	-	2 lbs	Bashing
Frying Pan	1d6	1d8	x2	-	4 lbs	Bashing
Katana	1d8	1d10	18-20/x2	-	6 lbs	Slashing
Wakashashi	1d4	1d6	18-20/x2	-	3 lbs	Slashing
Kendoma#	1d3	1d4	x2	5 ft	1 lb	Bashing
Kodocha	1d3ss	1d4ss	x2	-	½ lb	Bashing
Paper Fan	1d3ss	1d4ss	x2	-	½ lb	Bashing
Power Drill*	1d8	1d10	x3	-	6 lbs	Piercing
<i>Ranged</i>						
Shot put	1d6	1d8	x3	30ft	10 lbs	Bashing
Sling shot	1d4	1d6	19-20/x2	60ft	2 lbs	Bashing
Blow Gun	1d4	1d6	x2	60ft	1 lb	Piercing
Frisbee/discus	1d4	1d6	x2	60ft	1 lb	Bashing
Butterfly knife	1d6	2d4	x3	20ft	2 lbs	Piercing
Shuriken	1d4	1d6	x2	20ft	½ lbs	Piercing

#### Martial Weapons

<i>Melee</i>						
Tonfa	1d6	1d8	x2	-	2 lbs	Bashing
Bo Ken	1d8ss	1d10ss	19-20/x2	-	4 lbs	Bashing
Yo-yo #	1d4	1d6	19-20/x2	10ft	½ lbs	Bashing
Battle Umbrella	1d8	1d10	18-20/x3	20ft	5 lbs	Bashing
Zanbato	2d6	3d6	19-20/x2	-	20 lbs	Slashing 2hand
Battle Fan	1d4	1d6	19-20/x2	20ft	2 lbs	Slashing /Bashing
<i>Ranged</i>						
Pistol	2d6	2d8	x2	100ft	6 lbs	Bashing
Rifle	2d8	2d10	x2	200ft	12 lbs	Bashing
Musket	2d4 cone	2d6 cone	x2	50ft	8 lbs	Bashing
Needle	1d3	1d4	x2	50ft	½ lb	Piercing

#### Exotic Weapons

<i>Melee</i>						
Chainsaw*	2d6	2d8	x4	-	12 lbs	Slashing 2hand
Sickle and chain#	1d4/1d6	1d6/1d8	x2	10ft	10 lbs	Slashing /Bashing
Barbed Whip#	1d4	1d6	x2	10ft	2 lbs	Slashing
Bladed Claw	1d4	1d6	x2	-	1 lbs	Slashing
<i>Ranged</i>						
Sniper Rifle	2d10	3d8	x3	400ft	16 lbs	Bashing
Shot gun	2d10 cone	3d8 cone	x3	50ft	12 lbs	Bashing
Harpoon gun	2d6	2d8	19-20x4	100ft	10 lbs	Piercing
Dart Gun	1d4	1d6	x2	100ft	5 lbs	Piercing
Repeat Dart	1d4	1d6	x2	100ft	20lbs	Piercing

Gun+						
Boomerang	1d4	1d6	x3	50ft	1 lb	Bashing
Grenade	4d6 30' radius	4d10 30' radius	-	50ft	2 lbs	Bashing
Gas sprayer*,ss	- cone	- cone	-	30ft	15 lbs	-
Flame thrower*	2d6 cone	2d10 cone	x3	30ft	20 lbs	Fire
Bazooka	3d6 20ft	3d10 20ft	x3	100ft	30 lbs	Bashing

**Stationary** (doesn't require a proficiency to use but can't be moved in combat)

Cannon	4d8	4d10	x4	400ft	-	Bashing
Catapult	2d10	3d8	x2	500ft	-	Bashing
Machine Gun+	2d10	3d10	x4	300ft	-	Bashing
Laser Cannon *	4d10	6d10	x4	500ft	-	Piercing
Grenade	-	-	-	200ft	-	-
Launcher						
Rocket	3d10	5d10	x4	500ft	-	-
Launcher						

ss- Weapon does non lethal damage

\* - Requires Power source

# - reach weapon

+ - high rate of fire x3 attacks



## Dial Listing

Axe Dial  
String Dial  
Ball Dial  
Heat Dial  
Light Dial  
Cold Dial  
Flame Dial  
Cloud Dial  
Breath Dial  
Freeze Dial  
Impact Dial  
Reject Dial  
Water Dial  
Liquid Dial  
Sound Dial  
Image Dial  
Flavor Dial  
Jet Dial  
Mist Dial  
Sonic Dial  
Toxic Dial  
Venom Dial  
Arrow dial  
Spark Dial  
Shock Dial

All dials have a 1d6 uses per day further uses may cause strain and break the dial or in the case of impact or reject dials greater harm to the users. Size of dials can vary the damage but also its use in being added to weapons or devices the sizes are (Tiny = Easily hidden yet ½ the use and ½ the power of basic size, Small ½ the use of basic size [not if small is its basic size], medium no change in use or power, Large x2 the use and +.5 of the power unable to use in basic sized weapons, Extra large x2 use and x2 power unable to use in anything other than a vehicle

Axe Dial - Contains a blast of sharp wind that can cut objects, basic size is small and basic damage is 1d10 at 60 ft ranged touch

String Dial - creates a strong clear thin string that takes a DC 30 to break on average, basic size is medium

Ball Dial - creates a 5x5x5 ball of cloud that can float items of great weights, or even be set up to be used as an explosive with the crafting of it in weapon form, common size is medium

Heat Dial - Used primarily to cook or heat things it can also be used to form a weapon that can do burning damage upon impact doing an extra 1d6 fire, basic size is small

Light Dial - A dial often used to maintain a heatless light source, it can be used to form a flash bang type weapon, basic size is medium

Cold Dial - Used to chill items or cool things done in the form of refrigeration or AC but it can also be built into a weapon to do cold damage on impact of 1d6 cold, basic size small

Flame Dial - Used as a weapon or to light fires, this dial contains and releases a flame upon its activation Flame doing 2d6 damage fire, Building it into weapons takes skill but with grant flame attacks with the weapon, basic size is small

Milky Dial - Creates a collection of milky cloud which makes a cloud path one can walk on if thrown or launched by arrows, Basic size is small

Breath Dial - Stores a smell, helpful if you store such things as gas or oxygen to aid in a vacuum or water area where air is needed. Basic size small

Freeze Dial - Used to freeze items or as a weapon, the freeze blast comes out in a cone of 60ft doing 2d6 cold, Building it into weapons takes skill, basic size is small

Impact Dial - Used as a combination as a defense and offensive weapon, It takes major skill to place this item in a weapon but the dial itself can be used to absorb one attack (must be declared before they are attacked) and can keep on taking up damage to a limit per shell (roll 1d100 to determine how much the max it can store upon its founding) this damage can be release afterwards at one time upon a touch attack doing the damage absorbed , Basic size is small.

Reject Dial - Similar to the Impact dial only it multiplies the damage by 10 and the user gets half the damage back upon them, (THESE DIALS ARE REALLY RARE 1 in 1000 chance of being found) Known dials found only have been small in size.

Water Dial - Contains a small amount of water (roll 1d10 to see how many gallons) average size is small

Liquid Dial - Contains a collection of water (roll 1d100 to determine how many gallons it can contain) it can be added to a weapon to create an attack that slams the target with the contents at once damage is based on 1d4 per every 10 gallons of water it contains and a push back of 5 ft (DC 25 STR to resist) basic size is medium

Sound Dial - Records sound and voices, This while has little use in weapons can be used in devices to create a distraction, basic size is medium

Image Dial - Records images and actions, much like sound dials it has little use in weapons but can be used to confuse or distract, basic size is medium

Flavor Dial - Records a taste or flavor, Almost no use outside the kitchen but its ability to copy flavors with out the actual spices or ingredients makes this dial highly prized, basic size is medium

Jet Dial - Creates a blast of air, Often used in movement based devices its not used in weapons often but can to create a greater damage by granting greater speed behind the weapon, (last 1d10 hours of blast) Basic size is medium

Mist Dial - Creates a Mist or Fog that allows cover, over 60ft radius. Basic size is Medium

Sonic Dial - Contains a blast of sound that burst out in a cone shaped cone. Doing 2d6 damage sonic, Basic size medium

Toxic Dial - Contains a chemical inside that can used as a splash attack, or effect damage when built into a weapon, basic size is small.

Venom Dial - Contains a chemical inside that can be sprayed in a 30ft cone, and its shares the effects of the chemical. Basic size is medium

Arrow dial - Similar to axe dial only instead of a slash attack it's a line attack. Doing 1d10 ranged touch, basic size is small.



Spark Dial - A small dial used to house a light steady charge of electricity 1d6 electric, can be used in many things, basic size is medium

Shock Dial - A dial that contains a large jolt of electricity that's not very useful outside of weaponry due to its high burn out rate and short bursts, 2d10 electric, basic size medium

#### Altered Dials

Iron cloud - Stored in a milky dial iron cloud which acts similar to barbed wire, columns or iron spikes yet it can be set to shoot out as a trap

## Ship Building

The players won't get very far in One Piece without a boat to sail the world. This chapter shows how to build a boat and what goes into a ship build.

The Basics in crafting a ship.

### Rolls when Building a Ship

First in building a ship each section of the ship's build are rolled each roll takes one day

Frame

Exterior Walls

Interior Walls

Decks by the number

Masts

Each Room

A ship's stats are based on the ship size and building materials.



ODA: HELLO! THIS TIME FOR THE AUTHOR'S CORNER I ANSWERED A QUESTION THAT HAS BEEN ASKED MANY TIMES, "SHOW ME WHAT THE SHIP SUNNY LOOKS LIKE ON THE INSIDE!"

HERE IS MY THOROUGH ANSWER!! IN A TOTAL OF 18 PAGES!! PLEASE ENJOY!!



Ship Character Sheet

Ship:

Size:

**Ship Armor**

Base AC      +Material Bonus      +Speed Bonus      +Mod      = Total

**Ships Attacks** (Note this is the chart to figure the Base attack of the ship you add this # with the attack of the Character who is operating the cannons [For cannons] or Piloting the ship [For Ramming])

Base Attack      +Speed Bonus      +Mod      =Total

**Ship Speed**

Base Speed      +Material Bonus      +Mod      =Total

Ship Maneuverability:

# of Masts:

Ship HP:

Ship DR:

Repair Points:

Special Abilities:

Rooms:

Flag:

Items In the Hold:

**Crew Positions:**

**Pilot:**

**Navigator:**

**Look Out:**

**Cook:**

**Guard:**

**Medic:**

**Ship right:**

**Other:**

## **Ship AC**

Ships much like a Player character have a Base start AC of 10 and depending on the Speed Bonus every 10 in the speed the ship gains a +1 to AC, Materials also add to the AC of the ship.

## **Ship Base Attack Bonus**

Ships Base Attack Bonus is set by the player operating its guns for Range and Pilot for Melee attacks, however there can be other modifying factors to raise the ships Base Attack Bonus.

**Ship Maneuverability:** How many rounds it takes to make a 90 degree turn at full speed

**Speed Bonus:** A Fast Ship is harder to hit. For every 10 points in total speed the ship gets a +1 to its AC, Thus a Ship with a speed of 60 gains a +6 to their AC. The speed Bonus also applies to the ships base attack bonus.

## **Figuring out the Ship Hp**

All ships start with 100 Hp depending on the craft roll on the frame depends on a boost of +1 Hp for every Number over 20 Result and -1 for every number under 10 Also figured in was the material bonus  
Ships Hp can be regenerated through basic repairs with a Repair skill check which grants the skill result back in HP (this uses one of the ships Repair limit uses)

## **Number of Masts**

While on Tiny Ships only get One mast making no difference in its speed every ship from small to Colossal lets you have a max number of masts and each mast grants you +10 to Speed Bonus but extra masts means extra work thus more crew

## **Ship Sizes**

Along with each ship is a real life example of the ships size

A ships Size Determines its Base Speed, Base AC, Base Maneuver, number of min crew, number of decks, max number of masts, and total space per deck

Tiny - a small sailing vessel or fishing boat

Base Speed = 60 Base AC = 16 Base Maneuver =1 Max Mast # = 1 Min Crew =1  
2 Decks, 100ft x 50ft

Small - A larger Fishing Boat, House Boat

Base Speed = 50 Base AC = 15 Base Maneuver = 2 Max Mast # = 2 Min Crew =2  
2 Decks, 150ft x 100 ft

Medium - A small Yaght, Small Ferry Boat

Base Speed = 40 Base AC = 14 Base Maneuver = 3 Max Mast # = 3 Min Crew =4  
3 Decks, 200ft x150ft

Large - A small Freight, Large Yaght

Base Speed = 30 Base AC = 13 Base Maneuver = 4 Max Mast # = 4 Min Crew =6  
3 Decks, 250ft x200ft

Huge - Freight Ship, Small Warship

Base Speed = 20 Base AC = 12 Base Maneuver = 5 Max Mast # = 5 Min Crew =10  
4 Decks, 300ft x200ft

Gargantuan - Battle Ship, Average Ocean Liner

Base Speed = 10 Base AC = 11 Base Maneuver = 6 Max Mast # = 6 Min Crew =20  
5 Decks, 400ft x250ft

Colossal - Aircraft Carrier, Super Ocean Liners

Base Speed = 0 Base AC = 10 Base Maneuver = 7 Max Mast # = 7+ Min Crew =30+  
6+ Decks, 500+ ft x300+ ft

### Ship Repair

Ships have a set limit to how much they can have parts repaired, if the ship goes beyond its repair limit total then parts or even the whole ship has to be replaced the determination on if the ship can have a replacement or not is done on a roll of a d6 results of 1-2 it can no longer be replaced or fixed a new ship is needed, 3-6 the part can be replaced and the ship gains a 1d8 to its repair limit. A player can choose instead of repairing even before the repair limit is reached to replace but at no point can it go beyond its original Repair limit. When repairing the player makes a Repair skill roll, when replacing the player makes a craft ship/vehicle roll

**Repair Points:** Is the Difficulty for repairing the ship/ finding the materials. A ship made with a low Repair Points will find it harder to repair and might have to be completely replaced All ships start with a basis of 20 RP points

Quality by the numbers with Crafting rolls

- 01 Useless = Supplies Needed are destroyed and the object is failed to be built
  - 02 -10 Poor = Supplies Needed are Used up and the build has major faults granting negatives
  - 11 -20 Fair = Supplies Needed are used up and the build is completed but does not grant bonuses
  - 21 -30 Good = Supplies Needed are used up and the build is completed
  - 31 -40 Great = Supplies Needed are used up and the Build gains room Bonus
  - 41 -50 Grand = Supplies are cut in half and the Build gains a gains room bonus and unique ability
  - 50 + Godly = Supplies are cut in half and the Build grants double the bonus and has a unique ability
- A roll of a natural 20 auto grants no matter the result the room one unique ability

### Materials List

Exterior and Interior Materials	Ship Interior Only
Wood	Silver
Scrap wood	Gold
Steel	Sea Stone
Stone	Paper
Rubber	Cloth
Bone	Brick
Living Wood	Clay
Adam Wood	Leather
Heavy Cloud	Hide
Glass	
Iron Cloud	
Holy Wood	
Sea King Skin	
Thatched Reed	
Iron	
Other	

**Wood** - Interior/Exterior - the easiest to find and most useful building material around which makes it the best all around ship building material it comes out with decent strength and floats great on water and is easy to craft furniture and other items with it. Average 20 berri a unit

Exterior

AC Bonus +3 Man. 3 Speed Bonus +10 Repair Bonus +10 DR Bonus 5/Bashing and Fire

Interior

No Change

**Scrap Wood** - Interior/Exterior - easy to find at damaged ships or wrecked buildings this wood has already suffered damage but still has good use in it. Weaker than normal wood its less resistant to damage but takes little time to craft with. When used inside a ship it gives the sense of poor craftsmanship and gives a social penalty. Average 10 Berri a unit

Exterior

AC Bonus +1 Man. 3 Speed Bonus +10 Repair Bonus +10 DR Bonus 3/Bashing and Fire

Interior

- 5 social rolls in room

**Steel** - Strong and Durable Metal compound built to withstand great damage, Find the material is impossible outside of looking in a scrap yard as steel has to be made by chemical enhancing Iron to be stronger than it is mined. Being a hard metal to find in large amounts make buying it costly and repairing difficult at best. Average 500 Berri a unit

Exterior

AC Bonus +8 Man. 6 Speed Bonus 0 Repair Bonus -5 DR Bonus 10/-

Interior

Strong Walls +5 Hardness to doors and walls

**Stone** - Stone as any metal but far easier to find, Build with this material though makes a ship sluggish yet resistant to damage of all types, Crafting also takes more time when using stone and repairing it is virtually impossible. Overall its not the best of Materials out there unless your looking to build a floating fortress. Average 50 Berri a Unit. Takes Double Time to craft

Exterior

AC Bonus +10 Man. 6 Speed Bonus -5 Repair Bonus -10 DR Bonus 10/-

Interior

Strong Walls +5 Hardness to walls (doors cant be stone)

**Rubber** - Light and flexible Rubber is a great material in small ships, But its hard to come by in mass amount that makes making a large ship practically Useless. The rarity of the building supply also make the ship hard to repair any damage but the ease of patching makes up for that. Average 100 Berri a unit.

Exterior

AC Bonus +6 Man. 3 Speed Bonus +5 Repair Bonus 0 DR Bonus 5/Fire

Interior

Water Seal - Room when closed is water and Air tight thus in case of a flood all contents remain in tact

**Bone** - A light weight and easy to find material yet hard to craft, harvest and near impossible to repair. Bone however grants a special bonus to those willing to dare use it as a ship material. It grants the ship a special Fear Check to all that see it. Overall Bone is a bad choice unless you wish to bring fear upon your path. Average 100 Berri a Unit

Exterior

AC Bonus +4 Man. 2 Speed Bonus +10 Repair Bonus -10 DR Bonus 3/Bashing

Special: Fear DC 15 Will when spotted

Interior

Creepy Room - Room makes all inside uncomfortable DC 15 Will vs. -2 to all rolls for the day

**Living Wood** - A rare living tree is used to make the boat it makes it hard to repair and harder to craft. The Woods main benefit is its Unique ability to repair its own damage over time. Because its living it has a slightly better AC than Scrap Wood but still not as good as normal wood. Its rare type makes it highly prized and raises its cost dramatically. Average 50000 a Tree

Exterior

AC Bonus +2 Man. 3 Speed Bonus +10 Repair Bonus -10 DR Bonus 5/Bashing or Fire

Special: Regenerate 5

Interior

Living room - Room has fertile ground and is set to grow plants at half growth rate

**Adam Wood** - The most Prized Wood in the world, Strong Light weight, And grants a benefit to the crafting. Highly prized for its nature the wood is Vastly expensive and impossible to come by on as it comes from a large massive tree and is only allowed harvest every few years. Average 100000 a unit

Exterior

AC Bonus +10 Man 3 Speed Bonus +10 Repair Bonus -15 DR Bonus 15/Bashing or Fire

Special: +10 Craft

Interior

Fine Works man ship - Room grants a bonus +5 to any craft skill

**Heavy Cloud** - Stone like cloud found in Sky islands, Great for crafting a light weight ship but is hard to come by for repair materials and unlike Iron Cloud it cannot be replicated by imprinting it with a dial. But what it lacks in repair it makes up for in the ability to drop slowly from dangerous heights and its resistance to fire. Average Cost 5000 a unit

Exterior

AC Bonus +4 Man. 4 Speed Bonus +15 Repair Bonus -15 DR Bonus 5/Bashing

Special: Slow fall

Interior

Solid Comfort - All stress and fear check failures are removed when resting in this room

**Glass** - A fine craftsman item while weak in its protection brings out a high quality in the ships look and design. Since glass is made from Sand it makes the material cost almost near nothing, but the ship cant take much damage and rarely can be repaired with out having to replace it. Average Cost 10 a unit

Exterior

AC Bonus +1 Man. 6 Speed Bonus +10 Repair Bonus -15 DR Bonus None  
Special +10 Intimidate

Interior

See Through Walls - Rooms grant no privacy as far as vision goes unless mirrored

**Iron Cloud** - A strong metal like cloud yet greatly flexible. As Durable as Heavy Cloud yet rare to find in large amounts a small amount can be imprinted with a dial to replicate the metal for greater access to it. Its believe that the metal itself is highly prized when its not a copy but the flood of copies make it hard to find original iron cloud. Due to the replication through dials Iron Cloud is a cheep solution in place of heavy cloud. Average Cost 300 a unit

Exterior

AC Bonus +4 Man. 4 Speed Bonus +15 Repair Bonus 5 DR Bonus 5/bashing  
Special: Slow Fall

Interior

Solid Comfort - All stress and fear check failures are removed when resting in this room

**Holy Wood** - Holy wood is a blessed wood by a religion. Its said the wood is blessed by a god or deity. Its blessing grants a comforting feeling to those inside granting them an easier time at healing of battle wounds. The ship appears to be made of normal wood but both its external and internal uses offer a benefit of healing. However do to its rare to find its cost is high. Average cost 2500 a unit

Exterior

AC Bonus +3 Man. 3 Speed Bonus +10 Repair Bonus -5 DR Bonus 5/bashing and fire  
Special: Healing Vessel +2 To Hp a day of all that sleep on board

Interior

Healing Room - Room grants a +2 to HP a day to all that sleep inside

**Sea King Skin** - A strong hide full of large scales able to be removed tanned and made into a strong and fire resistant material. Its easy to come by in the grand blue but killing a sea king for its hide proves to a challenge and brings the cost up on the material. Its also hard to repair well. Average cost 5000 a unit.

Exterior

AC Bonus +4 Man. 3 Speed Bonus +10 Repair Bonus -5 DR Bonus 10/bashing  
Special: Fire Resistant +10

Interior

Creepy Room - Room makes all inside uncomfortable DC 15 Will vs. -2 to all rolls for the day



**Thatched Reed** - A cheap and easy to repair material yet what it has in cost it makes up for in a weak defense. Better for making small crafts or life boats with granting them the quick speed. The reed can be found on almost every type of island thus the cost of supply is rather cheap. Average cost 30 a unit.

Exterior

AC Bonus +2 Man. 2 Speed Bonus +15 Repair Bonus 10 DR Bonus 2/bashing and fire

Interior

No added effect

**Iron** - A strong Metal easily mined through out the world. Iron is a good durable and cheap metal while not as strong as steel its cheap cost and vast mining possibility makes the material a decent choice when building a strong ship that can be repaired. Average Cost 50 a unit

Exterior

AC Bonus +6 Man. 5 Speed Bonus +5 Repair Bonus 5 DR Bonus 5/bashing

Interior

Strong Walls +5 Hardness to doors and walls

**Petrified Wood** - A strong wood that over years has fossilized making a stronger wood option yet raising the cost and making it really hard to repair without replacing it. The high cost and repair makes up for the strong defense and defense verse fire unlike regular wood. Average cost 5000 a unit.

Exterior

AC Bonus +4 Man. 4 Speed Bonus +5 Repair Bonus -10 DR Bonus 10/bashing

Special:

Fire Resistant +10

Interior

No extra Effect

**Other** - see gm for unlisted ship building material

Ship Interior Only

**Silver** - A highly prized metal that is not suggested as a building material but can be used to make it a more valued and highly prized room. The cost is massive and is rare to find and rarer to hold on to. Average Cost 10000 a Unit.

Effect - +3 Intimidate to room

**Gold** - Much like silver it's a highly sought metal, more expensive and higher praise to the metal. Its massive cost and Highly sought value makes this metal some of the most expensive material that can be built with. It Also is so dense its weight is known to slow down the ship. Average Cost 50000 a unit  
Effect - +5 Intimidate in room, -10 Speed to ship per room

**Sea Stone** - A rare metallic blue stone formed by dense water being crystallized by volcanic activity. The stone has two unique abilities One it causes Sea Kings to be repelled by the stone, the other and more worthy ability is the stone effects Fruit Users by preventing their powers to be activated and makes the users Suffer -4 to all rolls and be slowed in their actions. Due to its rare qualities and the fact that the Marines hold all the Known Mines of this stone for themselves this material is only available with Marine Approval. Average Cost 30000 a unit + Marine Approval

Effect - Repel Sea Kings, Block Fruit User abilities and Weaken them

**Paper** - A Common Material that can be used to make walls or even plaster walls with design. Cheap and Elegant, paper allows a room to carry a great look to them. The cost is easy to produce making a rather cheap and easily replaced material. Average Cost 10 a unit.

Effect - Thin wall, Listen checks can still be made easily out side the room

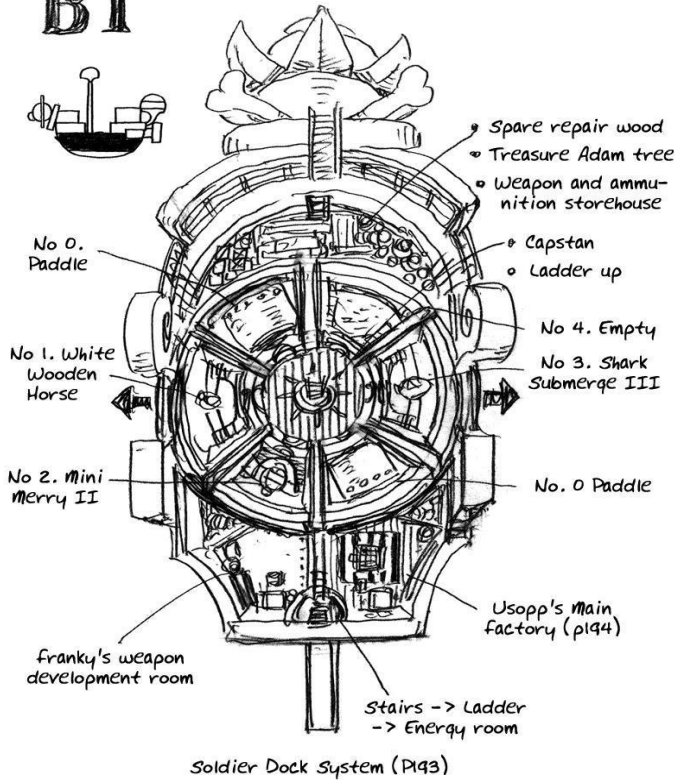
**Cloth** - A Common Material that can be brought through out the world. Used much like the way paper is only it's a stronger material and holds a bit better over time. The cost of the material is low due to its simplicity in manufacturing. Average Cost 30 a unit.

Effect - Thin wall, Listen checks can still be made easily out side the room

**Brick** - Mud Based blocks made easily out of materials found throughout the world. Cheap and strong material used to make a strong durable walls. Due to its leaky nature its not a viable material for exterior building but good for strong interior walls. Average Cost 30 a unit.

Effect - Strong Walls +5 Hardness to doors and walls

**B1**



**Clay** - A Slimy watery mud that can be easily found and shaped to form strong walls when it dries. Its cost is relatively cheap and the material is found in most rivers and creeks. Due to its water based construction it a useless material for exterior of ships but the interior of the ships grant it a strong wall. Average cost 20 a unit.

Effect- Strong Walls +5 Hardness to doors and walls

**Leather** - A strong and durable material yet due to its long time to acquire enough material its not looked a good choice for exterior for its overall expense for small amount of material that has to be bound together Once tanned the walls become a strong defensive wall difficult to break through. Average cost 3000 a unit.

Effect - Strong Walls +5 Hardness to doors and walls

**Hide** - A material similar in make like leather only it maintains a warm fur lining giving a room a good insulation material. The material is just as difficult to gain

enough to make and exterior building material yet is quite useful in the interior. Average cost 3000 a unit. Effect - Insulated walls +5 Cold resistance

## Rooms

Areas marked with a \* are open areas not actual rooms

Each room has a list of Materials Needed and Berri cost with and without supplies, Hiring fees may also be added if the one building the ship isn't a member of the crew supplies per room are 5 total units per 5x5 area

Some rooms have a Power Usage and require a power source to grant a extra room based bonus

Making a hidden room costs double and based on its quality grants ups the DC of the search roll by 5

**Bedrooms** - Used for a place to rest

Materials Needed Wood, Cloth, Rope

Room Bonus +2 HP per night in room

Single Bedroom Small - a small private room for oneself, with hammock and footlocker [20x20]

Cost With supplies 1000                      Cost without supplies 4000

Single Bedroom Large - a large private room with desk and closet [30x30]

Cost With supplies 2000                      Cost without supplies 6000

Bedrooms Deluxe - larger room with closets and desks and privacy walls [80x60]

Cost With supplies 3000                      Cost without supplies 9000

Barracks - A large room used to house many people, hammocks and footlockers [60x40]

Cost With supplies 1500                      Cost without supplies 6000

**Kitchen** - Place where meals are prepped

Materials Needed Wood, Metal / Clay or Glass

Room Bonus - +5 Craft Cooking in room

Kitchen Hutch \* - a small area with a water pump and fire pit sits in an open area of the ship [10x20]

Cost With supplies 200                      Cost without supplies 1000

Basic Kitchen Small - a small room with cabinets and shelves, a table, ice chest and fire pit [20x20]

Cost With supplies 1000                      Cost without supplies 4000

Basic Kitchen Large - larger and with a working sink [40x40]

Cost With supplies 1500                      Cost without supplies 6000

Deluxe Kitchen - A massive Kitchen with counters and a stove along with a working sink and pantry that holds 100 units of food in a 5x5 area [50x50]

Cost With supplies 3000                      Cost without supplies 9000

[Requires Power source of 1 for Oven (flame dial oven no cost)] +5 craft cooking

**Bath** - place where you go to get clean and dispose of waste

Materials - Wood, Metal, Clay/ Glass

Room Bonus - +2 Fort save verses Disease per day of active use

Single Bath Small - a small room with a toilet and sink [10x10]

Cost With supplies 500                      Cost without supplies 2000

Single Bath Large - a small room with a toilet and sea water shower /no hot water [20x10]

Cost With supplies 1000                      Cost without supplies 4000

Single Bath Deluxe - larger with full tub temperature control of the water and a working sink as well [20x30]

Cost With supplies 3000                      Cost without supplies 9000

[Requires Power source of 1 for heated water (Heat dial no cost)] +1 to fort vs. disease

Common Bathroom - A Small Area of a few toilets and a sink [30x30]

Cost With supplies 3000                      Cost without supplies 9000

Common Bathroom Deluxe - A Large room with Several Toilets and sinks also containing lockers [50x50]

Cost With supplies 6000                      Cost without supplies 15000

shower      Bathhouse - a massive room with built in large bath house bath (can be mixed or separate), sinks and Multiple toilets [60x60]

Cost With supplies 7500                      Cost without supplies 16000

Outdoor Bathhouse - Like the Bathhouse only the changing / locker rooms are covered while the baths are exposed to the elements (can only be placed on upper deck or exposed deck) [60x60]

Cost With supplies 6000                      Cost without supplies 15000

Hot Springs - Same as Outdoor bath house only looks natural in its atmosphere [60x60]

Cost With supplies 8000                      Cost without supplies 20000

[Requires Power source 2 to keep water heated (Heat dial can make it free)] +2 to Will vs. Fear

**Wheel House** - the location of the wheel to drive the ship (Must be on top deck)

Materials Needed - Wood, Rope

Room Bonus - +5 Pilot Checks in room

Wheel on deck \* - a wheel placed on deck completely exposed to all [5x5]

Cost With supplies 100                      Cost without supplies 400

Wheel covered deck - a small open aired room with windows on all sides [10x10]

Cost With supplies 400                      Cost without supplies 1000

Wheel house single view - a small enclosed room with a large window in the front [10x 30]

Cost With supplies 1000                      Cost without supplies 4000

Wheel house 360 view - a medium sized room that has views on three sides and room for others inside [30x30]

Cost With supplies 3000                      Cost without supplies 6000

**Navigation / Map Room** - Place where maps and charts lay

Materials Needed - Wood, Paper

Room Bonus - +5 Navigate in room

Chart / Draft Table\* - a small table where maps are laid [5x10]  
 Cost With supplies 100                      Cost without supplies 400

Basic Map Room - a small room with a table and chart tools [20x20]  
 Cost With supplies 1000                      Cost without supplies 4000

Deluxe Map Room - a medium room with chart displays on the walls [30x30]  
 Cost With supplies 3000                      Cost without supplies 6000

War Room - a large room with a grid table and models for planning attacks [50x50]  
 Cost With supplies 5000                      Cost without supplies 12000

**Engine Room** - place where the ships engine is set

Materials Needed - Metal, Wood

Room Bonus - + 10 to ship movement/ +2 to power output

Small Engine room - a small room that houses the engine and holds a little extra space for fuel [30x30]  
 Cost With supplies 3000                      Cost without supplies 6000

Large Engine room - a larger room with storage for spare parts and a repair station [60x60]  
 Cost With supplies 5000                      Cost without supplies 12000

**Hold** - General storage for the ship 50 units take up on 5x5 square of storage

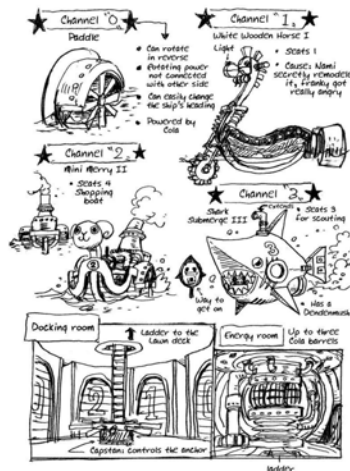
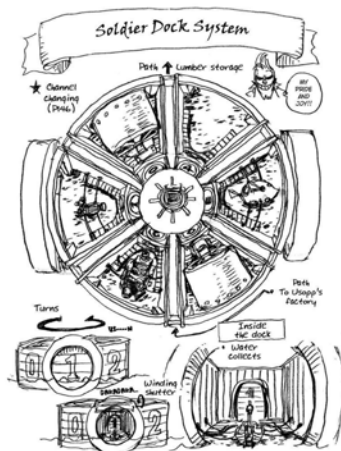
Materials Needed - Wood

Room Bonus - +½ Storage Space

Basic Storage - Space in which floor has been placed so you can store things no extra cost [open space size is based on how much the crew wants to use]  
 Cost With supplies 0 5ft square                      Cost without supplies 0 5ft square

Advance Storage - Walled storage, a well maintained series of selves and corridors [room size is built based on how much storage is wanted]  
 Cost With supplies 50 5ft square                      Cost without supplies 200 5 ft square

Deluxe Storage - Sealed Room, the space is sealed to protect the supplies from elements and other things [ room size is built based on how much storage is wanted]  
 Cost With supplies 100 5ft square                      Cost without supplies 400 5ft square  
 [Requires Power Source 1 (Shock Dial for free Use)] +5 To search



**Crows Nest** (Only can be placed on top deck) - look out tower for the ship

Materials Needed - Wood

Room Bonus - +5 Spot in room

Basic Crows Nest - A small box that you stand in [10x10]

Cost With supplies 500

Cost without supplies 2000

Basic Covered Nest - A small box that you can stand in covered from rain and snow [10x10]

Cost With supplies 1000

Cost without supplies 4000

Basic Room Nest - A small enclosed room protected from the elements [20x20]

Cost With supplies 2000

Cost without supplies 6000

Large Crows Nest - a larger box with benches and can hold a small weapon turret [20x20]

Cost With supplies 1000

Cost without supplies 4000

Large Covered Nest - a larger box with benches and can hold a small weapon turret and is covered from rain and snow [20x20]

Cost With supplies 2000

Cost without supplies 6000

Deluxe Nest Room - a room that keeps one out of the weather and comfortable +5 spot Bonus [30x30] see below

Cost With supplies 4000

Cost without supplies 10000

(acts as area that can hold other type room )

**Garden** (Only can be placed on top deck) - a place to relax or produce food

Materials Needed - Dirt/ Rock/ Soil/ Plants

Room Bonus - +2 Will vs. Stress per day active use / +½ Food Production

Zen Garden - an area of sand and rocks used to meditate and gain relaxation [30x30]

Cost With supplies 500

Cost without supplies 2000

Food Garden - rich soiled land to grow food out in the elements [30x30]

Cost With supplies 1000

Cost without supplies 4000

Small Grove - rich soiled land to grow fruit trees out in the elements [30x30]

Cost With supplies 1000

Cost without supplies 4000

Park - a large area of trees and field for both relaxation and food [80x80]

Cost With supplies 4000

Cost without supplies 10000

Forrest - a massive area of trees and other plant life [200x200]

Cost With supplies 40000

Cost without supplies 100000

**Pool / Aquarium** - a place to relax or store fresh fish

Materials Needed - Wood, Glass

Room Bonus - +2 Will vs. Stress per day active use / +½ Food Production

Small Pool - a small pool or hot tub for relaxation [20x20]

Cost With supplies 2000

Cost without supplies 6000

Basic Pool - a large pool for relaxation [40x40 takes up lower floor space]

Cost With supplies 4000

Cost without supplies 10000

Aquarium Small - a small tank used to house fish [10x10 one floor]

Cost With supplies 1000

Cost without supplies 4000

Aquarium Large - a larger tank used to hold bigger fish [30x30 two floors]

Cost With supplies 3000

Cost without supplies 5000

Aquarium Deluxe - a climate controlled large aquarium [60x60 two + floors]

Cost With supplies 5000

Cost without supplies 12000

Pond - a small pond used to bring atmosphere to the ship [10x10]

Cost With supplies 1000

Cost without supplies 4000

Fish Pond - a small pond filled with fish like Koi [20x20]

Cost With supplies 2000

Cost without supplies 6000

**Greenhouse** (Must have access to upper deck area for light unless alternate light source is found)

A place used to produce food under climate controlled conditions

Materials Needed - Wood, Glass, Plants

Room Bonus - +½ Food Production

Basic Greenhouse - A small room with a built in heater with a fresh water storage of its own [20 x 20 size can be double or tripled (becoming a 2story green house) at x2 and x3 cost]

Cost With supplies 2000

Cost without supplies 6000

Summer Room - A small room with a built in heater with a fresh water storage of its own used to house summer grown plants [20 x 20 size can be double or tripled (becoming a 2story green house) at x2 and x3 cost]

Cost With supplies 4000

Cost without supplies 10000

[Requires power source 1 for Heat (Heat Dial can be used to make no cost)]

Fall Room - A small room with a built in heater with a fresh water storage of its own used to house Fall grown plants [20 x 20 size can be double or tripled (becoming a 2story green house) at x2 and x3 cost]

Cost With supplies 4000

Cost without supplies 10000

Spring Room - A small room with a built in heater with a fresh water storage of its own used to house spring grown plants [20 x 20 size can be double or tripled (becoming a 2story green house) at x2 and x3 cost]

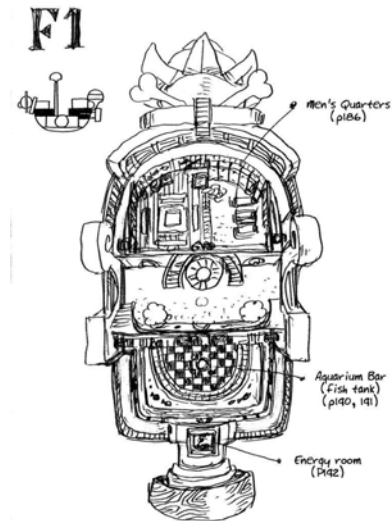
Cost With supplies 4000

Cost without supplies 10000

Dark Growth room - A small room with a built in heater with a fresh water storage of its own used to house mushrooms and nocturnal grown plants [20 x 20 size can be double or tripled (becoming a 2story green house) at x2 and x3 cost]

Cost With supplies 4000

Cost without supplies 10000



**Library** - a place with books to read

Materials Needed - Wood

Room Bonus - +5 to any Knowledge based skill in room

Small Library - a small room with a chairs bookshelves and a table [30x30]

Cost With supplies 2000                      Cost without supplies 6000

Large Library - a larger room with desks and tables and shelves all about [60x60]

Cost With supplies 4000                      Cost without supplies 10000

Deluxe Library - a large 2 floor room lined with book shelves and a storage catalog system  
[60x60 2 floors]

Cost With supplies 8000                      Cost without supplies 30000

**Bar** - a place to converse and have some drinks

Materials Needed - Wood, Glass

Room Bonus - +2 to Fort vs. Poisons per day of active use

Bar area \* - a small bar with stools and a shelf of booze [5x10]

Cost With supplies 100                      Cost without supplies 400

Small Bar room - a small room with shelves of alcohol and a bar and table [20x30]

Cost With supplies 1000                      Cost without supplies 4000

Deluxe Bar room - a large room with a centralized bar and several tables [50x30]

Cost With supplies 3000                      Cost without supplies 8000

[Added Room Bonus +5 To diplomacy rolls]

**Brewery** - used to make chemicals or alcohol

Materials Needed - Wood, Metal

Room Bonus - x2 the effect of chemical/ +1/2 the sale value of liquor

Brewing Tub \* - a Small tub or pot used to brew chemicals or booze [5x5]

Cost With supplies 100                      Cost without supplies 400

Small Brewery - a small room with larger vats and better control [20x20]

Cost With supplies 1000                      Cost without supplies 4000

Deluxe Brewery - a slightly larger room with heated vats and barrels to store [30x30]

Cost With supplies 3000                      Cost without supplies 8000

[Requires Power Source 1 for heating (Heat Dial used brings cost to 0) ] Doubles sale value



**Alchemist Lab** - A lab to mix or make chemicals  
 Materials Needed - Wood, Rubber, Glass, Metal  
 Room Bonus - +5 Craft Chemicals in room

Lab area open\* - A small area normally a table set in an open area with all the basic chemical tools  
 Can be dangerous if spills or gases are released [10x10]  
 Cost With supplies 100                      Cost without supplies 400

Basic Lab room - A basic lab table designed to prevent spills and messes that will effect other rooms [30x30]  
 Cost With supplies 2000                      Cost without supplies 6000

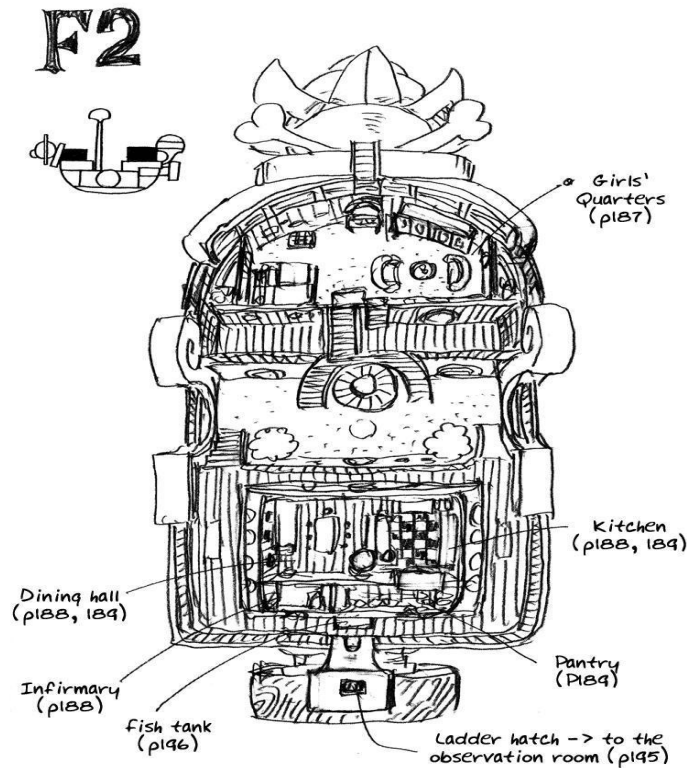
Deluxe Lab - larger then the other and air tight this room protects the ship and the chemicals [30x50]  
 Cost With supplies 5000                      Cost without supplies 12000  
 [Requires Power source 1 for flame (flame dial for 0 cost) ] x2 Chemical effect

**Workshop** - a room to build items  
 Materials Needed - Wood, Metal  
 Room Bonus - +5 To craft items/ weapons/ armor in room

Work area \* - a small bench and stool with tools [5x10]  
 Cost With supplies 100                      Cost without supplies 400

Basic workshop - a small room with a counter and tools along with supply space [30x30]  
 Cost With supplies 1000                      Cost without supplies 4000

Deluxe Workshop - a large room with everything in the basic but contains power tools [50x50]  
 Cost With supplies 3000                      Cost without supplies 8000  
 [Requires power source 1 tools (spark dial can be used for 0)] +5 craft items/weapons/armor



**Cannery** - a room used to can food and gather mass amounts of fish to clean and gut  
(all but canning area must boarder ships walls)  
Materials Needed - Wood, Rope, Metal  
Room Bonus - +½ food production

Canning Area\*- a small area for canning food [5x10]  
Cost With supplies 100                      Cost without supplies 400

Cannery Room Basic - A small room with a open window/deck to ocean to bring in fish in nets by hand and hold canning supplies for food [20x20]  
Cost With supplies 1000                      Cost without supplies 4000

Cannery Large Basic - A larger room used to haul in large fish and break them up for food brought in by hand or hand cranks [30x60]  
Cost With supplies 3000                      Cost without supplies 8000

Cannery Deluxe Small - A small room with a open window/deck to ocean to bring in fish in nets by using a powered crank and hold canning supplies for food [20x20]  
Cost With supplies 3000                      Cost without supplies 8000  
[Requires power source crank (Shock dial for 0 cost)] x2 food production

Cannery Deluxe Large - A larger room used to haul in large fish and break them up for food brought in by machine cranks and harvesters [30x60]  
Cost With supplies 6000                      Cost without supplies 14000  
[Requires power source crank (Shock dial for 0 cost)] allows other production materials I.e. chemicals and building materials Ivory

**Forum** - a room used to gather people for entertainment and meetings  
Materials Needed - Wood  
Room Bonus - +2 Morel Bonus/ +5 Perform in room

Stage \* - a small platform used to gain attention [10x10]  
Cost With supplies 200                      Cost without supplies 750

Meeting room - a simple room with chairs [30x30]  
Cost With supplies 1000                      Cost without supplies 4000

Small Theater - a small room set so all can see a stage in front [40x40 2 floors]  
Cost With supplies 2000                      Cost without supplies 6000

Deluxe Theater - a massive room built to carry sound create stage illusion [60x60 2 floors]  
Cost With supplies 5000                      Cost without supplies 14000  
[Requires power source 1 lighting (Light Dial for 0 cost)] +5 Perform

**Playroom** - a room for fun mainly with younger children

Materials Needed - Wood, Cloth, Rubber

Room Bonus - +10 to Diplomacy with children on ship

Toy Area \* - a small clear area with a toy chest [10x10]

Cost With supplies 100                      Cost without supplies 400

Playroom - a small room with shelves and boxes of toys [30x30]

Cost With supplies 1000                      Cost without supplies 4000

Daycare room - a large room with toys and set up like a mock kitchen and train yard [60x60]

Cost With supplies 3000                      Cost without supplies 8000

Deluxe Playroom - a large maze of pipes slides swings and other play things [80x80]

Cost With supplies 5000                      Cost without supplies 12000

[Requires extra supply of rubber (Ball dial may be used to lower cost)] +5 Will vs. Fear

**Training room** - A place to practice ones skills as a fighter

Materials Needed - Wood, Rock

Room Bonus - +1 Bonus to attacks when actively used (must be a declared actions by player)

Dojo is Melee, Target room Ranged

Dojo basic - a small room with a training dummy [30x30]

Cost With supplies 1000                      Cost without supplies 4000

Dojo Deluxe - a large room with advance mechanical workout devices and dummies [60x60]

Cost With supplies 2000                      Cost without supplies 6000

[Power source 1 required to power machines (spark dial used to make 0 cost) ] +1 to melee 1/day

Target Room - a large room with a target dummy [30x60]

Cost With supplies 2000                      Cost without supplies 6000

Deluxe Target Room - a large room with advance machines that move targets about [30x60]

Cost With supplies 3000                      Cost without supplies 8000

[Power source 1 required to power machines (spark dial used to make 0 cost) ] +1 to ranged 1/day

**Exercise Room** - A place to keep one self fit

Materials Needed - Wood, Metal, Rock

Room Bonus - +2 To Strength checks made that day (Must be actively declared by player)

Workout area \* - a small area where free weights are kept [10x5]

Cost With supplies 100                      Cost without supplies 400

Workout Room basic - a simple empty room with free weights[20x20]

Cost With supplies 1000                      Cost without supplies 4000

Workout room deluxe - a large room with advance exercise machines [30x30]

Cost With supplies 2000                      Cost without supplies 6000

**Wine Closet** - Storage for alcohol

Materials Needed - Wood, Alcohol

Room Bonus - +2 Fort vs. Poisons per day used actively

Wine closet - a dry room to keep drinks fresh [10x10+ can be made larger at x2 cost]

Cost With supplies 1000                      Cost without supplies 4000

Wine closet Deluxe - a cataloged storage with taps for tasting

[10x10+ can be made larger at x2 cost]

Cost With supplies 2000                      Cost without supplies 6000

[Requires Power source 1 to keep cool (Cool Dial for 0 cost)] +½ sale value

**Fridge** - Food storage

Materials Needed - Wood, Metal

Room Bonus - double lifespan of food stored

Mini Fridge \* - a small chest with cold water pipes keeping items cool [5x5 holds 50 units]

Cost With supplies 50                      Cost without supplies 200

Basic Fridge \* - a large chest with cold water pipes keeping items cool [5x10 holds 100 units]

Cost With supplies 100                      Cost without supplies 400

Walk-in Fridge - a room based on design size that mimics a basic fridge [20x20 +can be doubled]

Cost With supplies 1000                      Cost without supplies 4000

Walk-in Deluxe - a room based on design size that mimics a basic fridge [20x20 +can be doubled]

Cost With supplies 2000                      Cost without supplies 6000

[Requires power source 1 to chill food (cool dial for 0 cost) ] double lifespan of stored food

**Freezer** - Longer life span food storage

Materials Needed - Wood, Metal, Ice

Room Bonus - double life span of food

Freezer chest \* - a small chest with ice and pipes used to keep things frozen [5x5 holds 50 units]

Cost With supplies 50                      Cost without supplies 200

Freezer \* - a large chest with ice and pipes used to keep things frozen [5x10 holds 100 units]

Cost With supplies 100                      Cost without supplies 400

Walk-in Freezer - a room based on design size that mimics a freezer [20x20 + can be doubled]

Cost With supplies 1000                      Cost without supplies 4000

Walk-in Deluxe - a room based on design size that mimics a freezer [20x20 + can be doubled]

Cost With supplies 2000                      Cost without supplies 6000

[Requires power source 1 to freeze (Freeze dial to bring to 0 cost) ] double life span of stored food

**Brig** - A place to hold prisoners  
Materials Needed - Stone, Metal / Glass  
Room Bonus - +20 DC Lock

Cage \* - a small and moveable cage [5x10]  
Cost With supplies 200                      Cost without supplies 600

Jail Cell - a simple cell with iron bars and a hammock for a bed [20x20]  
Cost With supplies 2000                      Cost without supplies 6000

Deluxe Cell - a walled in cell with a personal toilet [20x20]  
Cost With supplies 4000                      Cost without supplies 10000  
[Requires power source 1 for electronic locks (Spark Dial for 0 cost)] DC 40 lock

Marine's Cell - (SPECIAL) Fruit user cell bars are made with sea stone [20x20]  
Cost With supplies 10000                      Cost without supplies 40000  
[Requires power source 1 for electronic locks (Spark Dial for 0 cost)] DC 40 lock  
[Requires Marine's Approval to gain access to Sea Stone]

**Animal Pens** - A place to hold animals / wildlife  
Materials Needed - Wood, Stone, Reed/ Grass/ Hay  
Room Bonus - +½ food production

Crate \* - a small pen used to house a animal, food and water trays [10x5]  
Cost With supplies 100                      Cost without supplies 400

Basic Pen - a large pen used to give the creature more room to move [20x20]  
Cost With supplies 1000                      Cost without supplies 4000

Deluxe Pen - a large pen with a auto food and water tray [20x20]  
Cost With supplies 3000                      Cost without supplies 8000  
[Requires Power source 1 feed /water (spark dial can be used for 0 cost)] x2 food production

Aviary - a large cage for Birds kept usually out side but can be built indoors it grants them some room to fly [60x60 2 floors if not on top deck]  
Cost With supplies 5000                      Cost without supplies 12000

**Church** - a place to come and worship a deity  
Materials Needed - Wood  
Room Bonus - +5 Knowledge Religion in room

Alter \* - A small shrine to a god or deity [5x5]  
Cost With supplies 50                      Cost without supplies 200

Church Basic - a small room used to preach and pay respects to a deity [20x30]  
Cost With supplies 1000                      Cost without supplies 4000

Church deluxe - a large room used to preach and pay respects and show the power of a deity [40x30]  
Cost With supplies 3000                      Cost without supplies 8000  
[Requires Power source 1 holy miracle (any dial based on miracle can bring to 0 cost)]  
+2 Morel Bonus that day (actively must be declared by player to be used)

**Machine Room** - a room to build machines in

Materials Needed - Wood, Metal

Room Bonus - +5 Craft Machines/ Robots/ Vehicles in room

Machine work bench \* - A small workbench area complete with tools [10x10]

Cost With supplies 100

Cost without supplies 400

Machine Room - A basic room with spaces to line tools on the side walls and forge [30x30]

Cost With supplies 1000

Cost without supplies 4000

Deluxe Machine Room - larger then the other this room is setup to run power tools and has a large garage door for bigger machines (can house its own recharge engine to power tools / machines ) [30x50]

Cost With supplies 3000

Cost without supplies 8000

[Requires power source 1 power tools (spark dial can be used to make 0 cost) ] +5 Craft Machines

**Dinning Room** - a Room in which one eats their meals

Materials Needed - Wood

Room Bonus - +5 Diplomacy in room

Breakfast Nook\* - a small eating area in a open area [20x20]

Cost With supplies 500

Cost without supplies 2000

Basic Dinning Room - a simple room with a table and chairs [50x30]

Cost With supplies 2000

Cost without supplies 6000

Large Dinning room - a larger room with a smaller area for sitting and snacking [60x40]

Cost With supplies 3000

Cost without supplies 8000

Banquet Room - a room designed to enhance the eating experience granting a +5 Bonus on all social rolls in this room [80x60]

Cost With supplies 5000

Cost without supplies 12000

**Treasury** - a display of ones greatest treasures

Materials Needed - Metal, Wood, Glass

Room Bonus - +2 Intimidate In room

Trophy Case\* - a small glassed in case holding great items on display [5x10]

Cost With supplies 50

Cost without supplies 200

Trophy Room - a small room displaying great items [30x30]

Cost With supplies 1000

Cost without supplies 4000

Museum Room - a Large room displaying great trophies and works of art [60x80]

Cost With supplies 3000

Cost without supplies 8000

**Armory** - a storage room for gun powder and explosives

Materials Needed - Wood, Metal

Room Bonus - +2 Ranged attack for ship

Gun Cabinet \* - a small cabinet used to store gun powder and explosives [5x10]

Cost With supplies 100                      Cost without supplies 400

Gun Storage Room Basic - a small room with shelves used to hold gun powder [30x30]

Cost With supplies 1000                      Cost without supplies 4000

Gun Storage Room Deluxe - a small room with strong walls preventing any accidents [35x35]

Cost With supplies 3000                      Cost without supplies 8000

**Safe** - a box to store valued items from thieving hands

Materials Needed - Metal, Wood, Rock

Room Bonus - +10 to DC of Lock

Small Safe\* - a small box with a lock on it [5x5]

Cost With supplies 100                      Cost without supplies 400

Small Safe Deluxe\* - a small box with an electronic lock on it [5x5]

Cost With supplies 500                      Cost without supplies 2000

[Requires power source 1 for Lock (Spark Dial for 0 Cost) ] +10 DC of the lock

Large Safe\* - a large case with a lock on it [10x5]

Cost With supplies 500                      Cost without supplies 2000

Large Safe Deluxe \* - a large case with a electronic lock on it [10x5]

Cost With supplies 1000                      Cost without supplies 4000

[Requires power source 1 for Lock (Spark Dial for 0 Cost) ] +10 DC of the lock

Safe Room Basic - a small room with shelves and a strong door lock and walls [30x30-35x35]

Cost With supplies 3000                      Cost without supplies 8000

Safe Room Deluxe - a small room with shelves and a strong electronic door lock and walls [30x30-35x35]

Cost With supplies 5000                      Cost without supplies 12000

[Requires power source 1 for Lock (Spark Dial for 0 Cost) ] +10 DC of the lock

Floor/Wall Safe Basic\* - a small safe built into a wall of a room [adds +5 ft of solid wall to room]

Cost With supplies 1000                      Cost without supplies 4000

Floor/Wall Safe Deluxe\* - a small safe built into a wall of a room with electronic lock [adds +5 ft of solid wall to the room]

Cost With supplies 3000                      Cost without supplies 8000

[Requires power source 1 for Lock (Spark Dial for 0 Cost) ] +10 DC of the lock

**Docking system** - a dock built into the ship for vehicles (typically land based vehicles)

Materials Needed - Rope, Wood

Room Bonus - +5 To craft Vehicle / Ship in room

Small Dock \* - a small dock for a land vehicle on top deck [10x20]

Cost With supplies 500                      Cost without supplies 2000

Large dock \*- a Large dock for a land vehicle on top deck [30x60]

Cost With supplies 1000                      Cost without supplies 4000

Small Interior Dock - A small room at the ships wall for vehicle with door [10x20]

Cost With supplies 1000                      Cost without supplies 4000

Large Interior Dock - A Large room at the ship wall for vehicle with door [30x60]

Cost With supplies 3000                      Cost without supplies 8000

Deluxe Interior Dock Small - a small dock with machine extraction in ship [10x20]

Cost With supplies 4000                      Cost without supplies 10000

[Requires power source 1 for launch system (Jet Dial can be used for 0 cost)]

Deluxe Interior Dock Large - a Large dock with machine extraction in ship [30x60]

Cost With supplies 6000                      Cost without supplies 14000

[Requires power source 1 for launch system (Jet Dial can be used for 0 cost)]

**Sick Bay** - a room used to care for the injured and sick

Materials Needed - Wood, Metal, Cloth, Rope, Glass

Room Bonus - +10 HP when medical rolls are made

Medical Bed\* - a small bed with a medical kit and medicine near by [5x10]

Cost With supplies 200                      Cost without supplies 700

Medical Office - a room with a desk, charts and a cot [20x20]

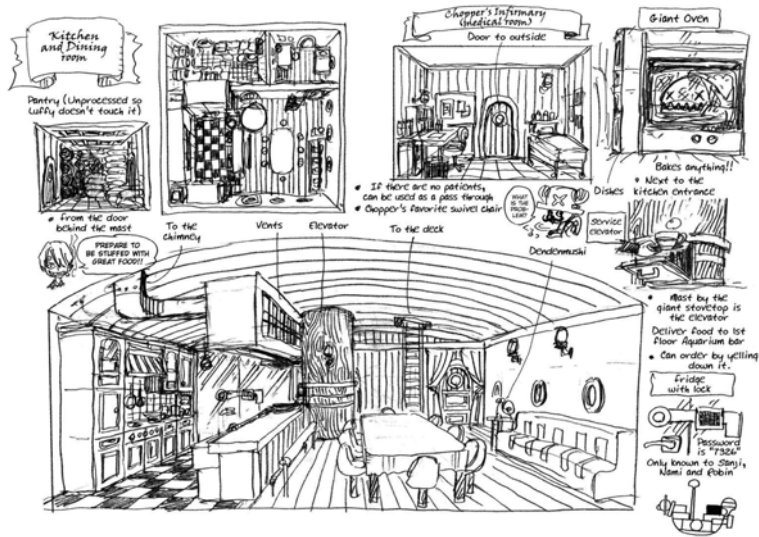
Cost With supplies 2000                      Cost without supplies 6000

Sick bay - a larger room with more beds and medical supplies [30x50]

Cost With supplies 4000                      Cost without supplies 10000

Sick bay deluxe - a hospital on board grants a +5 to medical checks in this room [50x60]

Cost With supplies 5000                      Cost without supplies 12000





**Lifeboats** - boats used as a last resort to escape a sinking ship/ used to reach areas the ship cant  
Lifeboats require rolls of exterior ship builds but not interior and they count as Tiny ships in cost of material

Materials Needed - Rubber, Wood, Rope

Room Bonus - +5 Survival In boats

Raft - A small raft made of wood and reeds [10x10]

Cost With supplies 100                      Cost without supplies 400

Rubber Raft\* - a small inflatable raft [5x5]

Cost With supplies 500                      Cost without supplies 2000

Deluxe Rubber Raft\* - a small rubber raft with a small motor [5x10]

Cost With supplies 1000                      Cost without supplies 4000

[has a small engine that requires a fuel source (jet dials are a good replacement)]

Small Boat - a small 2 man boat [5x10]

Cost With supplies 500                      Cost without supplies 2000

Basic Boat - a small boat that can hold 4 people [10x15]

Cost With supplies 1000                      Cost without supplies 4000

Large boat - a boat used to haul items to large ships [10x20]

Cost With supplies 2000                      Cost without supplies 6000

Deluxe Boat - a boat similar to the large boat but with a engine on board [10x20]

Cost With supplies 4000                      Cost without supplies 10000

[has a small engine and requires a fuel source (A jet dial is a good replacement)]

**Parlor** - A room used to greet ones visitors

Materials Needed - Wood, Metal, Glass

Room Bonus - +5 Diplomacy in room

Parlor Basic - a small room with pictures and mirrors [20x20]

Cost With supplies 2000                      Cost without supplies 6000

Parlor Deluxe - a grand hall to great ones guests [30x80]

Cost With supplies 3000                      Cost without supplies 8000

**Furnace Room** - a device used to maintain heat across the ship, All of these require a fuel source

Materials Needed - Metal, Stone

Room Bonus - +5 Cold resistance whole ship

Furnace \* - a small place to burn a fire without burning the ship to keep warm [5x5]

Cost With supplies 500                      Cost without supplies 1000

Furnace Room Basic - a small room and system of pipes used to provide warm water [10x10]

Cost With supplies 1000                      Cost without supplies 4000

Furnace Room Deluxe - a small room with pipes and ducts used to warm water and heat the ship [10x20]

Cost With supplies 3000                      Cost without supplies 8000

[Requires power source 1 to blow warm air (breath dial can be used at 0 cost)]

**Study** - a small area to spend time working out problems

Materials Needed - Wood, Paper

Room Bonus - +5 To Investigate / Gather Info checks that day actively used

Study Private\* - a small desk that can be placed in any room [5x5]

Cost With supplies 200

Cost without supplies 600

Study Basic - a small room with a desk, light and book shelf [10x10]

Cost With supplies 1000

Cost without supplies 4000

Study Deluxe - a small room with comfortable furniture and a fire pit along with desk, light, chalkboard and 2 book shelves [30x30]

Cost With supplies 2000

Cost without supplies 6000

[Requires fuel source for fire pit (flame dial can be used instead at 0 fuel cost)]

**Stair Well** - the way to get from one deck to the next

Materials Needed - Wood, Metal, Clay, Stone, Rope

Room Bonus - +10 Movement on board ship

Stairs Basic - Basic stairs Type based on space [5x5 spiral, 5x10 standard]

Cost With supplies 500

Cost without supplies 2000

Stairs Deluxe - A grand looking staircase used to impress others [5x5 spiral, 5x10 standard]  
+2 Intimidate

Cost With supplies 2000

Cost without supplies 6000

Cargo Shaft - A designed Shaft running from the upper deck to the Hold along with a wench to lower supplies down safely [30x30]

Cost With supplies 2000

Cost without supplies 6000

Dumbwaiter - A small elevator used to traverse light weight items from floor to floor [5x5]

150lbs max weight limit

Cost With supplies 3000

Cost without supplies 8000

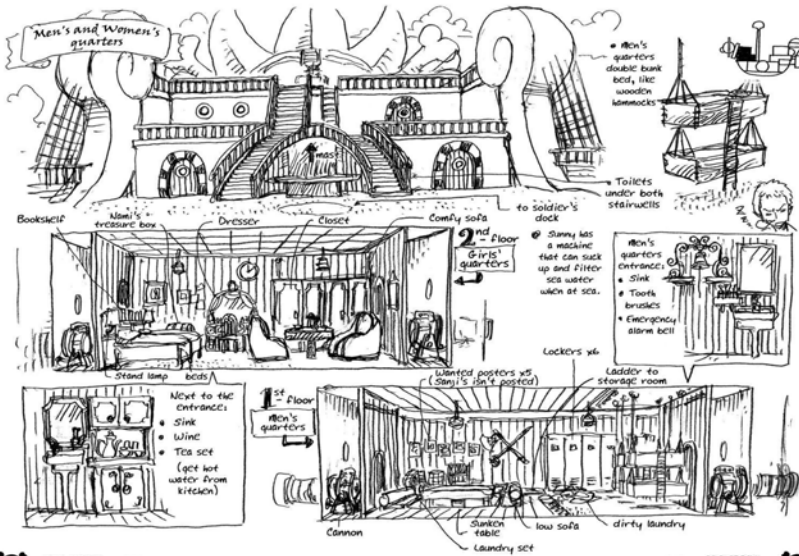
Elevator - A small room that moves people and things from one floor to the next [10x10]

Max Weight limit 3000 lbs

Cost With supplies 5000

Cost without supplies 12000

[Requires power source 1 (Spark Dial can be used to make cost 0)]



**Room Unique Abilities Gained in crafting** (some of these abilities do stack)

Silenced - in the room no sound travels in from outside or out from inside making it absolutely quiet

Relaxing - any effects of failed will saves are removed

Healing - does +5 Healing when resting in this room

Improvement - Increases an item made (armor and weapons gain +1, food is doubled, machines/vehicles gain +10 HP to their build)

Spy Network - +10 Sense Motive

Scoped - +10 Spot

Blessed Feeling - Lessens DC of Disease or poisons

Show Off - Grants a x2 sale value to items made in this room

Walls Have Ears - +10 to listen checks made outside this room

Lighten the Load - (only Available in Exterior Build) Has Ship move +10 as its lighter

Fishing Hole - Room has a portal to the ocean below deck without brining on water

Spackle - Room Grants +1d6 to repair total of the ship

Good Shot - (only Available in Exterior Build) Grants +1 To Ships BAB

Strong Walls - (only Available in Exterior Build) Grants ship +2 to DR

Fire Alarm - Grants fire resistance to room / ship of +5

Bendy Straw - (only Available in Exterior Build) Grants Turn Bonus of 1

### Building Defects Gained in low crafting score results

Awkward Floors - Reflex Save vs. Trip when moving through the room DC 15

Stuck Door Frame - Takes one extra action to enter and leave room

Sliding Furniture - Items in this room will roll around in choppy water anyone inside it will take damage from falling items on the roll of a 1 on a 1d6, the damage will be based on the width of the room every ten feet count a 5ft of falling damage

Hidden door (Inside) - Finding the door from inside the room requires a search check DC 10 + the number under 10 of the skill check

Leaky wall - Water slips in the room ruining items inside during bad weather

Dense Walls - -10 Speed of the ship

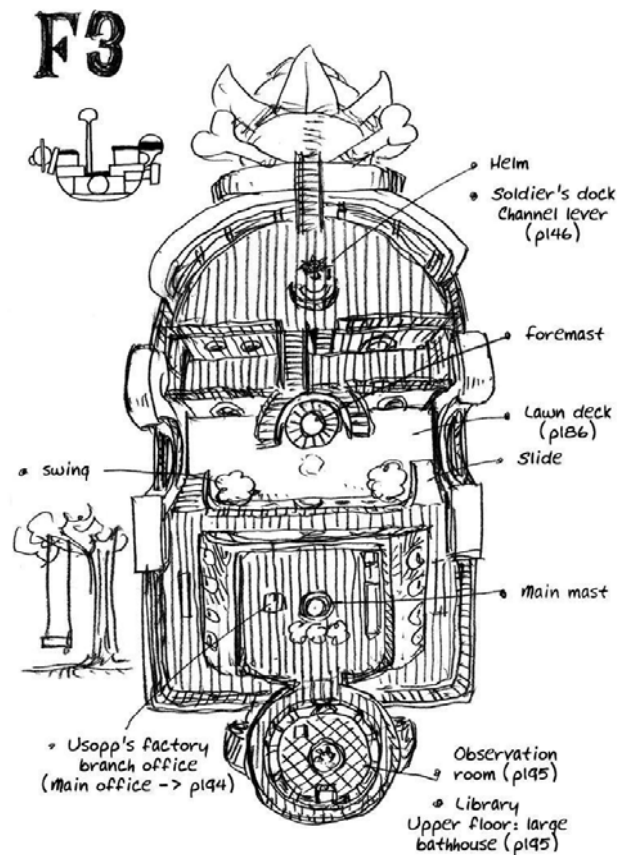
Deceiving View - (exterior only) -2 BAB to ship

Sickening View - DC 20 vs. sickness when entering room

Distracting room - -10 to all craft checks made in the room

Termites - Weakens DC of Ship by 2

Restless - DC 20 Will vs. Stress when sleeping this room



### Ship Weapons and extras

<b>Cannon</b>	Dam.	Dist.	Dam Type	Crit.	Cost	
Basic	2d6	200 ft	Bashing	x4	3000	
Large	4d6	300 ft	Bashing	x4	6000	
Deluxe	6d6	400 ft	Bashing	x4	9000	Requires power source 1 to fire
Chain	4d6	200 ft	Slashing	x4	4000	
Scatter	4d6	100 ft	Bashing	x4	5000	
Add-ons						
	Scope		double range		1000	
	Slide Load		rapid reload		4000	
	Turn Table		quick turn		500	
<b>Catapults</b>						
Basic	3d6	100ft	Bashing	x3	1500	
G. Fire	2d6/2d6	100ft	Bashing/ Fire	x3	2500	
Add-ons						
	Scope		double range		1000	
	Turn Table		quick turn		500	
<b>Rockets</b>						
Multi-bow	10d6	300ft	Piercing	x3	1500	
Bazooka	4d6	150ft	Bashing	x4	3000	
Missile	6d6	1000 ft	Piercing	x2	10000	requires power source 1 to fire
Burn B.	5d6	200 ft	Fire	x4	6000	
Add-ons						
	Scope		double range		1000	
	Slide Load		rapid Reload		4000	
	Turn Table		quick turn		500	
<b>Grappling Hooks</b>						
G. hook	N/A	20ft			20	
hook C.	N/A	200ft			2000	
Add-ons						
	Scope		double range		1000	
	String Cloud		Rope DC 30		4000	
	Chain		Rope DC 25		200	
	Rope		Rope DC 15		50	
<b>Harpoon guns</b>						
Harpoon T.	1d8	20ft	Piercing	x2	20	
Harpoon G.	2d8	100ft	Piercing	x3	200	
Harpoon C.	3d8	200ft	piercing	x3	2000	
Add-ons						
	Scope		double range		1000	
	String Cloud		Rope DC 30		4000	
	Chain		Chain DC 25		200	
	Rope		Rope DC 15		50	

### Trebuche

Steel Tip	3d6	200 ft	Piercing	x3	300
Metal	4d6	200 ft	Piercing	x3	500
Wooden	2d6	300 ft	Piercing	x3	100
Add-ons					
Scope			Doubles Range		1000
Explosive Tip			explodes on impact	3d10	4000
Burning Tip			Does +2d6 Fire damage		1000

### Gatling Gun

Basic	6d6	100ft	Piercing	x4	10000	does cone of damage
Deluxe	10d6	100ft	Piercing	x4	50000	does cone of damage
Add-ons						
Scope			Doubles range		1000	
Larger Casing			Doubles Ammo total hold		2500	
Hollow Point			Goes through DR 2		40000	

### Laser Cannon

All laser cannons use 3 power source to fire						
Blast	6d6	400ft	Bashing	x5	50000	30ft area explosion
Beam	8d6	400ft	Slashing	x5	50000	
Heat	6d6	400ft	Fire	x5	50000	
Add-ons						
Scope			Doubles Range		1000	

### Ship Ram

Ice	4d8 +1d8 per every 10 speed	Bash x4	10000
Basic	2d8 +1d8 per every 10 speed	Bash x2	200
Add-ons			
Explosive Tip		+4d10 explosion	40000
Burning Tip		+3d10 Fire damage	10000
Scatter Tip		+2d6 piercing 30 ft area	20000

### Torpedo

Torpedo	4d6	200ft	Bashing	x4	50000	Requires power source 1 to fire
Depth C.	6d6	N/A	Bashing	x4	50000	
Sea Mine	6d10	N/A	Bashing	x4	100000	

### Other Ship Items

#### Anchor (cloud String doesn't work under water) - keeps the ship from moving

Chain Anchor	- a basic anchor with chain and crank to pull up	DC 25	1000
Rope Anchor	- a basic anchor with a rope and crank to pull up	DC 15	500
Basic Anchor	- a rope and a stone attached no crank	STR DC 20 , DC 10	50
Add-ons			

Machine Wench pulls chain mechanically 2000 requires power source

#### Turning Engine - Used to make the ship turn faster

Oars	- A long paddle and a STR Check	5
Rubber Band	- A large rubber band and propeller	2000
Coal	- A coal powered Engine	3000
Oil	- A Oil powered Engine	5000
Other	- an alternative energy engine	10000
Dial	- Jet or Impact	6000 jet / 50000 Impact

<b>Propulsion Engine</b> - Used to push the ship forward at a faster rate			
Oars - A lot of long Paddles and similar STR Checks	+5 ft/rounds vs. CON		5
Rubber band - Short burst of energy pushing the ship forth	+15ft / 6 rounds		2000
Coal - A long and slow but steady push forward	+10ft/ 30 rounds a unit		3000
Oil - A Steady push forward that uses up its fuel	+15ft/ 20 rounds a unit		5000
Other - an alternative fuel source pushes slowly	+10 / 20 rounds a unit		10000
Dial - Jet or Impact	+20 ft/ 60 rounds Jet , +100 Ft /3 rounds Impact	6000 jet/50000 impact	

<b>Power Supply</b> - Power source for the ship			
Crank - Hand crank puts out 1 power source for 1 hour of cranking CON save			100
Wheel - A large Hamster like wheel puts out 3 power source for 1 hour CON Save			500
Water Paddle - A small wheel on the underside of the ship puts out 6 power source			1500
When the ship is in motion. 0 when at rest			
Oil - Oil powered engine that produces 20 power source per 1 unit of fuel			5000
Coal - Coal Powered engine that produces 30 power source per 1 unit of fuel			3000
Dial based - flame dials can produce 10 power source per size per use			20000
Solar - Solar Panels can produce 20 power source a day			30000
Wind - Wind Turrets can produce 20 power source a day of wind			10000
Other - Alternate power sources can be made most only produce 10 Source			

<b>Storage Battery</b> - Used to Hold additional Unused Power Source			
Basic Battery - Depending on condition can hold up to 20 power source			5000
Recharge Battery - Depending on condition can hold up to 15 power source, rechargeable			10000

<b>Weather Protection / Sails</b> - Protection from bad weather that can damage the ship sails			
Ice Proof Sails - Rubberized sails that allow ice to be smashed off			500
Fire Resistant Sails - Flame resistant Cloth that doesn't burn well 5 Resist Fire			50000
Black Sails - Warns ships that your ship is has the Plague +10 Intimidate			500

<b>Deep Seas Exploration</b> - Tools used to explore the under sea			
Dive Suit - Rubber suit with metal helmet and hose to surface			5000
Small sub - Small Craft for undersea exploration (Tiny ship build)			30000
Large Sub - larger Craft for Undersea exploration (Small Ship Build)			300000
Deluxe Sub - same as Large sub but with better movement and a torpedo cannon			900000
Air Pump (man powered) - a hand pumped air supply for a diver			500
Air Pump (Machine powered) - a machine pumped air supply requires power source			5000

<b>Salvage Gear</b> - tools used to salvage items from the sea			
Rope and pulley - a hand operated crank and rope with hook break DC 15			500
Chain and pulley - a hand operated crank and chain with hook break DC 25			5000
Crane w/rope - Machine operated Rope and hook break DC 15 needs power source			5000
Crane w/chain - Machine operated chain and hook break DC 25 needs power source			10000
Dragnet - Massive net to place on the end of a hook and line to drag along sea floor			500

<b>Ship Coating</b> - A coating that protects the ship			
Tar Coating - Grants the ship DR +2/ Fire			200
Underwater Coating - Coats the ship making it able to traverse underwater temp.			500000
Heat Resistant Coating - Coats the ship in a fine liquid giving it +5 Fire Resistance			5000
Ice Resistant Coating - Coats the ship in a fine gel giving it +5 Ice resistance			5000

<b>Compass</b> - The tool used to point the way			
Compass - Always points north is a must have for any ship			50
Log Pose - The only way to transverse the Grand line is with this compass			5000
Eternal Pose - a compass locked on a certain island in the grand line / calm belt			10000
Rare Pose - a Odd pose used to lock on moving targets or non magnetic islands			50000

**Oddities** - The weird yet useful

Wing Set - grants a Intimidate bonus of +5 for the ship making it look like it can fly	10000
Hot Air Balloon - allows the ship to float with the winds	100000

**Other Useful items to place on board**

Den Den Mushi - used to communicate great distances (aka a phone)  
Small Den Den Mushi - Walkie talkie type (distance is about 100 miles)  
Den Den Mushi C Mode - A Den Den Mushi set to act as a camera for photography  
Den Den Mushi V Mode - A Den Den Mushi set to act as a Video Camera  
Den Den Mushi F Mode - A Den Den Mushi that acts as a Fax Machine  
Heater - Grants +10 resistance to cold, also can heat water, requires power source 1 heats room  
Fans - Grants +5 resistance to heat, requires power source 1 cools 30 ft area  
AC - Grants +10 resistance to heat, requires power source 1 cools room  
TV - 5x5 space require power source of 1 grants a +5 knowledge Local  
Kotatsu - Grants a +5 resistance to cold sits 6 , takes up a 10x10 area requires power source of 1  
Blender / Kitchen utensils - requires power source of 1  
Alchemist tools - requires fuel source grants a +5 to craft chemical checks  
Chemist Kit - 1d20 uses creates weak chemical weapons I.e. smoke sticks, thunder stones, matches  
Oven - requires power source of 1 or a fuel source, grant +5 to cooking checks 5x5 space  
Lights - requires power source of 1 ship in whole  
Tool Box - 1d20 uses can repair 3d8  
Power tools - requires power source of 1, grants +5 to craft checks for machines, weapons and armor  
First Aid Box - 1d20 uses can heal 3d8  
Medical equipment - requires power of 1, grants +5 to heal checks  
Grill - requires fuel source, grants +5 to cooking check takes up a 5x5 space  
Bed - takes up a 5x10 space  
Dresser - takes up a 5x10 space holds 100 units  
Cabinet - takes up a 5x5 space holds 50 units  
Alarm system - decreases spot and listen checks when asleep, auto success when awake power source 1  
Washer/dryer - Grants a +2 to all social rolls when actively used that day  
Subscription to Wandering Seagull - The World news paper which at times has Bounty Posters inside



## Surviving The Sea Voyage Charts Food/Water Supplies

The Following is a listing of charts to roll on with food/water supplies along sea voyages

Chart 1 How much food can be stored 1 unit = 1 days worth of meals aka 3 meals a day per person It is not suggested or wise to store food in the hold of the ship unless its dry, dried, salted, canned or pickled. Note that dry, dried and salted foods can also still get destroyed or spoil due to rats or insects in the hold.

For Hold Space see Chart 5

1 healing item aka potion, poison or salve will take 1/10 of a unit space in storage

Amount/Storage	Fridge Modified	Fridge Mini	Fridge	Walk in Freezer
1 unit -10 units	YES	YES	YES	YES
11 units - 20	YES	YES	YES	YES
21units - 30	YES	NO	YES	YES
31units - 40	YES	NO	YES	YES
41 units - 50	YES	NO	YES	YES
51units - 60	NO	NO	YES	YES
61 units - 70	NO	NO	YES	YES
71units -	NO	NO	NO	YES
+81units	NO	NO	NO	YES

## Chart 2 How long food will last without spoiling

Note: upon the gaining of food the GM will give a given week of how fresh the food is storing food does not add weeks to its time only slows it

Great = Food is as good as fresh for cooking +2 to cook

Good = foods still mostly fresh +1to cook

Fine = food is fine to cook no bonus

OK = Food is edible but flavor is being lost -1 to cook

Needs Work = Food is edible but is bad flavor -2 cook

Going Bad = Food is rotting -3 cook

Spoil = Food is rotten and should not be used -4 cook if check fails a DC 20 then acts as poison , treat its as a 1d4 hours 1d6 damage an hour , if the player rolls a 1 on this the poison effect is doubled

Not included here are other methods of food storage that will prolong its keep see chart 8 for a list of those choices.

Days/ Storage	In the Hold	Mini Fridge	Fridge	Walk in Freezer
0 -1 wk	Fine	Great	Great	Great
1wk - 2wks	Ok	Good	Good	Great
3 wks - 4 wks	Needs Work	Fine	Good	Good
4 wks - 5 wks	Going Bad	Ok	Fine	Good
5 wks - 6 wks	Spoil	Needs work	Fine	Fine
7 wks - 8 wks	Spoil	Going bad	Ok	Fine
8 wks - 9 wks	Spoil	Spoil	Needs	Ok
9 wks - 10 wks	Spoil	Spoil	Going Bad	Ok
+10 wks	Spoil	Spoil	Spoil	Needs work

### Chart 3 Food Loss

Effect on Food Time Taken from lifespan % food lost

Rats / Vermin Based off of % food lost 2d8 units

Poison Useless must be replaced All poisoned

Gets Wet 1d6 weeks unless dried or powder at which point it reverts to normal lifespan

1d10 units Stolen Based off of % food lost 2d20 units

### Chart 4 Food/Water use

Food / water use is basically a chart to help figure out how to ration food out

1 unit = 3 meals a day per person

\* Starvation - this runs the threat of starvation, weight and eventual muscle loss can / will occur during the time one is in this chart if subject is able to come out of this chart they are required to feed ½ as much as normal to regain what was lost in about the same time period

Water is less a issue as each person will need it equally and 1 barrel is enough for 1 person to last 30 days. Thus its simple math that each day one person drink 1/30 of the barrel.

	People / Regular	Meals Rationed	Meals Diet Plan*	Hunger Strike*
Normal	3 meals / 1 unit	2 meals / 2/3	1 meal / 1/3 unit	0 meals
Great Fort	3 meals / 3	2 meals / 2	1 meal / 1 unit	0 meals
Black hole	3 meals / 5	2 meals / 2 ½	1 meal / 1 unit	0 meals
Both	3 meals / 15	2 meals / 10	1 meal / 5 units	0 meals

### Chart 5 Hold Space

A ship has a vast space to hold thing vital to the crew here, things like supplies, food, Ammo, and treasure are kept here a Ships size determines the amount a ship can carry. For this chart we measure the hold in crates each crate being a 5 ft sq in itself. When storing stuff ask the GM how much will fit in one crate.

On average One barrel of Water/wine/gun powder is one crate where a rack of meat is also a crate 10 bags of grain is one crate and such. If you don't know ASK the GM they can answer this. Units of food wise its 50 units of food can be stored in one crate

Ship Size	Normal Hull	Expanded / Modified Hull
Dingy	Up to 5 crates	Up to 7 crates
Tiny	Up to 10 crates	Up to 15 crates
Small	Up to 25 crates	Up to 35 crates
Medium	Up to 50 crates	Up to 75 crates
Large	Up to 100 crates	Up to 150 crates
Huge	Up to 200 crates	Up to 300 crates
Colossal	Up to 300 crates	Up to 500 crates
Gargantuan	Up to 400 crates	Up to 1000 crates

## Chart 6 Fresh Ingredients

This chart gives a basic look at types of food that can spoil and how to combat it.

Food type	Normal lifespan	Frozen lifespan	Other process
Cheese	1 week	3 months	n/a
Milk	2 days	2 weeks	Powder as long as its dry, 2 days / 2
Eggs	2 days	1 month	n/a, may I suggest keeping a chicken
Meat	1 day	6 months	Dried 5 weeks, cured 1 year
Veggies	1 week	3 months	Canned 1 year, pickled 2 years
Fruit	1 week	3 months	Canned 1 year, pickled 2 years
Wine	1 week	10 months	Dry storage 100 years
Potions	1 week	3 months	Pills +20 to DC, 3 years
Salves	1 week	6 months	Powder as long as its dry, 1week / 6
Butter	2 days	6 months	Make some with milk and

## Chart 7 Other Storage Methods

Note food unprotected in the hull if fresh has a 1 week lifespan till its spoiled.  
Unlike the fridge chart the treated food does not spoil

Types / Lifespan	with out process in hull	Lifespan with process in
Dried	1 week	6 weeks
Dry Food	1 year (1 week wet)	Same
Salted/ Cured	1 week	10 weeks
Pickled	1 week	2 years
Canned	1 week	1 year
Frozen	1 week	10 weeks
Powder	1 week	10 years unless it gets wet
Pill (for potions or poisons)	1 week	5 years, yet hard to swallow



## Grand line Island Creation Charts

### Step 1

First roll 1d6 to determine to Main Climate

- 01 Spring
- 02 Summer
- 03 Fall
- 04 Winter
- 05 Night
- 06 Day

### Step 2

Repeat step 1 to determine the secondary climate

### Step 3

Roll 1d12 to determine the Island Makeup

- 01 Urban
- 02 Grassland
- 03 Forrest
- 04 Swamp
- 05 Tropical
- 06 Dessert
- 07 Mountain
- 08 Rain Forrest
- 09 Underwater
- 10 Cloud island
- 11 Oddity (Gm creation that is not found in nature normally)
- 12 roll again twice and combine the results

### Step 4

Name the island

### Step 5

Create Landmarks and Famous/ important individuals on the island

### Step 6

Roll the Weather Conditions for each day of the island

- 01 Sun
- 02 Partly Cloudy
- 03 Cloudy
- 04 Fog
- 05 Rain
- 06 Storm
- 07 Re-roll any result other then 7 is Big storm, on a 7 Hurricane / Blizzard (on winter islands)
- 08 Other (Gm's Choice)

## Tempiture

(Humid temps will effect players greater then dry days, aka cold damage or fatigue will set in)  
[some results may require a re-roll based on the islands climate]

- 01 Warm and dry = 70 - 75
- 02 Warm and humid = 76 - 89
- 03 Cool and dry = 60 - 69
- 04 Cool and humid = 50 - 59
- 05 Cold and Dry = 45 - 49
- 06 Cold and Humid = 32 - 44
- 07 Freezing and Dry = 31 and below
- 08 Hot and dry = 90 - 100
- 09 Hot and Humid = 100 - 140
- 10 Changing weather front, re-roll twice the first result is in the morning the second in the evening

## Travel Conditions Water travel

roll 1d6 for the water conditions for ocean travel

- 01 Calm
- 02 Normal
- 03 Choppy
- 04 Big Waves
- 05 Rough waves
- 06 roll again on the second result of a 6 Tsunami

## Step 7

### Pose Time

the time it takes a pose to reset to the island, roll 1d6

- 01 Hours, roll 1d12 for how many
- 02 Days, roll 1d6 for how many
- 03 Weeks, roll 1d4 for how many
- 04 Months, roll 1d10 for how many
- 05 Years, roll 1d2 for how many
- 06 re-roll / GM's choice

## Step 8

### Time Between

the time it takes to get from the last island to this one, roll 1d6

- 01 roll 1d4 days
- 02 roll 1d6 days
- 03 roll 1d8 days
- 04 roll 1d12 days
- 05 roll 1d20 days
- 06 roll again twice add the results

## Marines Ranking and Random listing of Marine Encounters

The Rankings are from lowest to Highest, Named NPC's can be made from these templates only with varying stats and weapons, Basic Marines are Warrior or Bounty Hunter classes, Specialist have been known to have Rogue, Trainer, Martial Artist and Ninja Levels, Random NPC listings has a Basic member, Melee Focus, Ranged Focus, and Heavy Focus (High Hp melee fighter), with some classes having a listed specialist. Lower Ranked followers are the non officer based classes and are under the command of the Officers

### **Chore Boy** (雑用, *Zatsuyō*) (not official rank)

Chore Boys have no official uniform besides a common marine white shirt without decoration and common blue marine trousers.

#### Duties

A "chore boy" is the person mostly responsible with "odd jobs" at his own station-these may include floor mopping, dish washing, and the like.

Chore Boy - Basic	HP 30 / 30	ECL 1
STR 10 DEX 10 CON 10 INT 10 WIS 10 CHA 10	Mop +1 1d6 x2	Fort 1 Reflex 0 Will 0
Spot 4 Listen 4	AC 12 FF 10 T 12	Treasure

Chore Boy - Specialist	HP 30 / 30	ECL 1
STR 10 DEX 10 CON 10 INT 10 WIS 10 CHA 10	Katana +1 1d10 18/x2 Pistol +1 2d6 x2	Fort 1 Reflex 0 Will 0
Spot 4 Listen 4	AC 12 FF 10 T 12	Treasure

**Seaman Recruit** (三等兵, *Santōhei*) or **Recruit** (新兵, *Shinpei*)

In *One Piece* "**Seaman Recruit**" (三等兵, *Santōhei*) or "**Recruit**" (新兵, *Shinpei*) is a lower marine rank below Seaman Apprentice and above Chore Boy. Seaman Recruits tend to carry out easy jobs, like helping captains and searching ships.

Recruit - Basic	HP 50 / 50	ECL 2
STR 12 DEX 12 CON 12 INT 10 WIS 10 CHA 10	Pistol +2 2d6 x2	Fort 2 Reflex 2 Will 1
Spot 5 Listen 5	AC 12 FF 10 T 11	Treasure

Recruit - Melee	HP 50 / 50	ECL 2
STR 12 DEX 10 CON 12 INT 10 WIS 12 CHA 10	Katana +2 1d10+1 18/x2	Fort 2 Reflex 1 Will 2
Spot 5 Listen 5	AC 11 FF 10 T 11	Treasure

Recruit - Range	HP 50 / 50	ECL 2
STR 10 DEX 12 CON 12 INT 10 WIS 12 CHA 10	Rifle +2 2d8 x2	Fort 2 Reflex 2 Will 2
Spot 5 Listen 5	AC 12 FF 10 T 11	Treasure

Recruit - Heavy	HP 75 / 75	ECL 2
STR 12 DEX 10 CON 14 INT 10 WIS 10 CHA 10	Unarmed +2 1d6 x2 Grenade +2 3d10 x2	Fort 3 Reflex 1 Will 1
Spot 5 Listen 5	AC 11 FF 10 T 11	Treasure

## Seaman Apprentice

In *One Piece* universe "**Seaman Apprentice**" (二等兵, *Nitōhei*) is a lower marine rank below Seaman First Class and above Seaman Recruit.

Apprentice- Basic	HP 75 / 75	ECL 3
STR 12 DEX 12 CON 12 INT 10 WIS 12 CHA 10	Pistol +3 2d6 x2	Fort 3 Reflex 3 Will 2
Spot 7 Listen 7	AC 13 FF 10 T 12	Treasure

Apprentice- Melee	HP 75 / 75	ECL 3
STR 14 DEX 12 CON 10 INT 10 WIS 12 CHA 10	Katana +4 1d10+2 18/x2	Fort 2 Reflex 3 Will 2
Spot 7 Listen 7	AC 13 FF 10 T 12	Treasure

Apprentice- Range	HP 75 / 75	ECL 3
STR 10 DEX 14 CON 12 INT 10 WIS 12 CHA 10	Rifle +4	Fort 3 Reflex 4 Will 2
Spot 7 Listen 7	AC 14 FF 10 T 12	Treasure

Apprentice- Heavy	HP 100 / 100	ECL 3
STR 14 DEX 10 CON 14 INT 10 WIS 10 CHA 10	Unarmed +4 Grenade +2	Fort 4 Reflex 2 Will 1
Spot 6 Listen 6	AC 12 FF 10 T 12	Treasure



## Seaman First Class

In One Piece "**Seaman First Class**" (一等兵, *Ittōhei*) is a lower marine rank below Petty Officer and above Seaman Apprentice.

First Class- Basic	HP 100 / 100	ECL 4
STR 12 DEX 14 CON 12 INT 10 WIS 12 CHA 10	Pistol +5 2d6 x2	Fort 4 Reflex 5 Will 2
Spot 8 Listen 8	AC 15 FF 10 T 13	Treasure

First Class- Melee	HP 100 / 100	ECL 4
STR 14 DEX 14 CON 10 INT 10 WIS 12 CHA 10	Katana +5 1d10+2 18/x2	Fort 3 Reflex 5 Will 2
Spot 8 Listen 8	AC 15 FF 10 T 13	Treasure

First Class- Range	HP 100 / 100	ECL 4
STR 10 DEX 14 CON 12 INT 10 WIS 14 CHA 10	Rifle +5	Fort 4 Reflex 5 Will 3
Spot 9 Listen 9	AC 15 FF 10 T 13	Treasure

First Class - Heavy	HP 150 / 150	ECL 4
STR 14 DEX 12 CON 14 INT 10 WIS 10 CHA 10	Unarmed +5 Grenade +4	Fort 5 Reflex 4 Will 1
Spot 7 Listen 7	AC 14 FF 10 T 13	Treasure

## Petty Officer

In the *One Piece* universe "**Petty Officer**" (伍長, *Gochō*) is a lower marine rank below Chief Petty Officer and above Seaman First Class. Sometimes it is also translated as **Petty Officer Third Class**.

Once a marine rises to this rank, he or she is allowed to wear many different uniforms or even civil clothes. However, many Petty Officers prefer to appear "sailor-like" and continue wearing the traditional uniform.

Petty Officers gain the ability to have up to 5 lower ranked followers

Petty Officer - Basic	HP 125 / 125	ECL 8
STR 12 DEX 14 CON 14 INT 10 WIS 12 CHA 10	Pistol 6/1 2d6 x2	Fort 6 Reflex 6 Will 4
Spot 9 Listen 9	AC 16 FF 10 T 14	Treasure

Petty Officer - Melee	HP 125 / 125	ECL 8
STR 14 DEX 14 CON 12 INT 10 WIS 12 CHA 10	Katana 6/1 1d10+2 18/x2	Fort 5 Reflex 6 Will 5
Spot 9 Listen 9	AC 16 FF 10 T 14	Treasure

Petty Officer - Range	HP 125 / 125	ECL 8
STR 10 DEX 14 CON 14 INT 10 WIS 14 CHA 10	Rifle 6/1	Fort 6 Reflex 6 Will 6
Spot 10 Listen 10	AC 16 FF 10 T 14	Treasure

Petty Officer - Heavy	HP 200 / 200	ECL 8
STR 14 DEX 12 CON 16 INT 10 WIS 10 CHA 10	B. Knuckles 6/1 Grenade 6/1	Fort 7 Reflex 5 Will 3
Spot 8 Listen 8	AC 15 FF 10 T 14	Treasure

## Chief Petty Officer

In the *One Piece* universe **Chief Petty Officer** (軍曹, *Gunsō*) is a lower marine rank below Master Chief Petty Officer and above Petty Officer. Sometimes it is also translated as **Petty Officer Second Class**.

Chief Petty Officer's can gain up to 8 lower ranked members

Chief Petty - Basic	HP 150 / 150	ECL 10
STR    DEX    CON INT    WIS    CHA	Pistol 8/3 2d6 x2 H. Axe	Fort    Reflex    Will
Spot Listen	AC        FF        T	Treasure

Chief Petty - Melee	HP 150 / 150	ECL 10
STR    DEX    CON INT    WIS    CHA	Katana 8/3 1d10+2 18/x2 Dagger 8/3	Fort    Reflex    Will
Spot Listen	AC        FF        T	Treasure

Chief Petty - Range	HP 150 / 150	ECL 10
STR    DEX    CON INT    WIS    CHA	Rifle Pistol	Fort    Reflex    Will
Spot Listen	AC        FF        T	Treasure

Chief Petty - Heavy	HP 250 / 250	ECL 10
STR    DEX    CON INT    WIS    CHA	B. Knuckle Grenade	Fort    Reflex    Will
Spot Listen	AC        FF        T	Treasure

## Master Chief Petty Officer

In the *One Piece* universe "**Master Chief Petty Officer**" (曹長, *Sōchō*) is a lower marine rank below Warrant Officer and above Chief Petty Officer. Sometimes it is also translated as **Petty Officer First Class**.

Master Chief Petty Officers can gain up to 10 lower ranked followers

Master Chief - Basic			HP 175 / 175	ECL 12		
STR	DEX	CON	Pistol 10/5 2d6 x2	Fort	Reflex	Will
INT	WIS	CHA	H. Axe			
Spot Listen			AC	FF	T	Treasure

Master Chief - Melee			HP 175 / 175	ECL 12		
STR	DEX	CON	Katana 10/5 1d10+2 18/x2	Fort	Reflex	Will
INT	WIS	CHA	Dagger 10/5			
Spot Listen			AC	FF	T	Treasure

Master Chief - Range			HP 175 / 175	ECL 12		
STR	DEX	CON	Rifle	Fort	Reflex	Will
INT	WIS	CHA	Pistol			
Spot Listen			AC	FF	T	Treasure

Master Chief - Heavy			HP 300 / 300	ECL 12		
STR	DEX	CON	B. Knuckle	Fort	Reflex	Will
INT	WIS	CHA	Grenade			
Spot Listen			AC	FF	T	Treasure

## Warrant Officer

In *One Piece* "**Warrant Officer**" (准尉, *Jun'i*) is a marine rank below Ensign and above Master Chief Petty Officer.

Warrant Officer's can gain up 15 lower ranked followers

Warrant - Basic	HP 200 / 200	ECL 14
STR DEX CON INT WIS CHA	Pistol 12/7/2 2d6 x2 H. Axe	Fort Reflex Will
Spot Listen	AC FF T	Treasure

Warrant - Melee	HP 200 / 200	ECL 14
STR DEX CON INT WIS CHA	Katana 12/7/2 1d10+3 18/x2 Dagger 12/7/2	Fort Reflex Will
Spot Listen	AC FF T	Treasure

Warrant - Range	HP 200 / 200	ECL 14
STR DEX CON INT WIS CHA	Rifle Pistol	Fort Reflex Will
Spot Listen	AC FF T	Treasure

Warrant - Heavy	HP 350 / 350	ECL 14
STR DEX CON INT WIS CHA	S. Knuckle Grenade	Fort Reflex Will
Spot Listen	AC FF T	Treasure

## Ensign

In the world of *One Piece* **Ensign** (少尉, *Shōi*) is the marine officer rank below Lieutenant Junior Grade and above Warrant Officer.

This is the lowest rank given permission to wear "Justice" (正義 *Seigi*) on the backs of their clothing and a relatively unused rank.

Ensign's gain the use of 20 lower rank followers

Ensign - Basic			HP 225 / 225	ECL 16
STR	DEX	CON	Pistol 13/8/3 2d6 x2	Fort Reflex Will
INT	WIS	CHA	H. Axe	
Spot Listen			AC FF T	Treasure

Ensign - Melee			HP 225 / 225	ECL 16
STR	DEX	CON	Katana 14/9/4 1d10+3 18/x2	Fort Reflex Will
INT	WIS	CHA	Dagger 14/9/4	
Spot Listen			AC FF T	Treasure

Ensign - Range			HP 225 / 225	ECL 16
STR	DEX	CON	Rifle	Fort Reflex Will
INT	WIS	CHA	Pistol	
Spot Listen			AC FF T	Treasure

Ensign - Heavy			HP 400 / 400	ECL 16
STR	DEX	CON	S. Knuckle	Fort Reflex Will
INT	WIS	CHA	Grenade	
Spot Listen			AC FF T	Treasure

## Lieutenant Junior Grade

In the *One Piece* universe **Lieutenant Junior Grade** (中尉, *Chūi*) is a marine officer rank below Lieutenant and above Ensign.

Lieutenant Junior Grade gains 25 followers of lower rank

Junior - Basic			HP 250 / 250	ECL 18		
STR	DEX	CON	Pistol 15/10/5 2d6 x2	Fort	Reflex	Will
INT	WIS	CHA	H. Axe			
Spot Listen			AC	FF	T	Treasure

Junior - Melee			HP 250 / 250	ECL 18		
STR	DEX	CON	Katana 16/11/6 1d10+3 18/x2	Fort	Reflex	Will
INT	WIS	CHA	Dagger			
Spot Listen			AC	FF	T	Treasure

Junior - Range			HP 250 / 250	ECL 18		
STR	DEX	CON	Rifle	Fort	Reflex	Will
INT	WIS	CHA	Pistol			
Spot Listen			AC	FF	T	Treasure

Junior - Heavy			HP 450 / 450	ECL 18		
STR	DEX	CON	S. Knuckle	Fort	Reflex	Will
INT	WIS	CHA	Grenade			
Spot Listen			AC	FF	T	Treasure

## Lieutenant

In the *One Piece* universe **Lieutenant** (大尉, *Taii*) is a marine officer rank below Lieutenant Commander and above Lieutenant Junior Grade.

Lieutenant gains a gathering of 30 followers of lesser rank

Lieutenant - Basic			HP 275 / 275	ECL 20
STR INT	DEX WIS	CON CHA	Pistol 17/12/7 2d6 x2 H. Axe	Fort Reflex Will
Spot Listen			AC FF T	Treasure

Lieutenant - Melee			HP 275 / 275	ECL 20
STR INT	DEX WIS	CON CHA	Katana 18/13/8 1d10+4 18/x2 Pistol	Fort Reflex Will
Spot Listen			AC FF T	Treasure

Lieutenant - Range			HP 275 / 275	ECL 20
STR INT	DEX WIS	CON CHA	Rifle Katana	Fort Reflex Will
Spot Listen			AC FF T	Treasure

Lieutenant - Heavy			HP 500 / 500	ECL 20
STR INT	DEX WIS	CON CHA	Gauntlet S. Gun	Fort Reflex Will
Spot Listen			AC FF T	Treasure



## Lieutenant Commander

In *One Piece* universe "**Lieutenant Commander**" (少佐, *Shōsa*) is a marine officer rank below Commander and above Lieutenant.

From this rank above, marine officers prefer to wear a suit worn underneath their long uniform coat instead of the sailor uniform.

Lieutenant Commander gains the following of 40 lesser ranked

Lieutenant C. - Basic	HP 300 / 300	ECL 22
STR    DEX    CON INT    WIS    CHA	Pistol 19/14/4 2d6 x2 Grenade	Fort    Reflex    Will
Spot Listen	AC    FF    T	Treasure

Lieutenant C. - Melee	HP 300 / 300	ECL 22
STR    DEX    CON INT    WIS    CHA	Katana20/15/10 1d10+418/x2 Pistol	Fort    Reflex    Will
Spot Listen	AC    FF    T	Treasure

Lieutenant C. - Range	HP 300 / 300	ECL 22
STR    DEX    CON INT    WIS    CHA	Rifle Katana	Fort    Reflex    Will
Spot Listen	AC    FF    T	Treasure

Lieutenant C. - Heavy	HP 550 / 550	ECL 22
STR    DEX    CON INT    WIS    CHA	Gauntlet S. Gun	Fort    Reflex    Will
Spot Listen	AC    FF    T	Treasure

## Commander

In *One Piece* universe "**Commander**" (中佐, *Chūsa*) is a marine officer rank below Captain and above Lieutenant Commander.

Commander's gain 50 lesser ranked followers

Commander - Basic			HP 325 / 325	ECL 24		
STR	DEX	CON	Pistol 20/15/10 2d6 x2 Grenade	Fort	Reflex	Will
INT	WIS	CHA				
Spot Listen			AC	FF	T	Treasure

Commander - Melee			HP 325 / 325	ECL 24		
STR	DEX	CON	Katana 22/17/12 1d10+418/x2 Pistol	Fort	Reflex	Will
INT	WIS	CHA				
Spot Listen			AC	FF	T	Treasure

Commander - Range			HP 325 / 325	ECL 24		
STR	DEX	CON	Rifle Katana	Fort	Reflex	Will
INT	WIS	CHA				
Spot Listen			AC	FF	T	Treasure

Commander - Heavy			HP 600 / 600	ECL 24		
STR	DEX	CON	Gauntlet S. Gun	Fort	Reflex	Will
INT	WIS	CHA				
Spot Listen			AC	FF	T	Treasure

## Captain

A **Marine Captain** (大佐, *Taisa*) is a rank junior to that of a Commodore. It is second most seen rank in One Piece to date, having nine representatives and being second only to that of Vice Admiral in terms of appearance. Even then "captain" is just the equivalent rank in English speaking armies (America and British) to the Japanese given for their rank

Captain's gain 75 lesser ranked followers

Captain - Basic			HP 350 / 350	ECL 26
STR INT	DEX WIS	CON CHA	Pistol 22/17/12 2d6 x2 Grenade	Fort Reflex Will
Spot Listen			AC FF T	Treasure

Captain - Melee			HP 350 / 350	ECL 26
STR INT	DEX WIS	CON CHA	Katana24/19/14 1d10+418/x2 Pistol	Fort Reflex Will
Spot Listen			AC FF T	Treasure

Captain - Range			HP 350 / 350	ECL 26
STR INT	DEX WIS	CON CHA	Rifle Katana	Fort Reflex Will
Spot Listen			AC FF T	Treasure

Captain - Heavy			HP 650 / 650	ECL 26
STR INT	DEX WIS	CON CHA	S. Gaunt S. Gun	Fort Reflex Will
Spot Listen			AC FF T	Treasure

Commodore

In *One Piece* "**Commodore**" (准将, *Junshō*) is a marine officer rank above Captain and below Rear Admiral.

Commodore's gain 80 lesser ranked followers

Commodore - Basic			HP 375 / 375	ECL 28		
STR	DEX	CON	Pistol 24/19/14 2d6 x2	Fort	Reflex	Will
INT	WIS	CHA	Grenade			
Spot Listen			AC FF T	Treasure		

Commodore - Melee			HP 375 / 375	ECL 28		
STR	DEX	CON	Katana26/21/16 1d10+418/x2	Fort	Reflex	Will
INT	WIS	CHA	Pistol			
Spot Listen			AC FF T	Treasure		

Commodore - Range			HP 375 / 375	ECL 28		
STR	DEX	CON	Rifle	Fort	Reflex	Will
INT	WIS	CHA	Katana			
Spot Listen			AC FF T	Treasure		

Commodore - Heavy			HP 700 / 700	ECL 28		
STR	DEX	CON	S. Gaunt	Fort	Reflex	Will
INT	WIS	CHA	S. Gun			
Spot Listen			AC FF T	Treasure		

## Rear Admiral

In *One Piece* "**Rear Admiral**" (少将, *Shōshō*) is a marine officer rank above Commodore and below Vice Admiral. It is the first (the lowest) admiral rank.

So far the only people seen in *One Piece* to have held the rank of Rear Admiral canonical are former Marine and current pirate X. Drake and an unnamed Rear Admiral who was in command of the battleships of Impel Down when they were after the Jailbreak League's battleship.

There was also a Rear Admiral leading the Marines trying to capture the Straw Hats at Sabaody after the time skip

### Rear admiral gain 100 lesser ranked followers

Rear Admiral - Basic			HP 400 / 400	ECL 30		
STR	DEX	CON	Pistol 25/20/15 2d6 x2	Fort	Reflex	Will
INT	WIS	CHA	Grenade			
Spot Listen			AC FF T	Treasure		

Rear Admiral - Melee			HP 400 / 400	ECL 30		
STR	DEX	CON	Katana28/23/18 1d10+418/x2	Fort	Reflex	Will
INT	WIS	CHA	Pistol			
Spot Listen			AC FF T	Treasure		

Rear Admiral - Range			HP 400 / 400	ECL 30		
STR	DEX	CON	Rifle	Fort	Reflex	Will
INT	WIS	CHA	Katana			
Spot Listen			AC FF T	Treasure		

Rear Admiral - Heavy			HP 750 / 750	ECL 30		
STR	DEX	CON	S. Gaunt	Fort	Reflex	Will
INT	WIS	CHA	S. Gun			
Spot Listen			AC FF T	Treasure		

Vice Admiral - (each must be roll individually as NPC's)

The Vice Admiral position is the third highest post in the Marines and currently the one with most representatives seen in the series (before five named Captains) besides common, unnamed grunt soldiers. The highest seen position below a Vice Admiral is that of a Rear Admiral.

Their duties are different from those of common Marine commanders, as is for instance that of commanding 2 out of 10 Buster Call ships. However, one Vice Admiral, John Giant, is seen to have some special authority, as he was the first in the entire Marine Headquarters to receive the report of the Buster Call and could also evidently command other Vice Admirals to dispatch. At least eleven of them (John Giant, Momonga, Komir, Onigumo, Doberman, Strawberry, Tsuru, Lacroix, Ronse, Yamakaji and Dalmatian) are known to be stationed in the Marine Headquarters. The general attire of a Vice Admiral is that of a Marine coat with epaulets and a suit and tie worn below. The only Vice Admiral to wear an attire different from others is, again, John Giant, who wears a gold and red uniform with a strain of medals on his chest. While most Vice Admirals wear standard blue epaulets, Garp wears black and red, while Tsuru wears gold.

It would seem that most Vice Admirals are swordsmen and several have been shown using Rokushiki. Many Giants who are shown to be Marines are Vice Admirals, a testament of their immense strength. Another attribute that is common among Vice Admirals is that they all know Haki, though almost none have been shown using it in obvious ways yet.

Admiral - (each must be roll individually as NPC's)

### **Marine Admirals in One Piece**

In the series, Admirals are shown as being the second highest rank in the Marines behind the Fleet Admiral. There are only three Marines with the title of Admiral. The three current ones are known by their aliases: "Aokiji" (Blue Pheasant), "Akainu" (Red Dog), and "Kizaru" (Yellow Monkey). They are also possible behind the Yonkou, the three most powerful persons in the world of One Piece.

### **Abilities**

The three Admirals combine their Busōshoku Haki.

The Admirals are crowned the World Government's "**Greatest Powers**" (最高戦力, *Saikō Senryoku*), and are the strongest individual fighters within the World Government and the Marines. These three admirals are respected and feared amongst the entire world.

As seen in Sabaody Archipelago, the mere presence of just one Admiral was enough to cause a panic on the island and make the entire population flee from the island, including the Eleven Supernovas. Another example of the Admiral's reputation is Nico Robin from the Straw Hat Pirates, related to her childhood trauma, she constantly loses her grip and starts panicking whenever an Admiral is around.

The Admirals' individual abilities. Added by Genocyber

The current three Admirals all have Logia-type Devil Fruit powers representing their respective color. All of their powers are very destructive, even when comparing to an average Logia user. They are all strong enough to combat against Whitebeard alone, as well as to fight on par with the top three Whitebeard Pirates commander each (although Kizaru and Aokiji's opponents were distracted and Akainu's magma has a natural superiority to Ace's fire). Admiral Aokiji and Kizaru are seen to be proficient swordsmen when creating blades from their own element and wielding them. It is unknown if Akainu also shares this ability, though, as he has only been seen using molten fists for close combat.

In addition, the three of them are very high-level users of Haki, shown when using Busoshoku Haki together to block Whitebeard's shock wave. The difference in physical prowess between

Admirals and Vice Admirals also seems to be dramatically high, as one of Whitebeard's quake-imbued punches was enough to incapacitate a Vice Admiral Giant, yet Akainu took two (which were also imbued with Haki, further increasing damage) and still had more than enough to keep fighting.

### **Duties**

Aside from having control over the thousands of soldiers who rank underneath them, the Admirals are the only Marines, along with the Fleet Admiral, within the World Government who have the authority and ability to issue a Buster Call. They are also the only ones who can grant World Government agents the permission to use the Buster Call. The Admirals' only superior, aside from the Fleet Admiral, are the Gorousei and the World Government Commander-in-Chief. Should a World Noble be opposed or injured, an Admiral will be summoned to take down the assailants who did the damage. Failure is not acceptable.

Fleet Admiral - (each must be roll individually as NPC's)

The only Fleet Admirals seen so far in the series are Kong from 27 years ago, who was eventually promoted to the rank of World Government Commander-in-Chief, and Sengoku, who was Fleet Admiral until he resigned from his post three weeks after the Battle of Marineford. Sengoku suggested to Kong that Admiral Aokiji be his successor as Fleet Admiral. In between the two years where the Straw Hat Pirates took a training break, a new Fleet Admiral is mentioned, but yet to be named.

The World Government Commander-in-Chief, Fleet Admiral, and the three Admirals are the only ones within the Marines capable of legally initiating a Buster Call, as well as granting World Government agents or lower ranking Marines the right to do so. Fleet

Cipher Pol (World Government Agents working along with marines each agent above CP5 is a NPC that must be rolled as a unique character)

**CP5** (シーピーファイブ, *Shī pī Faibu*), more properly known as **Cipher Pol Number 5**

(サイファーポールナンバーファイブ, *Saifā Pōru Nanbā Faibu*) is an Intelligence Agency, working under the employ of the World Government, being one of the Cipher Pol's. It was led by future chief of CP9, Spandam, and the members seems to use merely guns and their political powers to overpower their opponents. This group has been around since 1514.

**CP6** (シーピーシックス, *Shī pī Shikkusu*), more properly known as **Cipher Pol Number 6**

(サイファーポールナンバーシックス, *Saifā Pōru Nanbā Shikkusu*) is an Intelligence Agency, working under the employ of the World Government, being one of the Cipher Pol's. It has, so far only one identified member - Jerry, who is said to be its champion. He was assisted by common World Government Agents.

**CP7** (シーピーセブン, *Shī pī Seibun*), or more properly **Cipher Pol Number Seven**

(サイファーポールナンバーセブン, *Saifā Pōru Nanbā Seibun*) is an Intelligence Agency, working under the employ of the World Government, being one of the Cipher Pol's. Its only seen member is Wanze, who was not assisted by any grunt agents.

**CP9** (シーピーナイン, *Shī pī nain*), more properly known as **Cipher Pol Number 9**

(サイファーポールナンバーナイン, *Saifā Pooru Nanbaa Nain*<sup>2</sup>), is a "secret" Cipher Pol organization, formed of people able to use the Rokushiki techniques.

CP9 has special privileges not available to normal Cipher Pol squadrons, like the ability to kill any person perceived as a threat to world stability.

More recently, CP9 was gifted, under the authority of Admiral Aokiji, the ability to initiate a Buster Call. The Buster Call granted them a powerful strike force of ten warships which hunt down and destroy any particular criminal group unfortunate enough to be targeted, along with the island.